

Crusader Game
Books

FREE!

SUPER CRUSADERS

SECOND EDITION



FAKEUPGCSYMBOL

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SUPER CRUSADERS

SECOND EDITION



Game and illustrations by: Lee Walser

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If you've never played this kind of game before, this is a role-playing game or a story telling game. In this game players make up characters and tell exciting adventure stories together. The game rules give you a way to know what the characters in the story can do, and to see if they succeed at what they try to do.

THE GAME WORLD

The characters in the story live in a fictional world full of action, adventure, and mystery. It can be a world of comic book super heroes, a world of swords and sorcery, a science fiction setting with many worlds, or a time traveling, dimension hopping mixture of genres. Super Crusaders was originally envisioned as a SUPERHERO game (and it is still primarily presented as one) but it is actually a universal system that works in any genre. You can have a world where a wizard can team up with a Superhero, a Ninja and a futuristic alien robot for an adventure in World War II.



HERE'S HOW YOU PLAY

First, everyone makes up the characters they want to be. The game tells you how to do it. Then 1 player called the Game Master (or GM) makes up an adventure to challenge the players. He will set up the story by telling the players what their characters know. The GM plays the roles of all of the people the players interact with (villains, allies and innocent bystanders). The other players (who are just called players) each decide what their characters will do, and together players and GM will tell a story. Players have to work with the abilities and Disadvantages of their characters, to overcome the challenges set before them by the GM while acting as the character would. Part of the challenge and fun is to play your character's role even when you would never act that way yourself. For example if your city were under attack by an invading army you would probably run away, but your character is a hero so he will stand and fight the enemy; single handed, if he must. This is what makes for an adventure.

WHAT YOU NEED TO PLAY

This game uses ordinary 6 sided dice. You should have at least 3 of them. You will also need pencils and paper. There is other optional equipment, that can be helpful or fun to use, but really that is all you will need.

STUFF YOU NEED TO KNOW

Before you dive into the book, there are a few frequently used abbreviations you will need to know. I tried hard to avoid using many abbreviations but space limitations (especially on power descriptions) made it impossible. So here are the ones I was forced to use:

ATT=	ATTACK ACTION	1 of the 4 types of Actions in the game
ACT=	ACTION	There are 4 types of actions in this game.
DAM=	DAMAGE	This tells how hard an attack hits.
ENG=	ENERGY COST	This tells how much energy it costs to use an action.
HEX=	HEXAGON	A 6ft space on a game map
REC=	RECOVERY ACTION	1 of the 4 types of Actions in the game.
RNG=	RANGE	How far an action reaches.
SPC=	SPECIAL	This means that the standard categories don't apply. Details will be found elsewhere.
STAT=	STATISTIC	O.K. you probably knew this one.

USING DICE

This game uses normal dice (that's d6 for gamers). When a character tries to do something, the player often rolls dice to see if he succeeds. Dice are used for difficult actions, like fighting and for movement.

- ALWAYS ROLL A NUMBER OF DICE EQUAL TO THE STAT BEING USED.**
- A ROLL OF 1-4 IS A FAILURE.**
- A ROLL OF 5 OR MORE IS A SUCCESS.**
- A ROLL OF 11 OR MORE IS A CRITICAL SUCCESS.**
- TO UNDO THE EFFECTS OF A CRITICAL SUCCESS, AN OPPONENT WILL NEED A CRITICAL SUCCESS.**

EXTREME CONDITIONS

Fighting bad guys is never an easy task but sometimes the situation is so difficult that success requires a higher die roll than usual. Under extreme conditions die rolls are interpreted as follows:

- A ROLL OF 1-10 IS A FAILURE.**
- A ROLL OF 11 OR MORE IS A SUCCESS.**
- A ROLL OF 16 OR MORE IS A CRITICAL SUCCESS.**

Extreme conditions include things like shooting from the back of a moving vehicle, or trying to make a sudden stop while on slippery or unstable ground, etc.

NON-DICE ACTIONS



Not all actions require dice. If there is no reason why the character would fail, there is no need for dice. Most ordinary actions like running, opening doors or pushing buttons, don't use dice. Sometimes an action, that wouldn't normally need dice, will because of special circumstances. Normally you can run without rolling dice, but if you run across unstable ground, you might fall. you could avoid the dice by slowing down and walking or by taking the long way around, but you're a hero, you have lives to save, and there's no time to waste.

ROUND SEQUENCE

During action scenes, characters take turns acting in the order shown below:

- | | |
|------------------------------|--------------------------|
| 1. SURPRISE ATTACKERS | 5. OTHER HEROES |
| 2. RUNNERS | 6. LESSER ENEMIES |
| 3. BOSS ENEMIES | 7. NORMAL PEOPLE |
| 4. PLAYERS | 8. RECOVERY |

SURPRISE ATTACKERS At the beginning of a fight, attackers will have chance to surprise their opponents.

RUNNERS Anyone who decides to run away, at the beginning of a round, gets to act first in initiative. Runners can't attack, but they can do other actions so long as their first action is running.

Hold Your Fire, Anyone can choose to delay his action, until after someone who would normally act after him. This can especially be useful if he's waiting for the opponent to come into view or reveal his position. A character can even hold his action until an opponent says what he's going to do then act to stop him before he gets a chance to do it.

RECOVERY The end of the round is when people who are under the effects of Special Attacks roll dice to try to break free. This is also when characters get back 1 spent ENERGY, and get to REST if they didn't attack or move. Some other powers also work during this part of the round.

TAKING YOUR TURN

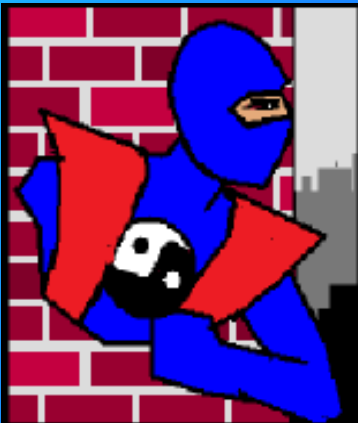
On his turn, a character gets to do 3 Actions: **a Move, an Attack and a Free Action.** These can be done in any order.

MOVE Running, Swimming, Climbing, Jumping, and a number of Super powers use your movement action. If you don't want to move you can give up your movement action to do an extra free action.

Movement actions may also be used to move other things. If you want to pick up a heavy object, open a vault door, or pull a friend up out of a pit, you will need to use your Movement Action for that too.

FREE Free actions are simple things that are easy to do even while doing something else, like drawing a weapon, pushing a button, opening a normal door, **Even Walking (up to 12ft)** can be a free action!

ATTACK Whether you Punch, Shoot, Throw, Grab or launch some Super Powered Attack it all uses your attack action. If you don't want to attack you can give up your attack action to do an extra free action. Some actions that are not attacks will use an attack action because you can't do them in the same round that you attack.



ACTION STATS

All characters have 4 stats to measure their abilities in different types of actions:

ARM, LEG, EYE, & MIND.

These Action Stats will range from 1-3. 1 is normal, 2 is exceptional and 3 is heroic. Each Stat tells how many dice the character rolls when attempting certain types of actions.



ARM

ARM represents strength and dexterity. Arm is the number of dice the character rolls for hands on powers and Actions, and to break free from the effects of physical attacks.

PLAYERS START WITH AN ARM OF 2.



LEG

LEG represents agility. Leg is the number of dice rolled for movement powers and Actions. Leg does not effect the distance a character can move. There are several ways of moving each with it's own range:

RUNNING	60ft	WALKING	12ft
CRAWLING	6ft	JUMPING	6ft

PLAYERS START WITH A LEG OF 2.



EYE

EYE represents the character's senses, not just sight but all senses. Eye is used for Ranged powers including special senses.

PLAYERS START WITH AN EYE OF 2.



MIND

MIND represents the characters will power. MIND is the number of dice rolled for mental Actions and powers and to break free from the effects of mental attacks.

PLAYERS START WITH A MIND OF 2.

SPECIALIZING

All player characters get to pick 1 of the 4 Action Stats, to Specialize in, and add 1 point to that Stat.

CONDITION STATS

In addition to their 4 Action Stats all characters get 2 Condition Stats :

ENERGY, & HEARTS

These Stats are not used for die rolls, instead they will change up or down to reflect the characters current condition.



HEARTS

HEARTS tell a character's condition. Attacks, and other injuries take HEARTS from the victim. When attacks reduce HEARTS to **0** or less the character is defeated. Lost HEARTS can be recovered by RESTING. (SEE STANDARD ACTIONS: RESTING)

Unconscious people can't rest, and most Healing powers don't work on unconscious people, so all a K-Oed character can do is wait. Unconscious characters will wake up after about an hour. Upon waking, the character will have 1 HEART. If the character was hit by a cutting, gun, or fire attack, then he won't wake up for a long time without medical attention. Don't worry,; characters almost never die in this game.

PLAYERS START WITH 16 HEARTS.

Extra Hearts can be added when the character gets his powers.



ENERGY

ENERGY represents the characters ability to use power. Many powers cost ENERGY to use, and when the character is low on ENERGY he can't use them. Stronger powers cost more energy.

Characters recover 1 ENERGY at the end of every round, and if a character does not Attack or Move he can Rest to recover all spent energy in a single round.

PLAYERS ALWAYS HAVE 4 ENERGY.

This Stat will never change.



How do superheroes get so much energy?

STANDARD ACTIONS

Now let's talk about some things that everyone can do.

POWER	STAT	ACT	ENG	RNG	DAM	PAGE
AWAKEN	MIND	REC	0	0	0	9
BREAK FREE	ARM	REC	0	0	0	9
CLIMB	LEG	MOVE	0	6	0	9
DRIVE	ARM	MOVE	0	0	0	9
GRAB	ARM	ATT	0	0	0	10
LIFT	ARM	MOVE	1	0	0	10
MANEUVER	LEG	0	0	0	0	10
REST	0	REC	SPC	0	0	10
RIDING	LEG	MOV	0	0	0	10
SPOT HIDDEN	EYE	FREE	0	12	0	10
STRIKE	ARM	ATT	0	0	4	10
SURPRISE	EYE	0	0	120	0	11
SWIM	LEG	MOVE	1	6	0	11
TALENT	0	SPEC	0	0	0	11
THINK	MIND	ATT	0	0	0	11
THROW	EYE	ATT	1	30	4	11
TRIP	LEG	ATT	1	0	0	11

AWAKEN



ACT: REC ENG: 0 RNG: 0 DAM. 0

Characters use MIND to break free from the lasting effects of mental attacks like Mind Control, Confuse or Fear (among others) .
Character can't roll to Awaken until the round after being hit by the attack!

BREAK FREE



ACT: REC ENG: 0 RNG: 0 DAM. 0

.Characters use ARM to break free from the lasting effects of physical attacks like Stun Wrestling Holds or Tangle (among others) .
Character can't roll to Break Free until the round after being hit by the attack!

CLIMB



ACT: MOVE ENG: 0 RNG: 6ft DAM. 0


Any character can roll to climb up a tree or other very rough surfaces. No die roll is required normally, but if the character attempts to climb while carrying extra weight or up an unstable surface or a relatively smooth surface he will need to roll each time he tries to move.
Normally a failed roll will only mean that the character can't move but a roll of 1 or 2 will mean he falls. Characters rolling 3 dice never fall.

DRIVE



ACT: MOVE ENG: 0 RNG: 0 DAM. 0

Any character can drive a car or truck. Normally this doesn't require a die roll but if the character attempts difficult maneuvers, like speeding through narrow gaps, making sharp turns or jumping over gaps, he will need to roll.
A failed roll normally means the car has to stop, but a roll of 1 or 2 means the car crashes. Characters rolling 3 dice never crash.

<p>GRAB</p> 	<p>ACT: ATT ENG: 0 RNG: 0 DAM. 0</p> <p>This is an attack that causes no damage but Immobilizes the victim until he Breaks free. Immobilized opponents can't MOVE, BLOCK or DODGE, but can still attack, Unfortunately, this attack also effects the attacker!</p>								
<p>LIFT</p> 	<p>ACT: MOVE ENG: 0 RNG: 1 DAM. 0</p> <p>Any character can normally lift a weight base on their ARM. This doesn't require dice.</p> <table border="1" data-bbox="852 462 1047 577"> <thead> <tr> <th colspan="2">ARM LIFTING</th> </tr> </thead> <tbody> <tr> <td>1</td> <td>200 lbs</td> </tr> <tr> <td>2</td> <td>400 lbs</td> </tr> <tr> <td>3</td> <td>800 lbs</td> </tr> </tbody> </table> <p>Lifting small object doesn't normally use an action or cost any Energy. This is only for lifting objects that are more than half the character's maximum.</p>	ARM LIFTING		1	200 lbs	2	400 lbs	3	800 lbs
ARM LIFTING									
1	200 lbs								
2	400 lbs								
3	800 lbs								
<p>MANEUVER</p> 	<p>ACT: 0 ENG: 0 RNG: 0 DAM. 0</p> <p>Any character can attempt difficult stunts like making sharp turns at high speed, speeding through doors before they close or Running through crowded areas or jumping onto narrow landing spots.</p> <p>Failing normally means that the character has to stop but a roll of 1 or 2 will mean the character falls or crashes into something. That never happens to characters rolling 3 dice.</p>								
<p>REST</p> 	<p>ACT: REC ENG: 0 RNG: 0 DAM. -1</p> <p>Any character who doesn't Attack or Move on his Turn can rest at the end of the round and recover 1 lost Heart or 2 spent Energy.</p> <p>Flying characters can rest in the air so long as they hover in place.</p>								
<p>RIDING</p> 	<p>ACT. MOV ENG. 0 RNG. 0 DAM. 0</p> <p>Any character can ride a motorcycle or animal. Normally this doesn't require a die roll but if the character attempts difficult maneuvers, like speeding through narrow gaps, making sharp turns or jumping over gaps, he will need to roll.</p> <p>A failed roll normally means the character has to stop, but a roll of 1 or 2 means he will fall off the animal or motorcycle. Characters rolling 3 dice never fall.</p>								
<p>SPOT HIDDEN</p> 	<p>ACT: FREE ENG: 0 RNG: 12 ft DAM. 0</p> <p>Any character can look around and try to spot hidden things. The GM will always make these rolls in secret, whether or not there is anything to find.</p> <p>This only allows the character to detect normally hidden or obscure targets. Invisible targets will require special senses to detect.. Also this can only be used when the character is searching. It does not allow the character to automatically detect someone sneaking up on him.</p>								
<p>STRIKE</p> 	<p>ACT: ATT ENG: 0 RNG: 0 DAM. 4</p> <p>Any character can punch or kick an opponent. This could also be an attack using claws, fire electricity or whatever this character uses. SEE CUSTOMIZING powers</p>								

SURPRISE



ACT: 0 ENG: 0 RNG: 120 ft DAM. 0

At the beginning of a fight the attacking character can roll to surprise his target. If he succeeds he can make 1 attack, **before anyone else!** and he will still be able to act on his own turn.

The surprise attack will ignore Block, Dodge, and Will Power.

SWIM



ACT: MOVE ENG: 1 RNG: 6 ft DAM. 0

Any character can swim 10ft in an action. No die roll is required normally, but if the character attempts to swim while carrying extra weight, against the current or across rough waters, he will need to roll.

Normally a failed roll will only mean the character stays in place but a roll of 1 or 2 will mean he loses 4 Hearts.

TALENT



ACT: SPC ENG: 0 RNG: 0 DAM. 0

A character's background story should always give him a few talents and an occupation. But if you try to soak too much out of your character's story and the GM feels that you're taking advantage, he might make some of them count as powers. **If using a talent/occupation requires a die roll, The character can use his best stat even if the talent/occupation is in a field that would normally use a different stat.**

THINK



ACT: ATT ENG: 0 RNG: 0 DAM. 0

Normally players should figure things out on their own without resorting to dice, but let's face it, sometimes the GM doesn't communicate all the clues as well as he thought he did and sometimes the character is supposed to be smarter than the player is. Hey, some superheroes are super smart but no player really can be.

So if the player gives up, or the GM feels like too much time is being wasted, a die roll can be used., to figure things out.

THROW



ACT: ATT ENG: 0 RNG: 30 ft DAM. 4

Any character can pick up small hard objects and throw them. Unfortunately this only works if you have something to throw.

I know 30 ft is a pretty short range, but how many people can throw a rock or knife more than that, and hit a moving target? If you think you can use the Blast Power.

TRIP



ACT. ATT ENG. 1 RNG. 0 DAM. 0

Anyone can try to knock an opponent to the ground. The victim will land on the ground unable to move until he uses a movement action to get up.

Sometimes the GM will need to roll secretly for players to Spot Hidden or Think. This is to avoid revealing things to the players that their characters don't know. If a player rolled a success and no information was given he would know right away that there wasn't any information to get.

BACKGROUND

In a SUPERHERO world people who have Near Death Experiences often walk away filled with special powers or at least a sense of purpose that sets them apart from normal humanity and begins a life of adventure.

So you're ready to become a hero? First of all, you need a story. Every character should be somebody, who comes from somewhere, and does something. If the character is just a collection of POWERS, you'll probably lose interest very soon, and start another character that has a different set of powers. Players like that run endless parades of faceless characters that don't leave much of an impression. However, if you create a character that you can really get into, then a role playing game can become a creative outlet as valuable as any art form, and the adventures you play will be memories you create. To make this happen, you'll first need to give the character some real depth.

BE YOURSELF

The easiest, and often the most fun, way to give your character a background is to pretend that you somehow got SUPER powers and that this character is you- or at least an alternate version of you, who lives in a world where people have SUPER powers. Now his secret identity is you. He goes to the same school or has the same job as you and he knows everything that you know. He also knows everyone you know. As time goes on, the character's adventures will cause him to grow more and more different from you, but that's okay because it's part of the game.

BE WHAT YOU WANT TO BE

Now, suppose the GM is running a game in a setting far removed from the world you know, or maybe you just want to be someone different. Have you ever wanted to be a scientist, a lawyer, a soldier, a knight, or a 100 year-old wizard? Well, you can be anyone you want to be in a role playing game. Just make up a story. Whatever you put into your background needs to be approved by the GM, but working within the limits he sets, you can give your character knowledge, based on his interests and education; skills, based on his occupation; and motivations, based on his beliefs and experiences. Not to mention friends, family, rivals, and even enemies.



MOTIVATION

Ordinary people don't just put on costumes because they're bored. That's insane. The near death experience is a literary device that represents the character being chosen by destiny, "Reborn" if you will. This calling not only moves him to do these things but also justifies his actions. This is the source of his authority which is the reason he can take the law into his own hands without fear, and without being nuts.

In a world where the legal system is inadequate or corrupt many heroes will be motivated by a desire for justice. Some heroes have a mission given by whoever gave them their POWERS. If they got their powers from the government or a corporate sponsor, then they might even get paid to fight crime.

Some heroes see power as a great responsibility and use their powers to do good because it's the right thing to do. Sometimes that's just how they were brought up but sometimes they feel a need to pay for some evil they're responsible for because of something they did or failed to do.

Some very young heroes might be motivated by excitement. (This is almost certainly the reason the player is playing this game.) But a motivation like this wouldn't last, for a character who has to do legwork, or sit on long stakeouts, waiting for something to happen. This character is going to need a backup motivation or powers that take most of the real work out of fighting crime.

ORIGINS

Every character should have an Origin. This tells where his special abilities come from and what attacks or conditions will prevent the powers from working. Most of the time when you see another character you can tell his origin by looking at him. There are **5** origins to choose from:

HI-TECH, MUTANT, MYSTIC, SKILLS, & NON-HUMAN

HI-TECH This character uses weapons, armor, and tools that are more advanced than anything the police or most criminals will have. He might be a robot, a cyborg, an inventor, an alien, a time traveler, or an agent of some government or company that does top secret research.

Hi Tech characters can recognize and use any kind of high tech devices he finds, including some alien devices.

High tech powers often don't work in places where magic is strong, and never work in the lairs of magical arch villains.

MUTANT This character's powers are a natural part of him. He may have been born with his powers or may have gained them as result of some accident or experiment. This is by far the most common origin, because these powers will work in any environment. However, powers that neutralize or absorb powers will usually work on mutants.

MYSTIC This character's powers come from a spiritual source, such as heaven, hell, fairies, or ghosts. These powers might not work in places where there is a lot of high tech stuff nearby, like the lair of a high tech arch villain. They will, however, work better in places close to spirits, like holy ground or enchanted places. Mystic POWER that comes from a different spiritual source will often be hostile.

Mystic characters can recognize and use many magical or blessed objects. Mystic powers can be the most powerful and versatile, but they often have the most severe limitations. For example, HOLY powers usually can't hurt people, so they aren't very good in a fight while gods and priests have restrictions on how much they can interfere in the world; Evil powers often only work at night; fairies are vulnerable to iron; demons are vulnerable to silver; ghosts can only travel to places that have strong connections to their life; wizards often have to stay close to a power source of some sort; etc.

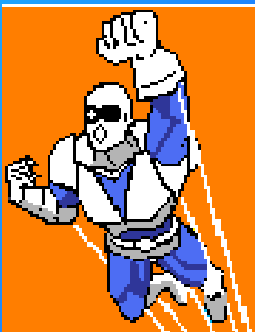
SKILLS This character's special abilities are the product of intense training or surviving in hostile environments. These abilities are not as diverse as those available to characters with other origins, but they will work in any environment and can never be neutralized or absorbed. any character will have some skills no matter what their origin actually is, and that's important to remember when he can't use his powers.

NON-HUMAN This character isn't human. His powers are an innate part of what he is. They will work in any environment and can't be neutralized, but they are limited to whatever the creature would normally have. This origin can be for animals, or aliens. The real problem with most Non-Human characters is that there will be lots of other characters with the same abilities, unless this one is very rare, or unique, possibly the last of his kind. (Mystic races, like elves will have to take a Mystic Origin)

Characters with a NON-HUMAN origin get the POWER Non-Human free.

MIXED ORIGINS Many characters will have more than 1 origin. Often Mutants, aliens, or skills characters will use high tech or mystic equipment. That's fine. Just write both origins on the character sheet and keep the powers separated, so the GM can tell which powers come from which origin.

In some game settings not all of the Origins will be available. It's up to the GM. He might want to use a realistic world where everyone uses skills only; a Swords and Sorcery world with no hi-tech Origins; A science fiction world with no mystic origins; or he might want a theme where all of their players are mutants.



CHARACTER SHEETS

Information about characters for the game is recorded on Character sheets. 2 sample blank character sheets are given below. Make as many copies as you need .

NAME :
ORIGIN : **ROLE** :



_



_



_



_



_



_

POWER **STAT** **ACT** **ENG** **RNG** **DAM**

NAME :
ORIGIN : **ROLE** :



_



_



_



_



_



_

POWER **STAT** **ACT** **ENG** **RNG** **DAM**

FREE POWERS

Every character gets 1 Free Power, determined by which Stat he is Specialized in.

Specializing in ARM gives the character STRONG STRIKE.

Specializing in LEG gives the character DODGE

Specializing in EYE gives the character BLAST

Specializing in MIND gives the character MIND BLAST



AND NOW YOU GET TO PICK POWERS

Starting players can choose **10 powers** from the lists. Don't worry, More powers can be added later as the character develops.

BUT 10 POWERS ISN'T ENOUGH!

What if you're in love with a certain character who can't be built with just 10 powers? That's O.K. talk to the GM about it. You can start with more powers, if the GM and other players don't mind. In fact, the GM might want to run a high power game where everyone starts with 20 powers. He might want to play a game where everyone adapts their favorite characters from the comics and they can have as many powers as they need to make the characters as they should be, and if the GM is only planning 1 or 2 adventures, then making characters wait for powers won't work.

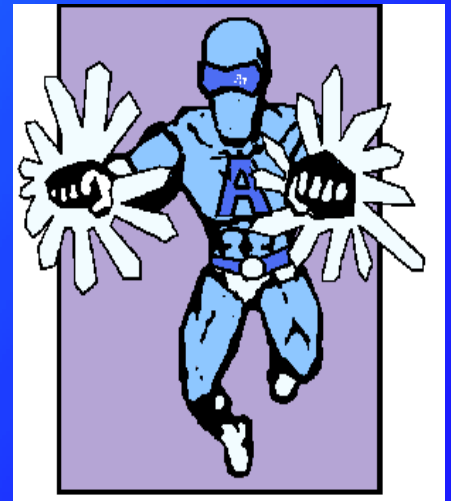
POWER THEMES

Before you start picking powers think about the kind of powers your character should have. Super heroes don't usually have a random bunch of powers, they generally have a theme to their powers. This gives you an idea what sort of powers a character should have and within these themes the player and GM have room to define the character's specific powers by discussing it, together. Themes can be mixed to come up with new ideas and each theme can be interpreted in a variety of ways.

AIR
ANIMALS
CLONING
COSMIC BEING
DARKNESS
EARTH
ELECTRICITY
GHOSTS
ICE
ILLUSIONS

LEADER
LIGHT
LUCK
MARTIAL ARTS
PEACE / HARMONY
PLANTS
ROBOT
SCIENTIST/INVENTOR
SEA
SHAPE CHANGE

SIZE CHANGE
SOLID ENERGY
SPEED
STRETCHING
WATER
WEAPONS
WEATHER
WIZARD



THE SUPER POWERS LIST page 1

POWER	STAT	ACT	ENG	RNG	DAM	PAGE
360 VISION	0	0	0	60	0	22
A.T.V.	ARM	MOVE	0	180	0	22
ABSORPTION	ARM	ATT	3	0	0	22
ADRENALINE	0	ATT	0	0	+4	22
AIRPLANE	ARM	MOVE	0	1800	0	22
ALTERNATE FORM	0	FREE	0	0	0	22
ANTI PARALYSIS	0	FREE	0	60	0	23
AQUATIC	ARM	MOVE	0	60	0	23
ASTRAL TRAVEL	0	MOVE	1	1800	0	23
AURA OF VIRTUE	0	0	0	60	0	23
BLAST	EYE	ATT	1	120	4	23
BLIND	MIND	ATT	1	60	0	23
BLINDSIDE	0	0	0	0	+4	23
BLOCK	ARM	0	0	0	0	24
BOAT	ARM	MOVE	0	90	0	24
CAGE	EYE	ATT	1	60	0	24
CAR	ARM	MOVE	0	540	0	24
CHARGE	LEG	MOVE	1	60	4	24
CLING	LEG	MOVE	0	60	0	24
CLONE SELF	0	FREE	2	6	0	25
CONFUSION	MIND	ATT	1	60	0	25
CONTACT	0	0	0	SPC	0	25
CONTROL MINDS	MIND	ATT	1	60	0	25
CONVERT DAMAGE	0	0	1	0	0	25
DANGER SENSE	0	0	0	SPC	0	26
DECOY	MIND	ATT	0	60	0	26
DEPUTIZED	0	0	0	0	0	26
DETECT	0	0	0	120	0	26
DETECTIVE	EYE	SPC	0	30	0	26
DIMENSION TRAVEL	MIND	MOVE	4	SPC	0	26
DISARM TRAPS	ARM	ATT	1	12	0	27
DISGUISE	0	FREE	0	0	0	27
DIVINATION	0	SPEC	4	0	0	27
DODGE	LEG	0	0	0	0	27
EMPATHY	0	FREE	0	60	0	28
ENERGIZE	0	ATT	1	60	0	28
ENERGY SHELL	0	0	1	0	4	28
EXTRA HEARTS	0	0	0	0	0	28
FAITH	MIND	ATT	0	30	4	28
FAME	0	0	0	SPEC	0	28
FEAR / RUN	MIND	ATT	1	60	0	28
FLY	LEG	MOV	1	150	0	29
GATEWAY	0	MOVE	2	SPC	0	29
GHOST FORM	0	0	2	0	0	29
GHOST WALK	0	MOVE	1	30	0	29
HACKER	MIND	SPEC	0	SPEC	0	29
HEAL SELF	0	ATT	2	0	-8	29
HEALING AURA	0	FREE	1	30	-2	29
HEALING TOUCH	0	ATT	2	0	-8	30

THE SUPER POWERS LIST page 2

POWER	STAT	ACT	ENG	RNG	DAM	PAGE
HELICOPTER	ARM	MOVE	0	360	0	30
HOLD	MIND	ATT	2	60	0	30
ICE BLOCKS	0	FREE	0	18	0	30
ILLUSION	0	ATT	2	30	0	30
IMMUNITY	0	0	0	0	0	30
IMMOBILIZE	MIND	ATT	0	60	0	31
INVISIBILITY	0	FREE	1	0	0	31
LEG LOCK	LEG	ATT	1	0	0	31
LONG REACH	ARM	SPEC	1	60	0	31
LUCK	MIND	FREE	2	60	0	31
MICROSCOPE	0	FREE	0	12	0	32
MIGHTY STRIKE	ARM	ATT	3	0	16	32
MIND BLAST	MIND	ATT	1	60	4	32
MIND PROBE	MIND	ATT	2	0	0	32
MIND WIPE	MIND	ATT	2	0	0	32
MOTORCYCLE	ARM	MOVE	0	360	0	32
NEUTRALIZE	MIND	ATT	1	60	0	33
NIGHT VISION	0	0	0	120	0	33
OPEN LOCKS	ARM	MOV	4	0	0	33
POST COGNITION	0	ATT	4	30	0	33
POWER BLAST	EYE	ATT	3	120	12	33
POWER STRIKE	ARM	ATT	2	0	12	33
PULL	EYE	SPC	1	60	0	33
RADIO	0	FREE	0	6000	0	33
RAGE	MIND	ATT	1	120	0	34
RAIN	0	FREE	0	1200	0	34
RALLY	MIND	ATT	0	30	0	34
REGENERATION	0	0	0	0	0	34
REPAIR MINIONS	0	ATT	1	30	0	34
RESISTANCE	0	0	0	0	0	34
RESIST KNOCKBACK	LEG	0	0	0	0	35
REVIVE SELF	0	0	0	0	0	35
REVIVE	0	ATT	4	0	0	35
SHOULDER THROW	ARM	0	0	0	0	35
SHRINK	0	MOVE	0	0	0	35
SIDEKICK / PET	0	0	0	0	0	35
SLOW	MIND	ATT	1	60	0	35
SNIPER	0	0	0	0	+4	36
SORCERY	0	ATT	1	0	0	36
SOUND EFFECTS	0	FREE	0	120	0	36
SPACE SHIP	ARM	MOV	0	1800	0	36
SPACE SURVIVAL	0	0	0	0	0	36
SPLATTER	0	0	0	12	4	37
STASIS	MIND	ATT	2	30	0	37
STEALTH	LEG	MOVE	1	60	0	37
STRONG BLAST	EYE	ATT	2	120	8	37
STRONG RESISTANCE	0	0	0	0	0	37
STRONG STRIKE	ARM	ATT	1	0	8	37
STUN BLAST	EYE	ATT	0	60	0	37

THE SUPER POWERS LIST page 3

POWER	STAT	ACT	ENG	RNG	DAM	PAGE
STUN STRIKE	ARM	ATT	0	0	0	38
SUBMARINE	ARM	MOVE	0	180	0	38
SUMMON MINIONS	0	ATT	2	12	0	38
SUMMON MONSTER	0	ATT	4	60	0	38
SUMMON SOLDIERS	0	ATT	2	12	0	38
SUPER FAST	LEG	MOVE	1	360	0	39
SUPER JUMP	LEG	MOVE	0	150	0	39
SUPER STRONG	0	FREE	1	0	0	39
SWING	LEG	MOVE	0	180	0	39
TANGLE	EYE	ATT	0	60	0	39
TANK	ARM	MOVE	0	180	0	39
TELEKINESIS	MIND	ATT	1	60	0	40
TELEPATHY	0	FREE	0	6000	0	40
TELEPORT ATTACK	EYE	ATT	1	60	0	40
TELEPORT FRIENDS	0	FREE	2	6000	0	40
TELEPORT LONG	0	MOVE	4	SPC	0	40
TELEPORT	EYE	MOVE	1	150	0	41
TELESCOPE	0	FREE	0	6000	0	41
THIEF	ARM	ATT	1	0	0	41
TIME TRAVEL	0	MOV	4	SPEC	0	41
TIRELESS	0	0	0	0	0	41
TOOLS	0	0	0	0	0	41
TRACKING	EYE	ATT	1	6000	0	42
TRAIL	LEG	ATT	2	SPEC	4	42
TRANSLATOR	0	0	0	0	0	42
TRANSMUTE	MIND	ATT	2	60	0	42
TRUE SIGHT	0	0	0	0	0	42
TUNNELING	LEG	SPC	1	60	0	43
UNLIVING	0	0	0	0	0	43
VAULT	0	0	0	0	0	43
VISIONARY	0	0	4	0	0	43
WALL OF FIRE	0	ATT	1	30	4	43
WALL OF THORNS	0	ATT	1	30	4	43
WALL	0	ATT	1	30	0	44
WATER BREATHING	0	0	0	0	0	44
WATER WALKING	0	0	0	60	0	44
WEAKEN	MIND	ATT	1	60	0	44
WEALTH	0	0	0	0	0	44
WEAVE	0	FREE	1	30	0	44
WILL POWER	MIND	0	0	0	0	44
WIND	MIND	ATT	1	60	0	44
WIRE TAP	0	SPEC	1	1200	0	45
WRESTLING HOLD	ARM	ATT	1	0	0	45
WRESTLING THROW	ARM	ATT	1	0	8	45
X-RAY	0	FREE	0	60	0	45

CUSTOMIZING POWERS

If you've played other SUPERHERO games you might feel like there are some powers missing from this game. Don't worry, they can easily be made by combining the powers that are here, or by using bonuses or limits to customize the powers. There are also some powers that are completely covered by the ones that are listed (just read the descriptions carefully) powers can be customized in several ways so that the actual number of powers in the game is infinite!

INFORMAL CUSTOMIZATION

Some powers can be customized using visual effects that don't effect game play, i.e.: **FLIGHT** could use wings or a rocket pack or gravity control or you could even summon a flying creature to carry you etc... It might effect how you envision your character and draw him but, in the game, they all have the same effect.

Now imagine a POWER like **HOLD**; The description just says the victim can't do anything. You get to decide what the power does to him, to keep him from doing anything. He could be paralyzed with fear, turned to stone, turned into a fish, tied up, overwhelmed by pain, fear, sneezing, coughing, itching, vomiting or even ecstasy. He could even experience sensory deprivation, or a story based illusion. It's your power. Make it do what you want.

Give your powers unique names that describe what they do. A **STUN BLAST** could be called a tazer, a poison dart, a mystic bolt, a sonic blast, or a heat wave; so long as you write the name used in the rules somewhere, so people can tell how your power works.

DAMAGE TYPES

Many attack and defense powers in this game must select a damage type. There are 7 different damage types in this game:

1. **CHEMICAL** This attack causes damage using harsh chemicals (usually acids) to burn or dissolve targets, or poisons to damage living systems. Chemical attacks usually have the D.O.T. Bonus but poisons (as opposed to acids) should only effect living targets.
2. **COLD** This attack causes damage using Freezing temperatures, including icy winds, and some chemicals like Freon or liquid nitrogen (however, big blocks of ice do force damage and shards of ice do cutting) Cold attacks can freeze water very quickly allowing the character to create ice bridges to cross water. Bridges over fast moving water will only last a round so get across quickly. Cold can also trap opponents that are in water. Opponents trapped in ice will be stuck until they break free.
3. **CUT** This attack causes damage using Sharp points or edges, swords, knives, jagged shards of ice, stalagmites, wooden stakes, etc...
4. **ENERGY** This attack causes damage using fire, electricity, radiation, magnetism, photons, antimatter, or cosmic, energy.
5. **FORCE** This attack causes damage using blunt impact. Usually a punch or kick but it could be any blunt object. Sticks, nunchaku, rocks, boomerangs, and even telekinetic blasts are usually force
6. **GUN** This attack causes damage using ordinary, explosive or hollow point rounds. Armor piercing bullet's are Cut attacks. This attack is common in devices but it doesn't have to be a device. a superhero or villain could have a gun built into his arm or an attack power that isn't a gun at all but works a lot like one.
7. **MENTAL** This attack causes damage using power of the mind or spirit. This includes psionic, magic, holy, infernal or just ghostly powers.

Cutting & Gun attacks are **DEADLY** so victims can't recover lost Hearts just by resting. Medical attention, First aid or some healing power must be used before the victim can recover by resting.

IN ADDITION

Many powers can be improved by taking them more than once. See individual power descriptions.

BONUSES

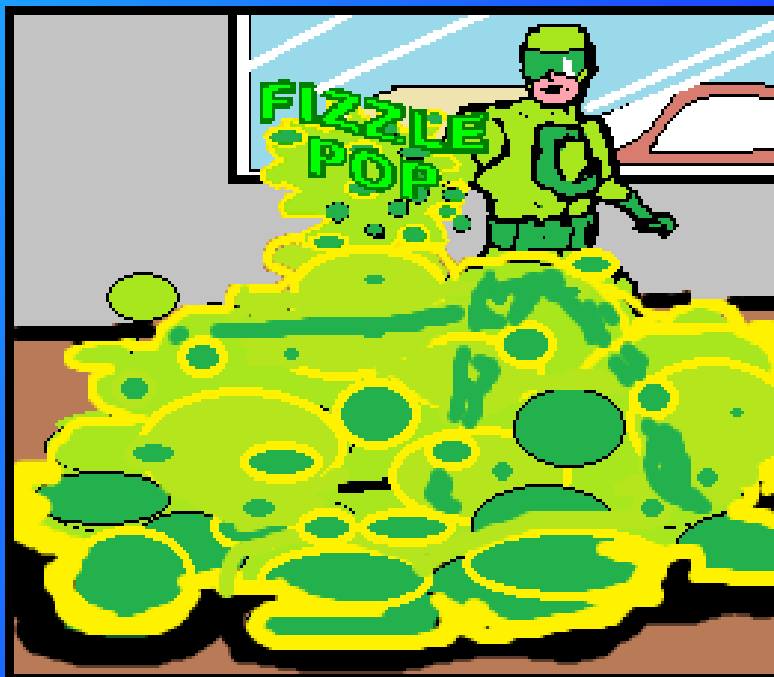








Powers can be further customized by taking Bonuses. Bonuses are a special group of powers that modify other powers (or Standard Actions). When taking a Bonus be sure to indicate, on the character sheet, what Power or Action it's intended to modify.

Many bonuses can be attached to the same power more than once to increase the power even more.







Most Bonuses increase the Energy Cost of the power they are attached to, and if taken more than once, they will increase it even more, but the power can still be used without the bonus, or without all of it's bonuses to save Energy.







BONUS	E.C.	PAGE
CLOUD	1	25
DISINTEGRATE	1	27
D.O.T.	0	27
FORCE FIELD	1	29
KNOCKBACK	1	31
LOYAL	1	31
MULTI-TARGET	1	32
RANGE	1	34
STUN	1	37
TEAM TRAVEL	1	39
TOUCH	0	41
TRAP	0	42
TRICK SHOT	1	42
VAMPIRE	0	43
VARIETY	0	43





<p>360° VISION</p> 	<p>ACT. 0 ENG. 0 RNG. 60 DAM. 0</p> <p>This character can see in all directions at once. It's normally impossible to sneak up on him, though invisible characters and teleporters might be able to do it.</p>
<p>A.T.V.</p> 	<p>ACT. MOVE ENG. 0 RNG. 180 DAM. 0</p> <p>An A.T.V. is an all terrain vehicle. It could be a jeep a hovercraft or maybe a vehicle with caterpillar tracks or legs. A.T.V.s can carry about 6 passengers and some cargo.</p> <p>All vehicles will normally need to be left behind on indoor missions. But they're great for patrolling and moving from one setting to the next.</p> <p>If an A.T.V. is lost during a mission it will be replaced by the next mission.</p>
<p>ABSORPTION</p> 	<p>ACT. ATT ENG. 3 RNG. 0 DAM. 0</p> <p>This power allows a character to gain new powers for a short time by touching a target that has the power he wants. Decide when taking this power what sort of targets can be effected. You may choose any of the Origins except skills, or you may absorb powers from normal objects that suggest those powers. Touching objects won't require a die roll.</p> <p>Absorbed powers will last until this character is defeated, until the end of a scene or until he decides to absorb powers from another source.</p> <p>The Bonus, Multi-target, Does not work with this power.</p>
<p>ADRENALINE</p> 	<p>ACT. ATT ENG. 0 RNG. 0 DAM. +4</p> <p>When this power is activated the character will instantly regain all lost Hearts and spent Energy. He will also gain SUPER STRONG, And all of his attacks will cause 4 extra points of damage. Unfortunately the character won't recover any more lost Health or spent Energy so long as this power turned on. Energize and Healing powers won't work on this character until he deactivates this power.</p>
<p>AIRPLANE</p> 	<p>ACT. MOVE ENG. 0 RNG. 1800 DAM. 0</p> <p>This character owns an airplane. It's a great way to get around between adventures and it can carry a lot of passengers and cargo but it's not very practical during most missions.</p> <p>Airplanes are pretty tough and won't be brought down by anything except a critical hit by a powerful attack. Even though airplanes are not very maneuverable their speed allows pilots to evade attacks by rolling after they are hit. It takes a critical success to dodge a critical hit.</p> <p>If an Airplane is lost during a mission it will be replaced by the next mission.</p>
<p>ALTERNATE FORM</p> 	<p>ACT. FREE ENG. 0 RNG. 0 DAM. 0</p> <p>This character can change into a different form, usually an animal or vehicle but it could be anything. While the character is in his alternate form he can only use the abilities of that form.</p> <p>By taking this power more than once the character can change into many different forms.</p> <p>If you want to create a unique alternate character and change into him then both characters have to have this power. If the first character is a civilian then you don't have Alternate Form you have Alter Ego a Disadvantage.</p>


<p>ANTI PARALYSIS</p> 	<p>ACT. FREE ENG. 0 RNG. 60 DAM. 0</p> <p>This power will free an ally from the effects of immobilizing attacks including Hold, Tangle and Stasis. Afterward the target will be immune to the effects of such attacks for 2 rounds.</p> <p>The character can also use this power to free himself from these attacks, but when this character, himself is paralyzed he must free himself before freeing anyone else.</p>
<p>AQUATIC</p> 	<p>ACT. MOVE ENG. 0 RNG. 60 DAM. 0</p> <p>This power allows the character to swim much faster than normal. He can also hold his breath for up to 30 minutes allowing him to stay underwater or to ignore some poison gases.</p>
<p>ASTRAL TRAVEL</p> 	<p>ACT. MOVE ENG. 1 RNG. 1200 DAM. 0</p> <p>This character can leave his body behind and travel as an astral projection. While in this form the character is free from certain physical limitations. He can't be hurt by physical attacks and he can pass right through all physical barriers. He can even be invisible if he wants, except to those able to detect astral forms. An astral projection can fly 1200 ft / round. But no matter how far it travels it will always return to its body instantly if the body is harmed.</p> <p>Unfortunately astral projections can't touch or pick up anything and can't use any physical attacks of their own.</p>
<p>AURA OF VIRTUE</p> 	<p>ACT. 0 ENG. 0 RNG. 60 DAM. 0</p> <p>A character with this power inspires trust in authorities and innocent bystanders but cynical sneers from common criminals. He also provokes anger in evil creatures like demons and undead.</p>
<p>BLAST</p> 	<p>ACT. ATT ENG. 0 RNG. 120 DAM. 4</p> <p>This power is a ranged attack that takes 4 Hearts from targets. The only difference between this and the standard throw attack is that this has a much longer range, and the character doesn't have to have anything to throw.</p>
<p>BLIND</p> 	<p>ACT. ATT ENG. 1 RNG. 60 DAM. 0</p> <p>This attack causes no damage but makes the victim unable to see, which counts as an extreme condition for ranged attacks and movement.</p>
<p>BLINDSIDE</p> 	<p>ACT. 0 ENG. 0 RNG. 0 DAM. +4</p> <p>A character with this power will cause 4 extra Hearts of damage when he strikes a target by surprise with a hand to hand attack.</p>


<p>BLOCK</p> 	<p>ACT. 0 ENG. 0 RNG. 0 DAM. 0</p> <p>This defense allows a character to deflect physical attacks, by rolling after being hit. A critical success is needed to deflect a critical hit. A blocked attack causes no harm to the target. The character with this power can also block attacks aimed at another character who stands behind him. This is very good for protecting innocents.</p> <p>If this power is taken twice, the character gains the ability to not only block but reflect attacks back at the attacker, or some other target. To do this the character will need to get a critical success when blocking a normal hit. Then he can roll to hit the target he chooses with the attack he's reflecting.</p>
<p>BOAT</p> 	<p>ACT. MOVE ENG. 0 RNG. 90 DAM. 0</p> <p>This character has a really fast boat that can carry about 4 passengers and some cargo. Boats are not very maneuverable so they can't dodge many attacks, but they can dodge large sea creatures or boats that attempt to grab or ram them. Roll after being hit to dodge. A critical success is needed to dodge a critical hit.</p> <p>If a boat is lost during a mission it will be replaced by the next mission.</p>
<p>CAGE</p> 	<p>ACT. ATT ENG. 0 RNG. 60 DAM. 0</p> <p>This is an attack that causes no damage but the victim can't do anything (including REST, BLOCK or DODGE) until he breaks free.</p>
<p>CAR</p> 	<p>ACT. MOVE ENG. 0 RNG. 540 DAM. 0</p> <p>This character has a really cool fast car, that can do all kinds of crazy driving stunts that would smash up a normal car. Think <u>Dukes of Hazzard</u> or <u>Smoky & the Bandit</u>. The car can ignore bullet holes and roll to dodge bombs. A critical success is needed to dodge a critical hit. But if it gets hit by a bomb it will flip over .</p> <p>Cars are a great way to get around but will have to be left behind for indoor and rooftop missions.</p> <p>If a car is lost during a mission it will be replaced by the next mission.</p>
<p>CHARGE</p> 	<p>ACT. MOVE ENG. 1 RNG. 60 DAM. 4</p> <p>This is an attack that can be done using the character's movement action. The attacker must move toward the target, a minimum of 18ft in a straight line before hitting.</p>
<p>CLING</p> 	<p>ACT. MOVE ENG. 0 RNG. 60 DAM. 0</p> <p>This character can move up walls and across ceilings as easily as across the floor. If anyone grabs him and tries to pull him off the wall or ceiling, he can roll using his Leg to resist.</p>


<p>CLONE SELF</p> 	<p>ACT. FREE ENG. 2 RNG. 6 DAM. 0</p> <p>This power creates an exact duplicate of the character who has the power. The clone will not have this power. The clone will obey any commands from his creator. Clones last until defeated or until the end of the scene. Only 1 clone can exist at a time, so this power can't be used again as long as there is a clone around.</p> <p>This power can be taken more than once to allow more than 1 clone. This way there is no limit to the number of clones allowed.</p>
<p>CLOUD</p> 	<p>ENG. 0</p> <p>An attack with this bonus can be used to create a large cloud that attacks anyone who enters it. The cloud will be about 12 ft across. Clouds will normally stay in place for the rest of the scene, but winds can move them along or break them up.</p>
<p>CONFUSION</p> 	<p>ACT. ATT ENG. 1 RNG. 60 DAM. 0</p> <p>This attack causes no damage but confuses the target until he Breaks Free, or until he is hit by a different attack. Confused victims can do nothing.</p>
<p>CONTACT</p> 	<p>ACT. 0 ENG. 0 RNG. SPC DAM. 0</p> <p>A contact is a special source of information, help and possibly equipment. Without a contact heroes will have to rely on newspapers, patrolling the streets and listening to police radios to find adventures. You'll never get to a super villain that way.</p> <p>There are several types of contacts to choose from and this power can be taken more than once to have more than one type. Some good ideas for contacts are listed below others could be allowed with GM approval.</p> <p>CHURCH POLICE FBI CIA MILITARY SCIENTISTS SORCERER OLD KUNG FU MASTER NEWS REPORTER</p>
<p>CONTROL MINDS</p> 	<p>ACT. ATT ENG. 1 RNG. 60 DAM. 0</p> <p>This attack causes no damage but forces the victim to obey the attacker's commands until he Awakens. This attack only works on one type of mind chosen from the list below or approved by the GM. This power can be taken more than once to control more than one type.</p> <p>PEOPLE COMPUTERS ANIMALS DEMONS ALIENS</p> <p>Unless the Multi-target Bonus is taken, this attack can only effect one target at a time. To effect another target the first must be released,</p>
<p>CONVERT DAMAGE</p> 	<p>ACT. 0 ENG. 1 RNG. 0 DAM. 0</p> <p>This character gains HEARTS instead of losing them when hit by a certain type of attack. Only one type of attack can be chosen. Chose from the list below.</p> <p>FIRE ELECTRIC RADIATION SONIC MAGIC PSIONIC</p> <p>These types are different from the standard damage types in the game. They're much more specific. The GM should consider these before approving anything that isn't already on the list. This power can only be taken once.</p>


<p>DANGER SENSE</p> 	<p>ACT. 0 ENG. 0 RNG. SPC DAM. 0</p> <p>This character can never be surprised. This is a very important ability for characters who rely on block or dodge as their primary defense because those abilities don't work when surprised..</p> <p>If this power is taken twice, the character can not only know that there is danger but can get a clear idea where the danger is, and what form it's going to take. E.g. the character knows that that package is trapped or an attack is coming from that direction. .</p>
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<p>DECOY</p> 	<p>ACT. ATT ENG. 0 RNG. 60 DAM. 0</p> <p>This power creates some sort of distraction to lure opponents away or make them attack in the wrong direction. This attack is able to affect anyone that can see the decoy, so it might lure more than one opponent. The decoy will remain in place until one of the victims goes to where it is and examines it.</p> <p>The range of this power is how far the decoy can be from the attacker.</p> <p>Victims can only be effected if they can see the decoy. Some special senses may allow the victims to examine the decoy from a distance, and not have to run to it. Be sure to make the decoy downwind from opponents with a strong sense of smell.</p>
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<p>DEPUTIZED</p> 	<p>ACT. 0 ENG. 0 RNG. 0 DAM. 0</p> <p>This character is legally authorized to investigate crimes, to enter crime scenes, examine evidence and pursue fleeing felons. Police will cooperate with him, and volunteer information.</p>
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<p>DETECT</p> 	<p>ACT. 0 ENG. 0 RNG. 120 DAM. 0</p> <p>This character's special senses will alert him to the presence of the thing he detects whenever it is nearby. When taking this power, choose what it detects from the list below.</p> <p>MUTANTS MAGIC EVIL INVISIBLE ILLUSIONS LIES POISON</p>
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<p>DETECTIVE</p> 	<p>ACT. SPC ENG. 0 RNG. 30 DAM. 0</p> <p>This power allows you to detect the presence of contraband, such as fake I.D.s, narcotics, and concealed weapons, it also alerts you to suspicious activity that might not be noticed by civilians such as a criminal casing a joint or a junky waiting to meet a dealer etc... By noticing suspicious behavior you will be alerted to when a suspect is lying or when he's about to attack or run.</p>
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<p>DIMENSION TRAVEL</p> 	<p>ACT. MOVE ENG. 4 RNG. SPC DAM. 0</p> <p>This character can visit adventure settings far removed from your normal environment. Often these strange and distant lands will have unseen connections to the world you know, and it will be necessary to make these journeys to eliminate some threat; but be careful when visiting such places or you risk making things far worse.</p> <p>Sometimes the very laws of nature will be different in these different worlds and this might cause your powers to work differently or just not work.</p> <p>When you enter a known universe there will be specific entry points you may use. And when you enter an unknown universe the GM will decide where you arrive. If you want to decide this yourself (for example: I want to leave this universe and then come back right behind him to blindside him. Or I want to leave the universe and come back on the other side of this door) then you have to have teleport)</p>
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<p>DISARM TRAPS</p> 	<p>ACT. ATT ENG. 1 RNG. 12 DAM. 0</p> <p>This power can detect and disarm all traps in range.</p>
<p>DISGUISE</p> 	<p>ACT. FREE ENG. 0 RNG. 0 DAM. 0</p> <p>This power let's you change your appearance, and voice instantly to match someone else. You can disguise yourself to look like anyone you have seen, but you will need to know something about the victim if you want to act like him and fool people who know him. This power can be mimicked using make up and costumes but it takes a lot longer.</p>
<p>DISINTEGRATE</p> 	<p>ENG. 1</p> <p>An attack with this bonus will completely destroy small inanimate objects and create big holes in large objects. It has no special effect on living beings.</p>
<p>DIVINATION</p> 	<p>ACT. SPC ENG. 4 RNG. 0 DAM. 0</p> <p>After a period of ritual meditation, this power will give you answers to questions that you ask. There is always some limit to when questions can be asked or the type of questions that can be asked and to the type of answers that can be given, based on the method of divination used. Some of the most common types of divination and the limitations are listed below:</p> <p>CASTING Rune stones, tarot cards and other physical objects can be randomly drawn and examined. Meditating on these symbols can answer questions but the answers will be symbolic and difficult to interpret.</p> <p>NATURE Examining stars or clouds or other such natural signs can answer questions at a certain time of day but the information is generally limited to questions very grand in scale or broad in scope. The stars are not going to align to tell you where the villain's lair is unless he's the ruler of a mighty nation.</p> <p>COIN TOSS Some types of casting are designed to give clear yes or no answers. Of course this only works with questions that can be answered that way.</p> <p>DREAMING This method gives the best answers but you can only ask one question each night.</p>
<p>DODGE</p> 	<p>ACT. 0 ENG. 0 RNG. 0 DAM. 0</p> <p>This power allows this character to evade physical attacks by rolling after being hit. You will need a Critical Success to dodge a critical hit.</p> <p>This power will not work if the character is Surprised</p> <p>If this power is taken twice, the character gains the ability to not only dodge attacks but also trick the opponent into attacking another target. To do this the character will have to get a critical success when dodging a normal hit. Also he will need to stand in front of the target he wants to lure the attacker into hitting.</p>
<p>D.O.T.</p> 	<p>ENG. 0</p> <p>An attack with the Damage Over Time Bonus will continue to take 2 Hearts away from it's target each round until the victim Breaks Free. This bonus can even be given to attacks like Cage, Hold or Wrestling Hold that normally don't cause damage.</p> <p>Fire, Radiation, and Chemical attacks often have this Bonus</p>









<p>EMPATHY</p> 	<p>ACT. FREE ENG. 0 RNG. 60 DAM. 0</p> <p>Empathy allows a character to detect emotions. such as fear, anger, shame, sadness, happiness, desire, desperation, etc... This can add a lot to what you learn by questioning someone, and can also be used to detect people who are hidden ("Someone is trapped in there. I can sense his fear").</p>
<p>ENERGIZE</p> 	<p>ACT. ATT ENG. 1 RNG. 60 DAM. 0</p> <p>This power allows the character to transfer a point of Energy from himself to a friend.</p>
<p>ENERGY SHELL</p> 	<p>ACT. 0 ENG. 1 RNG. 0 DAM. 4</p> <p>When this power is activated the character is covered with a shell of energy that causes 4 points of damage to anyone who touches him, and destroys small projectiles like bullet's and arrows, so they don't hurt the character.</p>
<p>EXTRA HEARTS</p> 	<p>ACT. 0 ENG. 0 RNG. 0 DAM. 0</p> <p>This power permanently increases the character's Heart Stat by 4. This can be take as many times as needed. All characters are going to want more Hearts eventually and this is the only way for players to get them.</p>
<p>FAITH</p> 	<p>ACT. ATT ENG. 0 RNG. 30 DAM. 4</p> <p>This character can recognize and use holy relics, and Sacramentals. In addition you can recognize the presence and work of spirits from heaven or hell, and by making the sign of the cross he can do a mystic attack that only causes Damage to evil beings like demons, and undead.</p>
<p>FAME</p> 	<p>ACT. 0 ENG. 0 RNG. SPEC DAM. 0</p> <p>This power makes people recognize and respect you, wherever you go. Ordinary people will want to help you. They will give things to you and do things for you just for the privilege of being near you. Ordinary thugs will be afraid of you, while tougher criminals will hope to make a name for themselves by fighting you.</p> <p>This power should only be taken by starting characters, particularly those assuming the I.D. of a famous hero who just died or retired. That's because EVERYONE gets this power FREE eventually WHETHER THEY WANT IT OR NOT!</p>
<p>FEAR / RUN</p> 	<p>ACT. ATT ENG. 1 RNG. 60 DAM. 0</p> <p>This is an attack that causes no damage but forces the victim to run away as fast as he can. Victims will keep running until they Awaken from this attack's effects.</p> <p>This usually works by making the victim afraid but it could also work by making him lose control of his movements or making him really need to go to the bathroom.</p>


<p>FLY</p> 	<p>ACT. MOV ENG. 1 RNG. 150 DAM. 0</p> <p>This character can move through the air, ignoring obstacles on the ground and staying out of reach of hand to hand attacks, by non-flying opponents. This normally requires no die roll but dice are used when the character attempts difficult flying maneuvers.</p>
<p>FORCE FIELD</p> 	<p>ENG. 1</p> <p>A defense power with this bonus can be used to protect other people as well as the character who has the power. Other character must be within 60ft to be protected . Force Field can't be attached to Dodge.</p>
<p>GATEWAY</p> 	<p>ACT. MOVE ENG. 2 RNG. SPC DAM. 0</p> <p>This character can create a dimensional gate that he can later teleport to from any location. The gate will remain in place, until the character uses it or creates another one.</p>
<p>GHOST FORM</p> 	<p>ACT. 0 ENG. 2 RNG. 0 DAM. 0</p> <p>When this power is activated all physical attacks will pass harmlessly through this character. Unfortunately this character won't be able to use physical attacks while this power is activated. Mental attacks are not effected.</p>
<p>GHOST WALK</p> 	<p>ACT. MOVE ENG. 1 RNG. 30 DAM. 0</p> <p>This power allows the character to walk through physical barriers .</p>
<p>HACKER</p> 	<p>ACT. SPEC ENG. 0 RNG. SPEC DAM. 0</p> <p>This character has a special ability to quickly guess other people's passwords and gain access to their computers. They can also quickly locate files hidden in obscure locations. Just how useful this is depends on what information is on the computer or what kind of devices are controlled by the computer. Oh! And this can even be done through the internet.</p>
<p>HEAL SELF</p> 	<p>ACT. ATT ENG. 2 RNG. 0 DAM. -8</p> <p>When a character activates this power, he will instantly regain 8 lost Hearts. Notice that this uses an attack action, so the character can't attack in the same round that he uses this power. The character can't use this power when he's unconscious.</p>
<p>HEALING AURA</p> 	<p>ACT. FREE ENG. 1 RNG. 30 DAM. -2</p> <p>When this power is activated, this character, and all of his allies, within range, will regain 2 lost Hearts every round. This power doesn't work on unconscious characters. This only works on human beings and animals. It does not heal plants, undead, spirits, animated rock, energy beings, robots etc....</p>


<p>HEALING TOUCH</p> 	<p>ACT. ATT ENG. 2 RNG. 0 DAM. -8</p> <p>This power will restore 8 lost hearts to someone that this character touches. The character can't use this power on himself, and it doesn't work on unconscious characters.</p> <p>This only works on human beings and animals. It does not heal plants, undead, spirits, animated rock, energy beings, robots etc....</p>
<p>HELICOPTER</p> 	<p>ACT. MOVE ENG. 0 RNG. 360 DAM. 0</p> <p>This character has a helicopter. Helicopters are much more practical than airplanes for flying around a city because they can fly much slower, they can even hover. They can take off and land without a runway and even rest on many rooftops.</p> <p>Unfortunately, Helicopters are still way too big to take indoors and will have to be left behind on most adventures.</p> <p>Helicopters can usually ignore small arms like guns and arrows but a critical hit can bring it down. In addition, since helicopters fly slowly, flying, super jumping or teleporting opponents may try to get into them.</p> <p>If a helicopter is lost or destroyed, it can be replaced between adventures.</p>
<p>HOLD</p> 	<p>ACT. ATT ENG. 2 RNG. 60 DAM. 0</p> <p>This is an attack that causes no damage but the victim can't do anything (including REST, BLOCK or DODGE) until he awakens</p>
<p>ICE BLOCKS</p> 	<p>ACT. FREE ENG. 0 RNG. 18 DAM. 4</p> <p>This power allows a character to create a 6 ft block of ice. The character can also make smaller blocks, if needed. These can be used to block paths, to build things and to climb on. These blocks can even be created on top of things to push them down. However, they cannot be used as attacks.</p>
<p>ILLUSION</p> 	<p>ACT. ATT ENG. 2 RNG. 30 DAM. 0</p> <p>This power allows the character to disguise certain features of his environment. He can make false floors or walls, pits pools, bridges doors, etc...</p> <p>Illusions can also make dangerous things look harmless and make harmless things look dangerous.</p> <p>To make an effective illusionist be sure to take Disguise, Invisibility, and Fear also.</p>
<p>IMMUNITY</p> 	<p>ACT. 0 ENG. 0 RNG. 0 DAM. 0</p> <p>This power makes the character immune to the effects of one type of attack. Chose a type from the list below.</p> <p>FIRE, ELECTRIC, RADIATION, SONIC, MAGIC, PSIONIC, METAL, WOOD</p> <p>These types are different from the standard damage types in the game . They're much more specific. The GM should consider this before approving anything that isn't already on the list. This power can only be taken once.</p> <p>NOTE: Convert Damage only protects from damage but immunity will protect against all attack effects, including: Stun, Knockback, D.O.T. Mind Control, Fear, etc...</p>


<p>IMMOBILIZE</p> 	<p>ACT: ATT ENG: 0 RNG: 60 DAM. 0</p> <p>This is an attack that causes no damage but Immobilizes the victim until he Awakens. Immobilized opponents CAN'T MOVE, or DODGE, but can still Block or Attack.</p>
<p>INVISIBILITY</p> 	<p>ACT. FREE ENG. 1 RNG. 0 DAM. 0</p> <p>When this power is activated the character will be invisible! If opponents can't detect invisibility, he can probably avoid being attacked at all.</p>
<p>KNOCKBACK</p> 	<p>ENG. 1</p> <p>An attack with this Bonus will send the target flying back 24ft away from the attacker. This Bonus can be taken more than once for the same attack to increase the Knockback distance by 24ft each time.</p>
<p>LEG LOCK</p> 	<p>ACT. ATT ENG. 1 RNG. 0 DAM. 0</p> <p>This power allows the character to use LEG instead of ARM to attack when using wrestling maneuvers like Grab and Wrestling Hold. It also allows him to use Leg instead of ARM to Break Free from wrestling Holds.</p>
<p>LONG REACH</p> 	<p>ACT. SPEC ENG. 1 RNG. 60 DAM. 0</p> <p>This character can reach out and touch things that are very far away. He might have stretching arms, long tentacles or even phantom hands. The character can even feel his way around to reach things he can't see e.g. he could reach through an air vent to unlock a door from the inside.</p>
<p>LUCK</p> 	<p>ACT. FREE ENG. 2 RNG. 60 DAM. 0</p> <p>This power makes improbable things happen. The character simply describes what he wants to happen and rolls, if the roll succeeds it happens.</p> <p>Luck can be used after attacking to turn a miss into a hit or a standard hit into a critical hit; and Luck can use a critical hit to get spectacular results, the kind of thing that would make an audience shout "No Way Man!" e.g. throwing a rock and making a helicopter crash. (Yup, Rambo has this power)</p> <p>Luck can also be used directly as an attack to make someone fall or drop something, or to make a gun misfire, or a vehicle to break down and it still uses a free action when used this way.</p> <p>Luck can't be used to cause damage to anyone. It can't be used to make totally impossible things happen, or to affect the fabric of space & time, so don't even try making wormholes open in space.</p>
<p>LOYAL</p> 	<p>ENG. 1</p> <p>This Bonus modifies summoning powers so that the followers will stand by the character, even when he is defeated, only leaving when dismissed or defeated themselves..</p>


<p>MICROSCOPE</p> 	<p>ACT. FREE ENG. 0 RNG. 12 DAM. 0</p> <p>This character can see really tiny things. He can use this power to detect various chemicals, and to identify substances or fingerprints.</p> <p>This power allows a character to look around a room instantly. He doesn't have to look at one tiny sample at a time, like a real microscope.</p>
<p>MIGHTY STRIKE</p> 	<p>ACT: ATT ENG: 3 RNG: 0 DAM. 16</p> <p>This is a mighty hand to hand attack that takes 16 Hearts from targets.</p> <p>WARNING: using this power indoors may cause damage to buildings.</p>
<p>MIND BLAST</p> 	<p>ACT. ATT ENG. 0 RNG. 60 DAM. 4</p> <p>This an attack that causes damage to the victim's mind. It can't be blocked or dodged . It ignores physical barriers so it's no good taking cover. Mind Blasts can effect targets that are in ghost form, but it has no effect on mindless targets like robots or zombies.</p>
<p>MIND PROBE</p> 	<p>ACT. ATT ENG. 2 RNG. 0 DAM. 0</p> <p>This character can look into the targets thoughts and memories to learn things that he knows. Just ask a question, and roll dice. A success gives the answer. Unfortunately it's only possible to find out what the subject knows or believes. Often soldiers know very little about the villains they work for. Sometimes they don't even know who their boss is.</p> <p>Asking very general question can sometimes give long answers that reveal a lot of details but more specific questions get to the point a lot faster.</p> <p>This is better than interrogating with mind control, because if it works the victim won't even know you were probing him, but if he resists...</p>
<p>MIND WIPE</p> 	<p>ACT. ATT ENG. 2 RNG. 0 DAM. 0</p> <p>This attack can make the victim forget about recent events. Usually just about the last few minutes or hours but longer periods can be effected if desired. This attack can't be used in combat. It only works on unconscious victims.</p>
<p>MOTORCYCLE</p> 	<p>ACT. MOVE ENG. 0 RNG. 360 DAM. 0</p> <p>This character has a fast motorcycle that can jump over obstacles. Motorcycles are more versatile than most vehicles and can even be taken indoors (if you don't care about messing up the place). Though they may still need to be left behind sometimes. Though Motorcycles are pretty good off-road, they don't handle slippery conditions as well as larger vehicles. Critical successes are needed to make it across oil slicks or ice patches.</p> <p>If a motorcycle is lost or destroyed it can be replaced between adventures..</p>
<p>MULTI-TARGET</p> 	<p>ENG. 1</p> <p>An attack with this Bonus can strike up to 3 targets. All 3 targets need to be clustered together in the same general area. The attacker should roll to hit each target separately.</p> <p>This bonus can be taken more than once for the same attack allowing it to strike 3 more targets each time,. This will increase the Energy cost by 1, each time, when larger groups are targeted.</p>


<p>NEUTRALIZE</p> 	<p>ACT. ATT ENG. 1 RNG. 60 DAM. 0</p> <p>This is an attack that causes no damage but makes the targets powers stop working. This will only affect one type of powers chosen from the list below:</p> <p style="text-align: center;">MUTANT MYSTIC HI TECH</p> <p>NOTE: powers that are body parts like wings or claws won't be effected.</p>
<p>NIGHT VISION</p> 	<p>ACT. 0 ENG. 0 RNG. 120 DAM. 0</p> <p>This character can see clearly even in total darkness. This will allow him to ignore blinding attacks that use darkness. Don't ask me how it work. It just does ok?!</p>
<p>OPEN LOCKS</p> 	<p>ACT. SPC ENG. 4 RNG. 0 DAM. 0</p> <p>This let's you open locks, without a key and without damaging them. If you fail you can keep trying, so you're sure to succeed eventually, but each attempt takes a whole turn and you can't do anything else while trying. If someone tries to attack you they can ruin your attempt even if you already rolled a success! (the door doesn't actually open until the end of the turn.)</p>
<p>POST COGNITION</p> 	<p>ACT. ATT ENG. 4 RNG. 30 DAM. 0</p> <p>By touching a person, place or thing, this character see shadowy images of past events, associated with the subject. These images will tell what happened, and how it happened, but will not reveal who the people involved were. Though some important clues might be given.</p>
<p>POWER BLAST</p> 	<p>ACT: ATT ENG: 3 RNG: 120 DAM. 12</p> <p>This is a powerful ranged attack that takes 12 Hearts from targets.</p> <p>WARNING: using this power indoors may cause damage to buildings.</p>
<p>POWER STRIKE</p> 	<p>ACT: ATT ENG: 2 RNG: 0 DAM. 12</p> <p>This is a powerful hand to hand attack takes 12 Hearts from targets.</p> <p>WARNING: using this power indoors may cause damage to buildings.</p>
<p>PULL</p> 	<p>ACT. SPC ENG. 1 RNG. 60 DAM. 0</p> <p>This power does 2 different things:</p> <ol style="list-style-type: none"> 1) If the character uses a movement action to hit a heavy object he can pull himself to the object. 2) If the character uses an attack action to hit another character or a lighter object, he can pull the target to himself.
<p>RADIO</p> 	<p>ACT. FREE ENG. 0 RNG. 6000 DAM. 0</p> <p>This character can hear and send radio and TV signals. He can scan several different channels quickly and even interpret scrambled signals.</p>


<p>RAGE</p> 	<p>ACT. ATT ENG. 1 RNG. 120 DAM. 0</p> <p>This is an attack that causes no damage but forces the target to attack whoever is nearest. This is great if the target is far away and surrounded by his own friends. This will last until the victim Awakens or until the end of the scene.</p>
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<p>RAIN</p> 	<p>ACT. FREE ENG. 0 RNG. 1200 DAM. 4</p> <p>This power quickly creates a large amount of water, that causes damage to fires. And fills up low areas.</p>
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<p>RALLY</p> 	<p>ACT. ATT ENG. 0 RNG. 30 DAM. 0</p> <p>This power will free an ally from the effects of Mind Control, Fear or Rage.</p>
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<p>RANGE</p> 	<p>ENG. 1</p> <p>This bonus will double the range of a power . It can be given to a power twice to multiply by 4</p>
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<p>REGENERATION</p> 	<p>ACT. 0 ENG. 0 RNG. 0 DAM. -2</p> <p>This character automatically recovers 2 lost Hearts at the end of every round. This power doesn't work when the character is unconscious.</p>
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<p>REPAIR MINIONS</p> 	<p>ACT. ATT ENG. 1 RNG. 30 DAM. -12</p> <p>This power will restore 12 lost hearts to one of this character's minions. This works even if the minions are undead, robots or other non-human things.</p>
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<p>RESISTANCE</p> 	<p>ACT. 0 ENG. 0 RNG. 0 DAM. 0</p> <p>This power will reduce the damage this character takes from one of the standard damage types to 1/2. Choose which type it effects when taking this power.</p> <p>CHEMICAL, COLD, CUT, ENERGY, FORCE, GUN, MENTAL</p> <p>This power can be taken up to 7 times so the character can resist every damage type.</p>
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<p>RESIST KNOCKBACK</p> 	<p>ACT. 0 ENG. 0 RNG. 0 DAM. 0</p> <p>This power will reduce the distance this character is moved by Knockback attacks to just 6ft. In addition, the character can roll dice to avoid falling down. Usually it's really heavy characters that take this power, but really agile characters could also.</p>
<p>REVIVE SELF</p> 	<p>ACT. 0 ENG. 4 RNG. 0 DAM. 0</p> <p>This character can rest while unconscious and when he has recovered 1/2 of his full Hearts he can wake himself up. This will cost all of his Eng. So he may want to keep resting for a few more rounds.</p>
<p>REVIVE</p> 	<p>ACT. ATT ENG. 4 RNG. 0 DAM. 0</p> <p>This character can wake up unconscious (and maybe even dead characters) restoring them instantly to 1/2 their full Hearts.</p>
<p>SHOULDER THROW</p> 	<p>ACT. 0 ENG. 0 RNG. 0 DAM. 0</p> <p>This character can roll right away to Break free from Grabs or Wrestling Holds, without even using an action. He can do this even if he was surprised. When he gets a critical success breaking free, he will throw his opponent to the ground.</p>
<p>SHRINK</p> 	<p>ACT. MOVE ENG. 0 RNG. 0 DAM. 0</p> <p>This power allows the character to easily pass through very small openings like keyholes.</p> <p>The character might do this by becoming very small, by stretching himself very thin, flattening himself or becoming a liquid or gas.</p>
<p>SIDEKICK / PET</p> 	<p>ACT. 0 ENG. 0 RNG. 0 DAM. 0</p> <p>This power gives the character a friend (a second character) who helps him out on his missions. The player has to decide exactly what sort of creature his sidekick is and prepare a character sheet for him. The Sidekick will use the Stats shown below. But the player gets to pick a Stat for him to specialize in just like when making a player character. (the sidekick even gets the free power that comes with the Stat chosen) Then the player can choose 4 other powers for his sidekick. More powers can be added if the sidekick has Disadvantages</p> <p>  <u>1</u>  <u>2</u>  <u>1</u>  <u>1</u>  <u>12</u>  <u>4</u> </p>
<p>SLOW</p> 	<p>ACT. ATT ENG. 1 RNG. 60 DAM. 0</p> <p>This is an attack that causes no damage but slows the target down. Slowed characters can only act on alternate rounds, until they Awaken. This also limits the victim to Blocking or Dodging only one attack every round.</p>





SNIPER 	ACT. 0	ENG. 0	RNG. 0	DAM. 0
	<p>A character with this power will cause 4 extra Hearts of damage when he strikes a target by surprise with a ranged attack.</p>			






SORCERY 	ACT. ATT	ENG. 1	RNG. 0	DAM. 0
	<p>This power allows the character to do a wide variety of minor magical tricks like :</p> <ul style="list-style-type: none"> • changing clothes instantly, • making visible light. • Dimming lights, making gentle winds, minor sound effects or temperature changes and other things that create an eerie atmosphere. • Repairing damaged objects. • Locating lost objects. • Tying or untying knots . • Moving small objects around slowly in the air. <p>Sorcery can also be used to do greater deeds that there is no other power for by doing long rituals. This can allow a character to do things like:</p> <ul style="list-style-type: none"> • Close mystic portals • Remove curses • Hypnotize willing subjects, to recover lost memories. 			

SOUND EFFECTS 	ACT. FREE	ENG. 0	RNG. 120	DAM. 0
	<p>This character can mimic the sounds of any thing he has heard from a buzzing fly to a jet taking off. He can also change the volume, and pitch of a sound, and add effects like echoes or electronic sounds. He can even create soundproof barriers to hamper enemy communications and stop anyone from listening to his conversations.</p>			


SPACESHIP 	ACT. MOV	ENG. 0	RNG. 1800	DAM. 0
	<p>This character owns a spaceship capable of traveling to other planets or stars in a few hours or days and carrying a large number of passengers and/or cargo.</p> <p>It is never a good idea to fight or do risky maneuvers in a space ship, because anything that penetrates the hull will kill everyone on board unless they have Space Survival. But we all know players are going to do that kind of thing, so dice are used for dodging and maneuvering. A critical failure, or even a normal failure dodging a powerful attack will destroy the ship. If you have civilian passengers, then you're going to feel like a real jerk, when you're the only survivor.</p> <p>Destroyed or lost spaceships can be replaced between adventures.</p> <p>The range given above is for flying around in an atmosphere. In space, it just gets crazy.</p>			


SPACE SURVIVAL 	ACT. 0	ENG. 0	RNG. 0	DAM. 0
	<p>This character can survive in outer space.</p>			


<p>SPLATTER</p> 	<p>ACT. 0 ENG. 0 RNG. 12 DAM. 4</p> <p>When this character is hit by a deadly attack his blood will splatter on everyone in range causing damage. This is certainly a deterrent to anyone using knives or swords on the character but opponents with long ranged attacks might target him to splatter his friends. This character could have acid , boiling or freezing blood.</p>
<p>STASIS</p> 	<p>ACT. ATT ENG. 2 RNG. 30 DAM. 0</p> <p>This is an attack that causes no harm to the target but seals him away. While the victim is in stasis he can't do anything or be hurt by anything. The victim could be trapped in stone, ice or time, turned to stone, or banished to another universe.</p>
<p>STEALTH</p> 	<p>ACT. MOVE ENG. 1 RNG. 60 DAM. 0</p> <p>This character can move around silently and without setting off alarms.</p>
<p>STRONG BLAST</p> 	<p>ACT: ATT ENG: 2 RNG: 120 DAM. 8</p> <p>This is a strong ranged attack that takes 8 Hearts from targets.</p>
<p>STRONG RESISTANCE</p> 	<p>ACT. 0 ENG. 0 RNG. 0 DAM. 0</p> <p>This power will reduce the damage this character takes from one of the standard damage types to 1/4. Choose which type it effects when taking this power. CHEMICAL, COLD, CUT, ENERGY, FORCE, GUN, MENTAL This power can be taken 2 times so the character can resist 2 different damage types, but no more. Strong Resistance can't be combined with Resistance or armor.</p>
<p>STRONG STRIKE</p> 	<p>ACT: ATT ENG: 1 RNG: 0 DAM. 8</p> <p>This is a strong hand to hand attack that takes 8 Hearts from targets.</p>
<p>STUN</p> 	<p>ENG. 0</p> <p>An attack with this bonus will stun its target if it gets a critical hit. The victim will stay stunned for just 1 round. While stunned he can't do anything.</p>
<p>STUN BLAST</p> 	<p>ACT. ATT ENG. 0 RNG. 60 DAM. 0</p> <p>This attack causes no damage but stuns the target until he Breaks Free, or until he is hit by a different attack. Stunned victims can do nothing.</p>


<p>STUN STRIKE</p> 	<p>ACT. ATT ENG. 0 RNG. 0 DAM. 0</p> <p>This attack causes no damage but stuns the target until he Breaks Free, or until he is hit by a different attack. Stunned victims can do nothing.</p>
<p>SUBMARINE</p> 	<p>ACT. MOVE ENG. 0 RNG. 180 DAM. 0</p> <p>This character has a submarine that can carry about 4 passengers and some cargo. Subs are not very maneuverable so they can't dodge many attacks, but they can dodge large sea creatures or boats that attempt to grab or ram them. Roll after being hit to dodge. A critical success is needed to dodge a critical hit. If a Sub is lost during a mission it will be replaced by the next mission</p>
<p>SUMMON MINIONS</p> 	<p>ACT. ATT ENG. 2 RNG. 12 DAM. 0</p> <p>This power will summon up minions, to serve this character. The player has to decide on a theme for his minions and he can summon anything that fit's the theme. E.G. small animals, imps, punks, robots, etc...Minions always have 4 Hearts & 2 Energy, plus whatever powers are appropriate. To summon tougher servants take Summon Soldiers or Summon Monsters</p> <p>This power summons 3 minions at a time but the character can have up to 9 minions active at once. When the character has 9 minions active, he can't use this power any more until some are lost or dismissed. Minions last until the end of the scene, until defeated or dismissed or until their master is defeated.</p>
<p>SUMMON MONSTER</p> 	<p>ACT. ATT ENG. 4 RNG. 60 DAM. 0</p> <p>This power will call up a gigantic creature. Yes, it has to be gigantic, sorry. The player has to decide on a theme for his monsters and he can summon anything that fit's the theme. E.G. dinosaurs, dragons, demons, robots, etc...monsters always have 24 Hearts & 4 Energy, plus whatever powers are appropriate.</p> <p>This power summons just one monster and the character can only have one monster active at once. When the character has a monsters active, he can't use this power any more until the monster is lost or dismissed. monsters last until the end of the scene, until defeated or dismissed or until their master is defeated.</p>
<p>SUMMON SOLDIERS</p> 	<p>ACT. ATT ENG. 2 RNG. 12 DAM. 0</p> <p>This power will summon up soldiers, to serve this character. The player has to decide on a theme for his soldiers and he can summon anything that fit's the theme. E.G. vicious animals, demons, thugs, ninjas, robots, etc...soldiers always have 8 Hearts & 3 Energy, plus whatever powers and equipment are appropriate. To summon tougher servants take Summon Monsters</p> <p>This power summons 2 soldiers at a time but the character can have up to 6 soldiers active at once. When the character has 6 soldiers active, he can't use this power any more until some are lost or dismissed. soldiers last until the end of the scene, until defeated or dismissed or until their master is defeated.</p>


<p>SUPER FAST</p> 	<p>ACT. MOVE ENG. 1 RNG. 360 DAM. 0</p> <p>This character can run really fast. He can also run across the surface of water so long as he moves at top speed all the way across. The range of this power can be used in place of the range for Cling, Ghost Walk and Water Walking if the character has any of those powers.</p>
<p>SUPER JUMP</p> 	<p>ACT. MOVE ENG. 0 RNG. 150 DAM. 0</p> <p>This character can jump really far, and doesn't smash up rooftops that he lands on. This power also halves the damage this character takes from falling, as long as he doesn't land on anything sharp.</p>
<p>SUPER STRONG</p> 	<p>ACT. FREE ENG. 1 RNG. 0 DAM. 0</p> <p>This power increases the characters ability to lift objects by a factor of 10. This power can be taken more than once to increase the characters lifting by 100 or 1000. This power can also be taken as a bonus to increase the amount a character can lift with Telekinesis.</p>
<p>SWING</p> 	<p>ACT. MOVE ENG. 0 RNG. 180 DAM. 0</p> <p>This character can use ropes, webs or whatever to swing around. He can swing in wide arcs around obstacles. The character can also climb up or down ropes much faster than ordinary characters. It's almost like flying but the character has to have tall things around him to swing from. Buildings, streetlights and trees are great, but indoors this power won't work unless there are some very high ceilings.</p>
<p>TANGLE</p> 	<p>ACT: ATT ENG: 0 RNG: 60 DAM. 0</p> <p>This is an attack that causes no damage but Immobilizes the victim until he Breaks free. Immobilized opponents can't MOVE, BLOCK or DODGE, but can still attack</p>
<p>TANK</p> 	<p>ACT. MOVE ENG. 0 RNG. 180 DAM. 0</p> <p>This character owns a tank. Don't ask me where he got it. Tanks are kind of like A.T.V.s except covered in heavy armor and equipped with a giant gun. Tanks can roll over very rough terrain even over obstacles as big as cars. (crush them right up) Tanks don't do driving stunts and can't dodge anything but they're made of thick metal so they're very hard to hurt. Lost or destroyed tanks can be replaced between adventures. Lost tank: I don't understand, I parked it right over there in the swamp. Glubb .</p>
<p>TEAM TRAVEL</p> 	<p>ENG. 1</p> <p>This Bonus allows a travel power like Flight, Teleport, or Super Fast to work for the whole team.</p>








<p>TELEKINESIS</p> 	<p>ACT. ATT</p>	<p>ENG. 1</p>	<p>RNG. 60</p>	<p>DAM. 0</p>								
<p>This character can pick up objects at a distance. The amount of weight the character can lift is determined by his Mind Stat as shown below.</p> <table border="1" style="margin-left: auto; margin-right: auto;"> <thead> <tr> <th style="text-align: center;">MIND</th> <th style="text-align: center;">LIFTING</th> </tr> </thead> <tbody> <tr> <td style="text-align: center;">1</td> <td style="text-align: center;">200 lbs</td> </tr> <tr> <td style="text-align: center;">2</td> <td style="text-align: center;">400 lbs</td> </tr> <tr> <td style="text-align: center;">3</td> <td style="text-align: center;">800 lbs</td> </tr> </tbody> </table> <p style="text-align: center;">ALSO SEE SUPER STRONG.</p> <p>Objects that are picked up can be moved around slowly within the character's range, and set down wherever he wants, but to throw objects at people the character will need a Blast power. To throw people take Pull or a Blast with the Knockback Bonus. To ride around on objects as the character moves them take Flight.</p> <p>Objects lifted high into the air and dropped will take falling damage.</p>					MIND	LIFTING	1	200 lbs	2	400 lbs	3	800 lbs
MIND	LIFTING											
1	200 lbs											
2	400 lbs											
3	800 lbs											








<p>TELEPATHY</p> 	<p>ACT. FREE</p>	<p>ENG. 0</p>	<p>RNG. 6000</p>	<p>DAM. 0</p>
<p>This character can silently communicate at a long distance with his team mates and other people he knows. He can also link a group of people together allowing anyone in the group to communicate with anyone else in the group.</p> <p>The character can also read the thoughts of an opponent, that he can see, against his will. This will have limited usefulness, because it will only tell what the target is thinking right now. It can't probe his mind for answers to questions. (see Mind Probe). But it can tell if the opponent is planning to attack and what kind of attack he is about to do. It can also let the character know when an opponent is bluffing.</p>				









<p>TELEPORT ATTACK</p> 	<p>ACT. ATT</p>	<p>ENG. 1</p>	<p>RNG. 60</p>	<p>DAM. 0</p>
<p>This is an attack that causes no harm to the target but instantly transports him to another place within the power's range. Targets teleported into the air will usually fall and take damage.</p> <p>To teleport a target into a solid object take Stun Blast or Stasis</p>				









<p>TELEPORT FRIENDS</p> 	<p>ACT. FREE</p>	<p>ENG. 2</p>	<p>RNG. 6000</p>	<p>DAM. 0</p>
<p>This power allows a character to instantly transport his friends to him from far away. This power contacts the friends and asks them to come. If they agree they will be teleported, if not, there is no chance to explain: they just don't come.</p>				





<p>TELEPORT LONG</p> 	<p>ACT. MOVE</p>	<p>ENG. 4</p>	<p>RNG. SPC</p>	<p>DAM. 0</p>
<p>This power allows the character to instantly travel to any known location throughout the world and even from a spaceship in orbit to the surface of a planet.</p>				

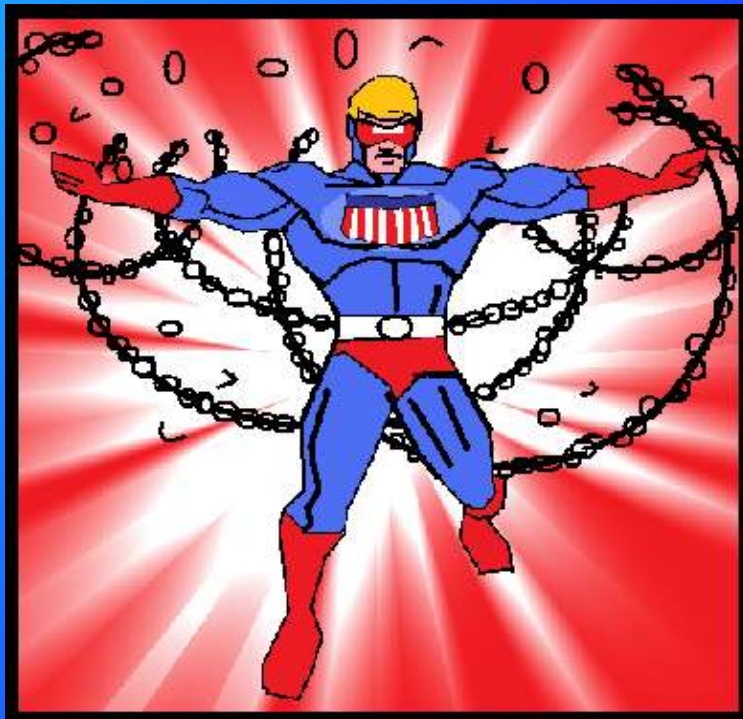
<p>TELEPORT</p> 	<p>ACT. MOVE ENG. 1 RNG. 150 DAM. 0</p> <p>This power allows a character to instantly travel to any location within range. If the character can't see where he wants to go, he can just state the distance and direction. If he appears in a place already occupied by a solid object, he will return to his start location stunned until he Awakens.</p>
<p>TELESCOPE</p> 	<p>ACT. FREE ENG. 0 RNG. 6000 DAM. 0</p> <p>This power allows a character to see clearly for very long distances. The character can subtract the range of this power (or as much of it as he needs to use) from the distance to an object and see as if he were that close.</p> <p>In most game situations there won't be anything you can't see as long as you have a clear line of sight. And unlike a real telescope, a character with this power can take a quick look all around and see everything that's going on. You don't have to look at the world through a tiny tube</p>
<p>THIEF</p> 	<p>ACT. ATT ENG. 1 RNG. 0 DAM. 0</p> <p>This attack allows you to take something away from the target, without the victim noticing. You can go after a particular item or take whatever happens to be in his pocket. But you can only take normal items, like weapons and money, not super items like powers.</p> <p>This power can be used at a range if you have Telekinesis.</p>
<p>TIME TRAVEL</p> 	<p>ACT. MOV ENG. 4 RNG. SPEC DAM. 0</p> <p>This character can visit adventure settings in the distant past and future. He can visit wizards or dinosaurs, in the past, or robots and aliens, in the future. If does anything to change history, just remember that there are other people time traveling, and they'll probably fix what he messed up, before he even gets home to see the results. On the other hand sometimes he will be the 1 called on to fix what someone else messed up.</p>
<p>TIRELESS</p> 	<p>ACT. 0 ENG. 0 RNG. 0 DAM. 0</p> <p>This character never needs to sleep. Guess who gets to be on guard every night during every long adventure. On the positive side, it's great for characters with a secret I.D. They can fight crime all night and still go to school in the morning.</p>
<p>TOOLS</p> 	<p>ACT. 0 ENG. 0 RNG. 0 DAM. 0</p> <p>This character has a wide variety of useful tools that he carries around all of the time. This can also include weaponry and normal armor. The character should have a theme to his tool kit and won't have devices that don't fit the theme. Some common themes are listed below:</p> <p>Police, Soldier, Knight, Trick Arrows, Ninja, Utility Belt, Wilderness Survival, Vampire Hunter</p>
<p>TOUCH</p> 	<p>ENG. 0</p> <p>An attack with this Bonus can automatically attack anyone who touches this character without the character having to use an action. The character can choose not to let it attack when he wants someone to touch him.</p>

<p>TRACKING</p> 	<p>ACT. ATT ENG. 1 RNG. 6000 DAM. 0</p> <p>This character can follow a subject's trail. Every time he rolls a success he can track the target 1 mile. Critical Successes will be needed to track targets through heavy traffic areas or in inclement weather. Normal people can't track targets that fly or teleport, but super heroes and villains often can. Especially if they use magic.</p>
<p>TRAIL</p> 	<p>ACT. ATT ENG. 2 RNG. SPEC DAM. 4</p> <p>This character can leave a trail of energy behind him as he moves that becomes a barrier causing damage to anyone trying to cross his path.</p>
<p>TRANSLATOR</p> 	<p>ACT. 0 ENG. 0 RNG. 0 DAM. 0</p> <p>This character can speak all languages. Note: speaking languages will normally come from the character's background and not require a power. Immortal characters might speak a lot of languages because they've really been around. But this power allows you to instantly understand any language you encounter, even alien languages and secret codes, but not animal sounds. See animal telepathy.</p>
<p>TRANSMUTE</p> 	<p>ACT. ATT ENG. 2 RNG.60 DAM. 0</p> <p>This attack will change the target into another form. Choose when selecting this power just what kind of changes can be made. Some examples are listed below:</p> <ul style="list-style-type: none"> Harmless things into dangerous things (E.G. kitten to lion). Dangerous things to harmless things (E.G. gun to flower). People into animals. Shrinking (you make anything small). Age change (you can make people younger or older). <p>You cannot turn victims into totally helpless forms, because that's a hold attack. see Hold</p>
<p>TRAP</p> 	<p>ENG. 0</p> <p>An attack with this power can be set as a trap to attack anyone who steps into the trapped area or touches the trapped object. More than one trap can be set in the same area allowing one to go off each time it's triggered but all traps can be disarmed at once.</p>
<p>TRICK SHOT</p> 	<p>ENG. 1</p> <p>An attack with this Bonus can strike targets around corners, and can be used to hit buttons without damaging them.</p>
<p>TRUE SIGHT</p> 	<p>ACT. 0 ENG. 0 RNG. 0 DAM. 0</p> <p>This mystic power allows the character to see invisible things, to see through illusions, and even to see the true form of creatures that have been transmuted or shape changed.</p>

<p>TUNNELING</p> 	<p>ACT. SPC ENG. 1 RNG. 60 DAM. 0</p> <p>This character can move through solid walls and ground leaving a tunnel behind so others can follow. The tunnel lasts until the end of the scene but if the character wants, he can use a free action to close it, to prevent anyone from following.</p> <p>He can also use an Attack Action and roll dice to close the tunnel behind someone trapping them inside with you, but if you want to close the tunnel ON someone to trap and hold them you will need a critical hit. Victims trapped this way will be held until they Break Free</p>
<p>UNLIVING</p> 	<p>ACT. 0 ENG. 0 RNG. 0 DAM. 0</p> <p>A character with this power doesn't eat sleep or breath, and is immune to all poisons (but not acids). In addition, unliving characters do not age the way people do and could be hundreds even thousands of years old.</p> <p>An unliving character could be undead, a robot, or some very strange alien.</p> <p>NOTE: superheroes will not hesitate to destroy unliving characters</p>
<p>VAMPIRE</p> 	<p>ENG. 0</p> <p>An attack with this Bonus will give any Hearts taken from its targets to the attacker.</p>
<p>VARIETY</p> 	<p>ENG. 0</p> <p>A character with this Bonus is able to cause 2 or more different damage types with all of his attacks. Pick any 2 or more types and pick which one to use when attacking.</p>
<p>VAULT</p> 	<p>ACT. 0 ENG. 0 RNG. 0 DAM. 0</p> <p>This character can vault over obstacles as he runs without slowing down. This allows him to do a run and a jump with a single movement action.</p>
<p>VISIONARY</p> 	<p>ACT. 0 ENG. 4 RNG. 0 DAM. 0</p> <p>Once or twice every adventure this character will receive a vision, dream or visitation that can give him instructions, warnings, help and advice. If the character is ever captured his spirit contact will certainly come to set him free.</p> <p>The vision will usually come at the beginning of the adventure or at a critical moment when you really need help, but you have no control over when it will happen.</p>
<p>WALL OF FIRE</p> 	<p>ACT. ATT ENG. 1 RNG. 0 DAM. 4</p> <p>This power creates a 10ft high 60ft long wall right in front of the character. The wall can extend in any direction along the ground. A wall of fire can also be made of other energy types but it's not solid and anyone can run right through it, if they're willing to take 4 points of damage.</p>
<p>WALL OF THORNS</p> 	<p>ACT. ATT ENG. 1 RNG. 0 DAM. 4</p> <p>This power creates a 10ft high 60ft long wall right in front of the character. The wall can extend in any direction along the ground. A wall of thorns is made of wood and easy to cut or burn but anyone trying to climb over it or smash through with his bare hands will take 4 points of damage.</p>

<p>WALL</p> 	<p>ACT. ATT ENG. 1 RNG. 0 DAM. 0</p> <p>This power creates a 10ft high 60ft long wall right in front of the character. The wall can extend in any direction along the ground. The wall can also be made diagonally (10 ft on one end 0 on the other) so people can run up it. Walls are very solid and usually made of either stone or ice</p>
<p>WATER BREATHING</p> 	<p>ACT. 0 ENG. 0 RNG. 0 DAM. 0</p> <p>This character can breath underwater.</p>
<p>WATER WALKING</p> 	<p>ACT. 0 ENG. 0 RNG. 60 DAM. 0</p> <p>This character can walk around on top of water just like it's solid ground. This is especially useful in the dark when being chased.</p>
<p>WEAKEN</p> 	<p>ACT. ATT ENG. 1 RNG. 60 DAM. 0</p> <p>This attack causes no damage, but will make the victim's attacks weaker. Subtract 4 from the damage of any attacks the victim makes until he Awakens.</p>
<p>WEALTH</p> 	<p>ACT. 0 ENG. 0 RNG. 0 DAM. 0</p> <p>This character has lots and lots of money. He might not own a car, boat, helicopter or tank but he can rent them if he wants to. He lives in a nice house, and travels in style wherever he goes.</p>
<p>WEAVE</p> 	<p>ACT. MOVE ENG. 1 RNG. 30 DAM. 0</p> <p>This character can create a variety of objects out of a soft material., like string or webs. This can include ropes, parachutes, nets, costumes, pillows, and gliders.</p>
<p>WILL POWER</p> 	<p>ACT. 0 ENG. 0 RNG. 0 DAM. 0</p> <p>This power allows this character to resist Special Effects from mental attacks like Fear, or Mind Control or Mind Probe by rolling dice after being hit. He will need a Critical Success to resist a critical hit.</p> <p>This power does not protect against damaging mental attacks, only against Special Effects, but it protects against all mental EFFECTS It doesn't matter if the attack is PSI, MYSTIC, or even CHEMICAL.</p>
<p>WIND</p> 	<p>ACT. ATT ENG. 1 RNG. 60 DAM. 0</p> <p>This attack allows the character to move clouds around or disperse them if he prefers. Clouds can be moved a distance of 24ft in an action. Tiny opponents, and opponents with wings can also be knocked back 24ft.</p>

<p>WIRE TAP</p> 	<p>ACT. SPEC ENG. 1 RNG. 1200 DAM. 0</p> <p>This character can listen in on other people's phone conversations. Just don't get caught doing it.</p>
<p>WRESTLING THROW</p> 	<p>ACT. ATT ENG. 1 RNG. 0 DAM. 8</p> <p>When this character has a victim in a grab or a wrestling hold, he can use this attack to throw him up to 24ft. He can even throw him at other opponents (roll dice to hit) to cause them damage and knock them down.</p> <p>The victim and any opponents he knocks down will be unable to move until they use movement actions to get up.</p> <p>If the victim is thrown from a high place he will also take falling damage.</p>
<p>WRESTLING HOLD</p> 	<p>ACT. ATT ENG. 0 RNG. 0 DAM. 0</p> <p>This is an attack that causes no damage but holds the target until he breaks free, or until the attacker let's go or throws him.</p> <p>Held opponents can't do anything (including Rest, Block or Dodge)</p> <p>Unfortunately the attacker himself is immobilized by the attack, unable to Move, Block or Dodge. but still able to attack.</p>
<p>X-RAY</p> 	<p>ACT. FREE ENG. 0 RNG. 60 DAM. 0</p> <p>This character can see clearly through any obstructions, walls ceilings, floors etc... And examine the contents of packages. He can also detect hidden weapons and such at a glance.</p>



Disadvantages are optional. Characters can get an EXTRA POWER by taking a disadvantage, 1 extra power for each disadvantage. But only take disadvantages if you're sure that they fit the character and you can live with having it.

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ALTER EGO This character sometimes turns into a normal person with no powers. And ether has to change back sometimes or does not have complete control over what causes him to change. The GM and player should work out the details together.
 A good alter ego could be gigantic when his powers are activated or who has an aura attack that's always on so the character has to turn back to normal most of the time, especially indoors.
 Another good idea is a character who can only change in certain circumstances or locations.
 You could also say a character had this disadvantage if all of his powers were in a costume. And the character wouldn't be able to change until he could get to his costume.

ALWAYS ON This character can't turn off his invisibility, Ghost Form or Touch attack. If he doesn't have any of these powers, he can't take this Disadvantage.

AMNESIA This character can't remember anything about his past, but the enemies out to kill him sure do. Characters with this Disadvantage should also be homeless at the beginning of their careers.

ARCH ENEMY One of this character's enemies just keeps coming back. He might have some real connection to the character like being a family member, or having a connected origin, or he could just have a weird obsession with him.
 Arch enemies always have some special advantage over the hero like being impossible to imprison, knowing the hero's secret I.D. being immune to the hero's best attacks or just being a lot more powerful than the hero.

BATTERY This character's powers have to be recharged from time to time, or they burn out. Recharging requires a process that can't be done just anywhere, so the character might be reluctant to travel too far from a place where his powers can be recharged.
 When the character is expecting to go on a long adventure he might be able to get a special long lasting recharge but this should only be on rare occasions.

BERSERKER	<p>This character tends to fly into a rage and attack his opponents without fear or common sense. The berserker doesn't have to go around picking fights, nor is he compelled to accept any challenge. But if he starts fighting he won't stop till he wins, loses, or gets dragged away in handcuffs.</p> <p>This is a Disadvantage not a power so it doesn't make the character immune to fear or mind control.</p>
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CAN'T ATTACK	<p>This character can't attack while his defense powers are activated. This may be applied to Block, Dodge or any defense using the Force Field Bonus.</p>
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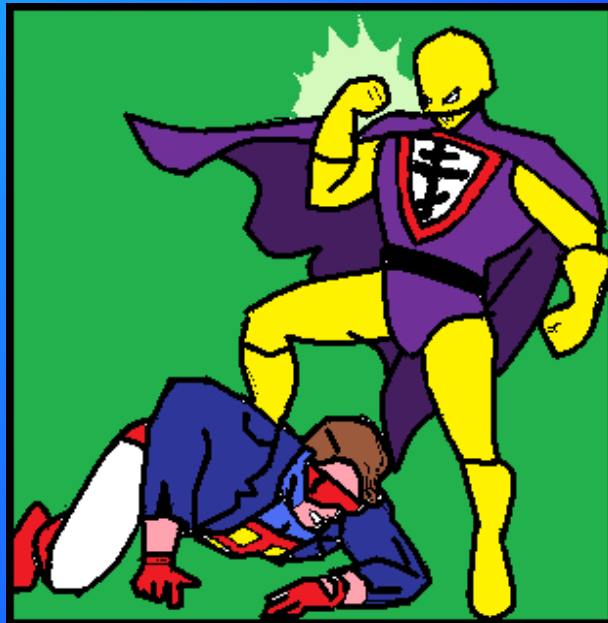
CAN'T MOVE	<p>This character can't move while his defense powers are activated. This usually applies to Block or any defense using the Force Field Bonus.</p>
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CODE	<p>This character follows a code of conduct. Several suggested codes are listed below. If the player ever forgets the code, the GM should remind him and require him to follow it.</p> <p>FIGHT FAIR This character may not attack opponents by surprise, or use ranged attacks against opponents who can't do the same. He won't hit an opponent who is stunned, held tangled etc...</p> <p>HONESTY This character may not lie. Characters with this disadvantage would never be able to have a secret I.D..</p> <p>HOLY A character with this code can never use or accept help from magic. Remember: that holy and magic powers both fall under the heading of mystic but you know which is which.</p> <p>HONOR A villain with this code will accept challenges and challenge those who insult him. Challenges are almost always to single combat. An arch-villain with this code might kill an underling who questions, or offends him. His minions will always live in fear, and might even have the code: suicide.</p> <p>LEGAL While all super heroes cooperate with the law and avoid the use of deadly force, there are some heroes who are real serious about obeying the law. Maybe they're cops or live in a city where super heroes are kept on a short leash by the authorities. Such a hero will never enter a villain's lair without a warrant except in a hot pursuit situation. He will never remove evidence from the scene of a crime, and he will inform the police of his whereabouts and activities. On the other hand such a hero will have contacts with the police that will share info and give him missions so it has it's good points</p> <p>PROUD A villain with this code will want to avenge any insult. However, unlike the character with honor he doesn't have to do it openly or fairly. An arch-villain with this code might kill an underling who questions, or offends him. His minions will always live in fear, and might even have the code: suicide.</p> <p>PRIMITIVE A character with this code can never use or accept help from technology</p> <p>PRIME DIRECTIVE A character with this code can never interfere with the culture or destiny of the people he interacts with. He is probably from a very advanced society possibly the future.</p> <p>PROTECT All heroes are expected to protect innocent bystanders but some are also sworn to defend something else, e.g. symbols of their faith, patriotic symbols, the environment, or great works of art.</p> <p>SUICIDE Villainous minions with this code will kill themselves as soon as they can, if captured or if they fail in a mission</p>
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COMPULSIVE	This character has something he feels compelled to do even though it makes no sense. E.G. leaving a calling card at the scene of his crimes, dancing while fighting or loudly insulting his opponents.
COWARD	This character is not a fighter, and will panic and run as soon as he sees danger.
DEVICES	Some of this character's powers come from devices that can be taken away from him during a fight by a standard disarm attack.
DISABLED	This character is confined to a wheelchair and can't use movement powers, except for the vehicles.
ENVIRONMENTAL	Some of this character's powers only work in a certain environment. A lot of characters have Heal Self that only works on Holy Ground or in water. Some characters only have SUPER STRONG while touching the ground.
GROUND BOUND	This character can't jump, fly or climb. Alligators and elephants have this Disadvantage.
IMMOBILE	This character is unable to move at all. He might be rooted to the ground, or on life support. He could even be a mountain, tree or building. If anyone tries to move him, it will be very difficult and it could kill him, unless great care is taken.
INSANE	This character is nuttier than a fruitcake, and everyone knows it. Even if the character has a good idea no one will listen to him because he's a nut.
LIMITED	This character's attack powers can't effect certain common targets, like targets made of wood, glass, or metal, or maybe living targets.
MULTIPLE PERSONALITIES	This character is sometimes a Hero and sometimes a villain. He doesn't have complete control over when he changes. Players will have to be Heroes most of the time but NPCs could be villains most of the time.
MUTE	This character can't talk or doesn't know any language common to the game setting.
MYSTIC RULE	This character is bound by certain mystic rules and there are places he cannot go or places where his powers won't work.. Some examples include, Holy Ground, Into homes without being invited, Across running water, into a circle of salt etc... This Disadvantage will have to be defined clearly for each character.
NO HANDS	This character can't grasp and manipulate things. He's probably an animal with paws or flippers. That means he can't turn a doorknob or push the little buttons on a keyboard but he might still be able to hit a simple off switch. The character can't pick up and throw things.
PATTERN	This character has a fixed sequence of actions that takes at least 3 rounds to complete. Once he starts the sequence he will always complete it (if able) even if opponents have come to recognize this pattern and use it against him. Normally only boss enemies have this Disadvantage.

PHOBIA	<p>This character has an irrational fear of something that will cause him to run away when confronted by it.</p>
RANDOM	<p>This character has a power that can have unpredictable effects. He might not be able to control what kind of minion or monster he summons, or he might not be able to control what damage type his blast causes.</p> <p>This Disadvantage will have to be defined clearly for each character.</p>
REDUCED STAT	<p>Since Players start out with 2 in most of their Stats and add 1 to 1 of their Stats, this Disadvantage is used to make a character who has a 1 in 1 of his stats or who doesn't add 1 to any of his Stats. E.G. Characters who specialize in Arm might reduce their Mind, or vice versa.</p> <p>NPCs Can't take this Disadvantage</p>
REFLECTABLE	<p>This characters best attack can be reflected by a common mirror. This affliction usually strikes villains with very powerful attacks but it could effect heroes as well, especially if they have an attack with the Trick Shot Bonus.</p> <p>This Disadvantage is one the character will probably try to keep a secret (though if he goes around using mirrors to do trick shots that won't be possible). But even if the character's opponents find out about this Disadvantage, mirrors are easy enough to break so don't give up.</p>
SECRET I.D.	<p>Most super heroes have secret I.D. but for some of them it's no big deal. Maybe they get paid to be superheroes while their friends and family think they're working in an office. Or maybe they're millionaire playboys with lots of free time and no real job. But this character doesn't have it so easy.</p> <p>Often this character will show up a few rounds later than his team mates, because he was looking for a place to change into his costume, and often he will have time limits on his missions with serious personal consequences if he doesn't finish in time.</p>
SHAPE CHANGE	<p>When this character turns on certain powers he assumes different forms making him unable to use some of his other powers until he changes back. E.G. a character might have to change into a bird to fly and a fish to breathe under water. He couldn't use his SUPER STRONG in either of these forms.</p>
SPECIALIZED	<p>This character's powers only work on one type of target. This is usually taken by characters with Telekinesis so they can only control one type of material like metal, earth or glass. But it could also be taken by characters with attacks that only damage certain types of opponents, e.g. only living targets or only unliving targets.</p>
STRANGE APPEARANCE	<p>This character looks like a freak. It's impossible for him to blend into a crowd normally and very hard to disguise him. Even in disguise he's pretty much counting on no one looking too closely at him. This character can't have Alter Ego, or Disguise.</p>
STUPID	<p>This character is easily fooled and prone to making bad decisions. I really don't expect many players to take this Disadvantage but lots of NPCs might have it.</p>
TROUBLE MAKER	<p>This character knows someone who makes a lot of trouble for him. It could someone who keeps getting into danger, someone with a grudge, or someone dependent on the character who needs his time. It has to be someone the character won't be able to ignore.</p> <p>This Disadvantage will have to be defined clearly for each character.</p>

UNDEAD	This character is damaged by Healing Touch and Healing Aura. Also Super heroes won't hesitate to use lethal attacks against him.
VULNERABILITY	This character will be incapacitated when exposed to some condition or substance that has little or no effect on normal people. Like sunlight, an alien mineral or loud noises.
WANTED	This character has to hide from the cops and from other heroes lest he end up in jail. Villains cannot have this disadvantage because most of them are wanted just because they're villains. This disadvantage is only for heroic characters, who are on the run. They could be falsely accused and out to clear their name; or they could be antihero, vigilante types, wanted for killing lots of criminals.
WEAKNESS	<p>This character will take 4 extra points of damage from one type of attack. Chose a type from the list below, or take something similar approved by the GM.</p> <p style="text-align: center;">FIRE, ELECTRIC, RADIATION, SONIC MAGIC, HOLY, PSIONIC, METAL, WOOD</p> <p>These 4 points of damage will ignore any resistance the character might have.</p>
WINGS	Wings limit the character's flight ability making him unable to fly in severe weather or thin atmospheres.
WOUNDING	When this character uses some of his powers it wounds him causing him to loose 2 Hearts. This Disadvantage is often attached to healing powers.



GAINING NEW POWERS

After an adventure, is over the GM may award a new power to each of the player characters. If the group is only playing one adventure there will be no need for rewards, but if the characters are going to be used over and over in a continuing series of adventures, (what we gamers call a campaign) then the players will want rewards to show their progress and to improve their characters.

Usually players will get to pick their new powers, but sometimes the GM might want to reward all of the players with a specific power that he has chosen for them. E.G. they might all gain Fame at the same time or they might all be given a special gadget by someone that they helped.

Or the GM might decide that an NPC from this adventure will join one of the players as his new Sidekick.



OTHER REWARDS

Playing the game shouldn't just be about gaining new powers. There are lots of other rewards to gain like money or a kiss from the princess, or a chance to advance the career of the character's secret I.D.

Player characters can also be adopted by patrons who will be contacts and sources of equipment. A really good Patron might even provide a cool base for a hero group.

Sometimes a hero will go on a whole adventure just to find some object he needs to resolve another adventure.

Players might even be given wishes when they do missions for powerful mystic entities.

TIPS & CLUES

When players beat up bad guys, even ordinary punks out on the street might occasionally hand the player a Tip or a Clue. Tips are usually gotten from a character's contact, but they can come from almost anywhere, like a newspaper or, even a family member. Tips are bits of information that a character can investigate to start a new adventure.

Clues are found during adventures and are bits of information that advance the story. Clues might be handed over by bad guys during interrogations, or they could be found by searching a crime scene or a villain's lair.

REBIRTH of a HERO

After you play your character for a while, you might decide that there are a few things you didn't get right when making him. Maybe you would like to switch some powers around or maybe your concept would've worked better if the character had specialized in a different Stat. Or maybe your concept of the character changed a bit after you were inspired by a great movie you just saw. Well, don't feel bad, we all make mistakes. Fortunately this game let's you fix them. You can change anything about your character, and even completely redesign him between adventures. Just consult with the GM and make sure he approves of the new design, just as you did when you made the character in the first place. (For the GM to make adventures suited to you, he needs to know about the character you're using.)

The new version of the character can be given as many powers as the old version even if several powers have been earned since the start of the game. That's because even though the character has changed he still has the same history and accomplishments. However if you want to change his background, also, then you're really introducing a new character and you'll need to make him with the same number of powers as a starting character, losing any powers that have been earned.

GAME TIME

These rules make a lot of references to time. All of these references refer to "Game Time" not real time. This is an important distinction, even though this game does not insist on precise timekeeping (like some games do).

For Example: The Rules say that if you get knocked out, you have to wait an hour or so to wake up. That doesn't mean the player is out of the game for an hour, once the fight is over The GM might decide to skip to the next scene right away.

GM: "O.K. you got knocked out. When you wake up the bad guys are gone. The police have arrived and Detective Simmons is wanting to ask you some questions."

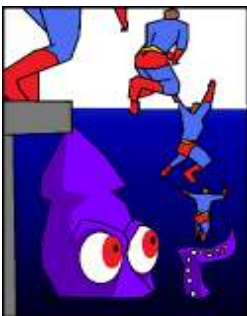
PLAYER: "Well, good I have a few questions for him too!"

SCENES, ROUNDS AND TURNS A **Scene** is a dramatic term: "a division of an act, presenting continuous action in one place, a single situation or unit of dialogue" Webster's Dictionary. I often refer to action as taking place in scenes. Sometimes the rules state that something will last until the end of a scene, or that something can only be done once /scene. When one scene ends and another begins is up to the GM. He can declare the beginning of a new scene whenever it seems appropriate. The end of a fight or chase is, usually, the end of a scene. Major events, like new characters making dramatic entrances, can also signal the beginning of a new scene.

During "Actions Scenes" Players and NPCs take **Turns** acting. The time it takes for everyone in the scene to take his Turn is called a **Round**. You will see frequent references to Rounds and Turns in the game.

In most RPGs a round represents a specific amount of time to the characters in the game. This game doesn't say how long a round is. This is left deliberately vague, so the GM doesn't have to worry too much about time keeping. Instead of crunching numbers just think of a round as a comic book panel. I promise it's more fun that way. Just let the actions people take determine the pace of the game. If you need to have a countdown or some other time limit for a certain action just use a number of rounds and don't worry about how it translates to real time.

DO YOU REALLY WANT TO DO THAT?



Leap before you look

Often it happens, in the course of the game, that things will not be as clear to the players as they should be to their characters. This usually happens because the GM failed to describe something, or didn't get around to describing it yet, or maybe the player zoned out during the description and missed it. When the players don't realize the situation they're in, they might say they're doing something that seems really stupid. When this happens the GM should always ask the player, "do you really want to do that?" The GM should explain what the results of the action are likely to be, pointing out the conditions that would lead to this result. The GM might even be able to say that a certain result is inevitable if the player takes the stated action. For example: Attacking the boss villain will definitely cause you to be attacked by the 6 other villains that the GM was about to describe. If the player still insists on the action maybe he has a plan, or just thinks he can handle it, or maybe he really is stupid, Whatever. The GM should NOT give warnings about dangers that the character could not know about. For example: If the player says he wants to move along a path that activates a trap. The GM Should not warn him, but let the trap go off. The character is surprised when he steps on the trigger.

TAKE YOUR TIME

Since Game Time and Real Time are not the same, players should feel free to take their time deciding what they want to do. Remember that some characters are supposed to be really smart, maybe even super smart, and the only way a normal person can simulate that is to take extra time and think about what he's doing, then pretend that the character came up with his, plan in seconds. Just remember not to slow the game down too much or too often because this bothers the other players.

LONG ACTIONS

Some things take a long time to do, like picking a lock, defusing a bomb or searching for something. When you're doing something like that, you can't take any other actions, so when your turn comes you just get skipped unless you want to interrupt what you're doing. Long actions will always take a specific number of rounds set by the GM, but the GM doesn't have to tell the players how long it will take.

RESTART If you've started an action and something interrupts you, you might have to start over. Before starting a long action ask the GM if you will be able to continue after interruptions or if you will have to start over. Then decide if you want to get started right away or wait until it's safer. (Your friends might be able to protect you, while you're doing something). Unfortunately, some actions will need to be done before a time limit runs out, or else you will fail a mission. If that is the case, you better not wait too long to get started.

Cooperative Actions Some actions are impossible for most characters to do alone and will require that 2 or more characters act together (Like pushing buttons in different rooms simultaneously). These actions are always long, actions, that have to be restarted if interrupted. These actions also require that the characters involved be in communication with each other.

COMMUNICATION

Talking usually won't require an action. Players can communicate freely with each other at any time, even while doing long actions. This includes shouting warnings and giving advice. If the Characters in the story are separated or if one of them is gagged or there is some other obstruction the GM might ask the players not to talk to each other. The Super Power Telepathy is really popular with player groups as a way to keep communication open at all times. If no one in your group has it you might want some sort of radios. Radios count as normal equipment not super powers even if they're tiny radios built into your costume. (But stay out of the water) Just remember that you're only allowed 3 normal equipment items unless you take the Super Power Tool Kit.

If you have something important to say in the middle of a fight and you want to make sure your opponents listen. You can get their attention by using your free action to say it. When you use an action to speak, Everyone listens.

MANEUVERS

Maneuvers are special attacks that any character can attempt. These attacks don't require any powers but they can be attempted using certain powers.

DISARM Ordinary weapons and objects can be knocked away or taken from targets by a disarm attack. This can be done with Hand-to-Hand attacks, Ranged attacks or Telekinesis, but not with most Mental attacks. This attack causes no damage to the target but makes the target drop what he's holding.

TAKE AWAY If a Disarm attempt gets a critical success the attacker has the option of taking the object away from the victim instead of simply knocking it away. Obviously most ranged attacks can't usually do this.

TRICK SHOTS Sometimes attackers want to hit a particular part of a target to get a special effect, like shooting out tires to make a car crash, or shooting someone in the leg to avoid hitting his bulletproof vest. Tricks like this require a critical success. Trick shots can also mimic the effects of certain powers: hitting an eye can blind a target, hitting a leg can slow a target.

COVER HIM If a character has an attack aimed at a target before a fight starts he can attack as soon as the target tries something without having to wait for his usual turn. The only exception is if the character covering his target gets surprised. This is important because if an attack is aimed at a target he should be reluctant to try anything unless he thinks he can surprise his opponent.

FALLING



When a character or object falls, it will crash and take Damage. The amount of Damage depends on the distance of the fall.

DISTANCE	DAMAGE	ROUNDS TO FALL
UP TO 20ft	0	1
UP TO 40ft	2	1
60ft	4	1
120ft	8	1
300ft	12	1
750ft	16	2
MORE THAN 750ft	20	3

NOTICE: REALLY HEAVY SUBJECTS TAKE DOUBLE DAMAGE FROM FALLING.

If the character lands on a soft surface, then he only takes 1/2 Damage. Normally falling causes Force Damage, but if the character lands on sharp objects it can cause cutting. Falling characters always land at the end of the round, so maybe they have time to save themselves or to be saved by someone else. If it takes you more than one round to fall you will have extra time to try something. Super heroes seldom fall all the way to the ground.

SUFFOCATION

When a character can't breathe, he will take 1 point of Choking Damage every round until he passes out. Armor, force fields and even regeneration are useless against suffocation.

Suffocation occurs underwater, in outer space, when buried, when holding your breath to avoid the effects of poison gas and whenever the GM feels that the situation calls for it.

EQUIPMENT

Most SUPERHEROES will equip themselves with a few ordinary items. Sometimes common tools from cell phones to pocket knives can be just what a hero needs to save the day. A hero is allowed to have up **3** normal items around with him. If he wants more he should take the POWER, TOOL KIT.

WEAPONS Most heroes will use their powers and their fists which can't be taken away. Even if the heroes POWER is in a weapon of some sort, it can't be taken away because it's a POWER. but there will still be a lot of characters who pick up normal weapons and use them. Normal weapons are pretty much just like powers except that anyone can use them, and they can be taken away in a fight. The tables below list some common weapons telling how much damage they do and listing the powers bonuses and limits built into each one.

DEADLY ATTACKS Deadly weapons like Guns, Knives and Flame Throwers, will cause injuries that require medical attention. Victims will not recover just by resting. Furthermore these attacks can be used to intimidate ordinary people. Most ordinary people will obey orders if threatened with a deadly weapon, for as long as the person threatening them can still see them.

HAND TO HAND WEAPONS

WEAPON	DAMAGE	POWERS	BONUSES	DAMAGE TYPE
FIST	4	STRIKE		FORCE
AXE	8	STRONG STRIKE		CUT
BRASS KNUCKLES	4	STRIKE	STUN	FORCE
CLUB	4	STRIKE	STUN/ KNOCKBACK	FORCE
HAMMER/ MACE	8	STRONG STRIKE	KNOCKBACK	FORCE
HATCHET	4	STRIKE		CUT
KNIFE	4	STRIKE	STUN	CUT
NUNCHAKU	8	STRONG STRIKE	STUN	FORCE
SHIELD	0	TRIP		FORCE
SPEAR	8	STRONG STRIKE		CUT
SWORD	8	STRONG STRIKE	MULTI-TARGET	CUT
WHIP	4	STRIKE	STUN	FORCE



RANGED WEAPONS

WEAPON	DAMAGE	POWERS	BONUSES	DAMAGE TYPE
ARROW	4	BLAST		CUT
BOLAS	4	BLAST	KNOCKDOWN	FORCE
BOOMERANG	4	BLAST	TRICK SHOT	FORCE
JAVELIN	4	BLAST		CUT
MACHINE GUN	8	BLAST	MULTI-TARGET	GUN
• PISTOL	4	BLAST		GUN
RIFLE	8	STRONG BLAST	RANGE	GUN
SHOTGUN, SHELLS	8	STRONG BLAST	MULTI-TARGET	GUN
SHOTGUN, SLUGS	8	STRONG BLAST	MULTI-TARGET, KNOCKBACK	GUN
SLING SHOT	4	BLAST	STUN	FORCE
SUB-MACHINE GUN	4	BLAST	MULTI TARGET	GUN
• THROWING KNIFE	4	BLAST	STUN	CUT
THROWING STARS	1	STUN BLAST		CUT

These weapons can be used in hand to hand combat. Other ranged weapons require a minimum distance of 12ft.

CONTROL WEAPONS

WEAPON	DAMAGE	POWERS	BONUSES	DAMAGE TYPE
HANDCUFFS	0	TANGLE		0
LASSO	0	TANGLE		0
PEPPER SPRAY	0	BLIND	STUN	CHEM.
STUN GUN	0	STUN		ENERGY
TASER	0	STUN BLAST		ENERGY
FIRE HOSE	4	STUN BLAST	KNOCKBACK	FORCE

HEAVY ARTILLERY

WEAPON	DAMAGE	POWERS	BONUSES	DAMAGE TYPE
CANNON	12	POWER BLAST	KNOCKBACK	GUN
FLAME THROWER	4	BLAST	D.O.T.	FIRE
GRENADE LAUNCHER	8	STRONG BLAST	MULTI-TARGET	GUN
HAND GRENADE	8	STRONG BLAST	KNOCKBACK	GUN
LAND MINE	8	STRONG STRIKE	TRAP	FIRE

SACRAMENTALS

Sacramentals can only be used by people with faith and their attacks only effect evil beings.

WEAPON	DAMAGE	POWERS	BONUSES	DAMAGE TYPE
BIBLE	0	FEAR	MULTI-TARGET	0
CRUCIFIX	8	STRONG BLAST	MULTI-TARGET	MYSTIC
HOLY WATER	4	BLAST	D.O.T.	MYSTIC
INCENSE	4	BLAST	CLOUD	MYSTIC
MEDAL	0	IMMUNITY (FEAR)		0

ARMOR

Normal armor has a limited version of the power Resistance. Each type of armor protects from only one type of damage. Sometimes it's possible to wear more than one type of armor at the same time but be reasonable about it.

ARMOR PIERCING SHELLS

Using armor piercing shells changes the damage type from gun to cut allowing the attack to ignore Kevlar armor. However the targets can protect themselves by adding metal to their armor.

ARMOR TYPE	RESISTS	ARMOR TYPE	RESISTS
GAS MASK	CHEMICAL	FUR	COLD
METAL	CUT	INSULATION	ENERGY
HELMET	MENTAL	KEVLAR	GUN

BREAKING THINGS

Superheroes are always picking up things and breaking them. Not good for property owners but good for... Well, no one really, but if it stops the bad guys we're all for it. So just how hard is it to smash a door or a car or a doomsday device?

Objects have HEARTS based on how thick they are, 1 Heart for every 3 inches, or 4 Hearts/foot. In addition many materials may be resistant to some attack types and vulnerable to others. The table below shows how various materials stand up to the different attack types. SEE BELOW

Notice that this system assumes that you want to punch through or bend an object not completely destroy it. Sometimes it's the same thing, if a sword smashes through another sword the second sword is broken in half. Glass, and some stones, are brittle enough that smashing through a part of it might shatter the whole object. But some objects can still be used, even with a hole in them. A vehicle can still be driven with many bullet holes. To destroy a large object completely you'll usually need an attack that affects a large area. Bombs work nicely. Or you can disable a vehicle or other machine by striking it in the right place, with a Trick Shot. Trick Shots to disable a vehicle require a Critical Hit. So If you're rolling just 1 die it ain't gonna happen.

	CHEM.	COLD	CUT	ENG.	FORCE	GUN	MENTAL
CLOTH	FULL	1/4	FULL	X2	1/4	1/2	FULL
ENERGY	FULL	X2	1/4	C	1/4	1/4	FULL
GLASS	0	1/2	1/2	1/2	FULL	X2	FULL
ICE	1/2	C	1/2	X2	1/2	1/2	FULL
METAL	FULL	0	1/2	1/4	1/4	1/4	1/2
MOLTEN	0	FULL	0	1/4	1/4	1/4	FULL
RUBBER	0	FULL	FULL	X2	1/2	FULL	FULL
STONE	1/2	0	1/4	1/4	1/2	1/2	FULL
WOOD	1/2	1/2	1/2	FULL	1/2	1/2	FULL
WATER	1/4	X2	0	FULL	1/4	1/4	FULL



MOVEMENT

There are a lot of different ways to move and each has its own range. The ranges of all normal movement types and Movement powers are listed below:

MOVEMENT	FT	MPH	HEXES
CLIMBING	6	2	1
CRAWLING	6	2	1
JUMPING	6	2	1
RUNNING	60	20	10
SWIMMING	6	2	1
WALKING	12	4	2
AQUATIC	60	20	10
CLING	60	20	10
FLIGHT	150	50	25
SUPER JUMP	150	50	25
SUPER FAST	360	120	60
SWING	180	60	30
TELEPORT	150	50	25
TUNNELING	60	20	10
WATER WALKING	60	20	10
A.T.V.	180	60	30
BOAT	90	30	15
CAR	540	180	90
HELICOPTER	360	120	12
MOTORCYCLE	360	120	60
PLANE	1800	600	300
SPACE SHIP	1800	600	300
SUBMARINE	180	60	30
TANK	180	60	30
ORDINARY CAR	240	80	40
MY CAR	180	60	30

Guarding Any character can guard the area he's standing in, so that opponents, who attempt to pass within 12ft of him, must roll dice, using their LEG, to be able to pass. If they fail their die roll then their movement ends when they get to the Guard.

Shielding Once /round a character can jump in front of an attack to protect the intended target, even if he has already moved this round. To do so he has to be able to move into the path of the attack with just one movement action, and he has to roll using his LEG. If he succeeds he will be hit. If the character had already moved that round he will be unable to move on his next turn.



MOVEMENT IS RELATIVE

When 2 objects are moving in the same direction at the same speed, they are considered motionless relative to each other. That means superheroes can jump from one moving vehicle to another without much difficulty. (You might think this would count as an extreme condition but it doesn't) They can also shoot from one moving vehicle at another without difficulty. And 2 super fast characters running or flying together can even make hand to hand attacks against each other .

Don't try this stuff at home, please!

CHASES

Even a normal punk, who can't possibly beat a hero in a fight, can present an interesting challenge, if he has a chance of getting away, especially if he could warn someone else.

STOP HIM! When a punk is trying to get away from you, it isn't enough just to catch up to him, you have to somehow stop him; otherwise when you get in front of him he'll just turn and keep running. The usual way to stop someone in his tracks is with some sort of attack. Damaging attacks won't stop the chase unless they knock the opponent out. What you need is some kind of restraining attack, like Hold, Stasis Stun, Trip, Mind Control and fortunately anyone can grab. Or you could use Rage to make him turn and fight. Challenge doesn't work on opponents that are afraid of you but if he's trying to lure you into a trap, or get something done, he might not be afraid of you and a challenge could work quite well.

CATCH HIM! Of course if you don't have any ranged attacks at all, you'll need to catch him and that may not be as easy as it sounds. Street punks will vault over or slide under obstacles, turn corners at high speed and even jump from one rooftop to another. Furthermore it only takes a free action to knock things over, or shut doors behind them to slow you down, **and they can do things like that without stopping!** It only takes a free action to open a door, but you have to stop to do it. A punk can slam a door behind himself without slowing down.

Sometimes bad guys even try to lure you into an ambush. If you chase someone through his own base, he might know where traps are and can lead you into them while stepping over the trigger himself. If a runner manages to get around a corner there is a good chance he will either escape or wait in ambush.

Of course SUPERHEROES might have movement powers that allow them to ignore many obstacles altogether. And a hero with SUPER FAST can easily take a longer path to go around these obstacles; And BLASTS can end a chase very quickly, if you can get a clear shot. Just be aware of where an attack might land if it misses, and take note of laws concerning use of force against fleeing felons

STOP THAT CAR! Hitting a moving vehicle isn't that easy. **ALL MOVING VEHICLES CAN DODGE!** and even if you do hit it, a car can keep driving with lots of bullet holes. Normal attacks simply have no chance of stopping a car, much less stopping a tank or helicopter.

If you want to stop a vehicle, you've gotta do 1 of 4 things:

- **Hit it with a big attack, like a grenade, a cone blast or a tree.**
- **Use a trick shot to hit the driver or the tires or whatever can disable this kind of vehicle**
- **Block its path so it's forced to stop.**
- **Take control of the vehicle (which usually means getting in it).**

SUPERHEROES are pretty fond of options 1 and 2. Police usually use option 3, but for a serious action hero with down to earth abilities (like our mascot Paladin) option 4 is often the only way.



FINISH HIM

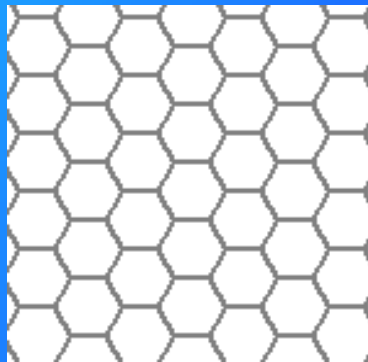
When an opponents HEARTS are reduced to 0 he is defeated. Usually that means that he's knocked unconscious but it doesn't have to. Some opponents will start talking, some will run away, and some may even die. It's all up to the GM.

An opponent does not always have to be reduced to 0 HEARTS to be beaten. If someone is hit with a Special Effect, that gets a critical success, he might not be able to Break Free and if there is no one to help him he will have no choice but to surrender.

CUT SCENE ENDINGS Sometimes when an opponent is beaten he will escape. WHAT?! That's right it doesn't sound fair but major villains who make appearances early in the adventure can't be captured. Those of you who've played video games know how it works. Once the villain is defeated the GM will narrate the scene explaining what the players learn from the villain and how he gets away setting up for the next scene. If it's a long adventure this might even happen more than once, but, don't worry at the end of the adventure (after the villain's plot has been foiled) you can beat him again, and this time he'll stay down.

MAPS & FIGURES

While playing it's very helpful to represent your characters using figures or markers of some sort on a map of hex paper. This will allow you to keep track of where the characters are in relation to each other and to see how far they can move or reach. The map should also show obstacles that have to be moved around and that can block ranged attacks. A map hex should normally represent 6ft .



GAMETABLE

I used to make pogs for my game by drawing little pictures, and gluing them to bottle caps. (I always have lots of bottle caps so it didn't cost me anything.) but now I use a computer program called Gametable. Gametable is free to download. There are links to it on my website, and lots of pogs you can use in the program. I made the pogs using a different program called Tokentool, which also has a link on my site.



The GM will have to play the roles of all of the people the player characters interact with. This can be a big job but you can have a lot of fun with it. Give different characters different personalities and voices. Don't just give a player information, take the role of the NPC And say it the way the NPC would. Respond to questions or volunteer information in keeping with the personality you're playing. Some NPCs will rattle on and on others will quickly get to the point. Some won't volunteer any information and some really want to make sure that the players get their message. And always players will get better information if they ask good questions and that will require thought on their part. Sometimes you can even have characters, who should play minor roles, suddenly steal a scene with an unexpected outburst, humorous line or heroic action. This is why we call it a role playing game.

Some NPCs that work for the players (especially sidekicks) can be handed over to the player's control most of the time (you can even let the player roll all the dice for his NPC) But remember that you still must speak for the NPC. And players will enjoy having their NPCs more if they enjoy interacting with them

ROLES

All NPCs need to be assigned a role so the GM can know at a glance how the character is supposed to be used in the game. Players have the option of selecting roles for their characters, but are not required to do so.

ANIMAL	CIVILIAN	CRIMINAL
EXECUTIONER	FORCE OF NATURE	HERO
PACIFIST	SOLDIER	VILLAIN

Animal: Animals have no understanding of good or evil. They pursue pleasure and avoid pain. Their primary interests are food, reproduction and territory. Social animals can also be protective of each other.

Civilian: Civilians are the ordinary people that super heroes are sworn to protect and serve. Most of them are perfectly content to leave the heroics to the heroes. Their main goal is to stay safe and to protect those they love. Obviously this means that love can inspire civilians to heroic action, but sadly most of them can also commit terribly cowardly acts when threatened. Players should never know just how much they can count on a civilian.

Criminal: Criminals are a superstitious cowardly lot, out to get what they want and watch their own backs. Most of them will pretend to be civilians until they're ready to strike. Criminals are bullies who will take advantage of weaker characters but will usually run not only from SUPERHEROES but even from the police.

Executioner: This character is a hero who will use deadly force against any criminal he judges to be too dangerous or too evil to live. If he doesn't have legal authority of some sort then he's a vigilante and will most likely be wanted for murder.

Force of Nature: This character is a mindless implacable force. It has no motivation, it can't be reasoned with or persuaded. It will do what it exists to do until it can't do it any more. Fires and tornadoes are forces of nature.

Hero: This character is a hero who will not use deadly force against an intelligent, living being, except during war, unless there is no other way to protect another intelligent, living being.

Pacifist: This character is a hero who will not use damaging attacks against intelligent, living beings. He can still use controlling attacks.

Soldier: Soldiers are characters who have a sense of duty. They will work hard and fight to accomplish a goal that isn't even their own. Some do it for pay, and pride. Some do it for honor and glory. Some for love of God or Country. Heroes and villains can expect much more from a soldier than from a civilian or common criminal. The trouble is that often civilians or criminals look like soldiers but let you down when in danger.

Villain: Villains place little value on the lives or welfare of others. They are only concerned with what they want and how to get it. Few villains are so psychopathic or stupid that they will kill anyone who gets in their way. In fact most will try to avoid that kind of trouble. Villains will often stand and fight a hero but only if it won't interfere with their plans.

MAKING NPCs

NPCs can be given any powers and Stats that the GM feels are appropriate, for the character. Just remember what the Stats mean;

<u>STAT MEANING</u>	
1	NORMAL
2	HEROIC
3	SUPERHUMAN

NPC POWERS

There are some powers that just aren't for players. Sorry. Most of these powers do things that could make the game unplayable in the hands of a player so only NPCs can have them. We can only hope the GM will show the kind of restraint in using them that a player could not be expected to show. A few of these, (like Self Destruct or Basic Block) are powers a player just wouldn't need or even want.

As GM you have the last word. You can allow players to have these powers if you want to, and players are going to want these powers. They will try to get you to make an exception in their case promising to use the POWER responsibly and not ruin your game. They will say that they're just in love with a certain character concept that needs Autoclone. They'll tell you it's not as Powerful as Sorcery They'll try to bribe you, or refuse to play. In the end it really is up to you. And who knows, maybe you can trust this player. You know him better than I do. Just remember: The GM giveth and the GM taketh away. If you allow it, but later decide it was a mistake, you can stop allowing it. Make it clear from the start that if the POWER is abused then you will require that the character be changed or banned.

POWER	STAT	ACT	ENG	RNG	DAM	PAGE
ARCH VILLAIN	0	0	0	0	0	62
AUTOCLONE	0	0	0	0	0	63
BASIC BLOCK	0	0	0	0	0	63
BASIC DODGE	0	0	0	0	0	63
BATTLEFIELD	0	0	0	300	0	63
CLONE RAY	EYE	ATT	3	120	0	63
CONTROL DEVICE	HAND	ATT	0	0	0	63
EMPATHIC BOND	MIND	ATT	4	120	0	64
FINAL ATTACK	0	ATT	0	18	12	64
INFECTION	HAND	ATT	0	0	0	64
INVENT/ENCHANT	0	SPEC	0	0	0	64
MIND SWITCH	MIND	ATT	3	30	0	64
NON THREATENING	0	0	0	0	0	64
OPEN SEAL	0	MOVE	0	12	0	65
POSSESSION	MIND	ATT	2	0	0	65
REALITY ALTER.	0	ATT	4	6000	0	65
REINCARNATION	0	0	0	0	0	65
REPLAY	0	FREE	0	SPC	0	65
SELF DESTRUCT	0	ATT	0	18	12	65
SLOW HEAL	0	0	0	0	0	65
TOTAL INVUL.	0	0	0	0	0	66
VICTORY	0	ATT	4	SPEC	0	66
VOODOO	SPEC	ATT	4	SPEC	0	66
WISH	0	ATT	4	SPEC	0	66

ARCH VILLAIN





ACT. 0 ENG. 0 RNG. 0 DAM. 0


Arch villains get 8 extra Hearts, and when fighting more than one superhero, they can multiply their Hearts by the number of superheroes. Arch villains also gain 1 extra Eng for each super hero in the fight.


Arch villains can also escape after being beaten, unless it's the final scene of the adventure.


NOTE: Most villains, even if they're super villains are not arch villains.


<p>AUTOCLONE</p> 	<p>ACT. 0 ENG. 0 RNG. 0 DAM. 0</p>
<p>This power makes the character immune to a certain damage type, and creates an exact duplicate of the character whenever he is hit by that damage type. This character cannot clone himself just any time he wants, he must be hit by the selected damage type. But if electricity clones him, then all he has to do is grab some cables and hold on to make a clone every round. The maximum number of clones is equal to the Damage of the attack rolls. So if the character can find a powerful attack to strike him, he can make a lot of clones. Clones only last a few hours unless the character keeps getting hit.</p> <p>I've seen character's cloned by force and energy attacks and the Lerenian Hydra's heads were cloned by cutting attacks.</p>	


<p>BASIC BLOCK</p> 	<p>ACT. 0 ENG. 0 RNG. 0 DAM. 0</p>
<p>This works just like the standard Block power available to players except that it can only block force, and cut attacks, nothing else. This power is common among skilled hand to hand fighters who just aren't super.</p>	


<p>BASIC DODGE</p> 	<p>ACT. 0 ENG. 0 RNG. 0 DAM. 0</p>
<p>This works just like the Standard Dodge power available to players except that it can only be used to dodge ranged attacks not hand to hand attacks. This power is common among experienced fighters and athletes who just aren't super.</p>	


<p>BATTLEFIELD</p> 	<p>ACT. 0 ENG. 0 RNG. 300 DAM. 0</p>
<p>Once this character is attacked, he can seal the battlefield. No one can join the fight or flee from it. Movement powers will still work normally in the battlefield but cannot be used to enter or leave. Make sure your team is together before attacking a villain with this power.</p> <p>NOTE: Summon Servants, Soldiers & Monster will all work normally, but if a Sidekick isn't with you when the battlefield is sealed he stays outside.</p> <p>This power is used by the boss enemies in many video games.</p>	


<p>CLONE RAY</p> 	<p>ACT. ATT ENG. 3 RNG. 120 DAM. 0</p>
<p>This attack will create a duplicate of the target. This clone will be under the attacker's complete control. You can have up to 4 clones at once, so when you have 4 clones you can't use this power any more until some of them are lost. Clones last until they are defeated, until the creator is defeated or until the end of the scene. (this counts as a physical attack so it can be dodged)</p> <p>Really powerful entities can't be cloned</p>	


<p>CONTROL DEVICE</p> 	<p>ACT. ATT ENG. 0 RNG. 0 DAM. 0</p>
<p>This character can control a target's mind by placing a control device on the victim. Once the device is in place, the victim cannot Break Free or Awaken and remain under the attacker's control as long as the device stays in place.</p> <p>Other characters can attempt to set the victim free by attacking the device but it takes a critical hit to hit the device instead of the victim it's attached to.</p>	


<p>EMPATHIC BOND</p> 	<p>ACT. ATT ENG. 4 RNG. 120 DAM. 0</p> <p>This is an attack that creates a special link between the attacker and the target. Any attacks that hit this character will effect his victim instead of him, until the victim Breaks Free.</p>
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<p>FINAL ATTACK</p> 	<p>ACT. ATT ENG. 0 RNG. 18 DAM. 12</p> <p>Several seconds after this character is defeated, he will rise again for one last attack. So when you finish this guy off, get out of the area quick ! A character can use the self destruct power for his final attack but don't have that kind of thing happen too often. It'll get real old quick. And players will hate you for it, unless you have one particular type of opponent that does it so they can get used to it and know how to deal with it.</p>
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<p>INFECTION</p> 	<p>ACT. ATT ENG. 0 RNG. 0 DAM. 0</p> <p>This character's melee attacks can inflict a special disease or curse on targets. If the victim of the attack dies within the next few days, he will rise again as the same type of creature that infected him.</p> <p>A player who wanted to be a werewolf, vampire, zombie or some aliens, will probably want this power, but it's only available to NPCs. Just say that the character has the power but would never use it (probably because he couldn't control the evil creatures he would create.) Of course the GM can decide to allow it. That's up to him. Just remember: It's an NPC Power for a reason. Don't say I didn't warn you.</p>
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<p>INVENT/ ENCHANT</p> 	<p>ACT. SPEC ENG. 0 RNG. 0 DAM. 0</p> <p>This power allows a character to grant super powers to normal people or objects. Many heroes and villains have someone or something with this power as part of their origin story, and powerful NPCs sometimes use it to grant temporary powers for a particular mission.</p> <p>I'm not going to go into any detail about how this power works (I've tried and there is no way to make it playable) so the GM is free to wing it and there is no circumstance in which players should be allowed to use this power.</p>
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<p>MIND SWITCH</p> 	<p>ACT. ATT ENG. 3 RNG. 30 DAM. 0</p> <p>This attack puts the mind of the attacker into the body of the victim and the mind of the victim into the body of the attacker. Both characters keep any mental or mystic powers but they switch all other powers.</p>
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<p>NON THREATENING</p> 	<p>ACT. 0 ENG. 0 RNG. 0 DAM. 0</p> <p>A character with this power can stand right out in the open without being noticed by opponents, until he attacks.</p> <p>Opponents that are on alert for this character, or this type of creature, will notice him.</p>
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<p>OPEN SEAL</p> 	<p>ACT. MOVE ENG. 0 RNG. 12 DAM. 0</p> <p>Some magical locks can only be opened by the powerful magic used by deities. Players will need help to get into places sealed in this way.</p>
<p>POSSESSION</p> 	<p>ACT. ATT ENG. 2 RNG. 0 DAM. 0</p> <p>This attack allows the attacker not only to mind control the victim, but also to enter the victim's body and control him from inside. That means that until the victim Breaks Free, the attacker cannot be seen or attacked by any physical means. Mental attacks will still effect the character normally.</p>
<p>REALITY ALTERATION</p> 	<p>ACT. ATT ENG. 4 RNG. 6000 DAM. 0</p> <p>This character can alter the world around him to turn an area as large as a city into his own personal theme park. All objects and people will be transformed to fit the theme. This might alter some character's origins and attack types. Usually wizards use this power to turn a city into a medieval city with cars turning to wagons and horses; guns turning into swords; and super heroes turning into knights or barbarians. But this power could be used in other ways by different types of entities.</p>
<p>REINCARNATION</p> 	<p>ACT. 0 ENG. 0 RNG. 0 DAM. 0</p> <p>A short time after this character is defeated, he will rise again as a more powerful creature, (his true form perhaps ?) usually the first form is a super villain and the second form is an entity. The character will probably revert to the first form at some later time so that if the players ever fight him again he can use this power again.</p>
<p>REPLAY</p> 	<p>ACT. FREE ENG. 0 RNG. SPC DAM. 0</p> <p>This allows a character to start a scene or even a whole adventure over again. All characters are returned to their starting positions all Damage is undone everything is reset exactly as it was.</p> <p>The characters in the scene will have a sense of deja-vu that may effect their behavior so don't expect everything to go exactly the same way. (And if you keep doing this, then after the second time, everyone will know exactly what is going on !) but any information you learned the first time around will probably still be true. So if you wasted a lot of time looking for something, you can start the scene over and this time you know where it is right away; or if you were betrayed, this time you know not to trust that guy.</p>
<p>SELF DESTRUCT</p> 	<p>ACT. ATT ENG. 0 RNG. 18 DAM. 12</p> <p>This character can blow himself up in hopes of taking everyone else down with him. This attack can strike as many as 6 targets standing nearby! Only fanatical loonies robots or zombies will have this power, because the character making the attack dies.</p>
<p>SLOW HEAL</p> 	<p>ACT. 0 ENG. 0 RNG. 0 DAM. 0</p> <p>This power allows a character to recover from deadly attacks without receiving medical attention but it doesn't change how fast he recovers lost Hearts.</p>

<p>TOTAL INVULNERABILITY</p> 	<p>ACT. 0 ENG. 0 RNG. 0 DAM. 0</p> <p>There is only 1 way to hurt this character, and the GM knows what it is but he won't tell. Players will just have to experiment.</p> <p>Here are several possible ways to hurt the character but the GM could come up with his own:</p> <ol style="list-style-type: none"> 1. The character is covered by a shell and you have to find his weak spot (only a critical hit will effect him.) 2. The character can be effected by 1 particular attack type 3. You have to lure him to a certain place to fight him 4. You have to fight him at the right time of day 5. You have to destroy some object or other creature that's the source of his power. 6. You have to wait till he runs out of ENG. 7. You have to get inside the character to attack him. This only works with gigantic monsters unless a hero has shrinking. <p>Whatever you have to do to hurt the character, there will probably be clues somewhere in the adventure. Unless it's the shell thing, you don't need a clue for that.</p>
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<p>VICTORY</p> 	<p>ACT. ATT ENG. 4 RNG. SPEC DAM. 0</p> <p>This character is some sort of deity with control over combat, (like Odin, Ares or just a valkery) before a fight even starts, this character can decide which side will win. The winning side will still be able to suffer losses and their victories might be quite narrow and pyrrhic but victory is never the less certain.</p> <p>If the chosen winner is about to be defeated, then he will suddenly become immune to all of the loser's attacks.</p> <p>If both sides use this power, it doesn't work.</p>
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<p>VOODOO</p> 	<p>ACT. ATT ENG. 4 RNG. SPEC DAM. 0</p> <p>This character can create a magical object that can be used to attack his victims from any distance, even if he doesn't know where they are. However he can only use this power to make 1 attack each day.</p> <p>The attacker can use any of his attacks against his victims. (Rage is a fun one to use with this power.)</p> <p>If the victim gets his hands on the object, or the object is destroyed, then the spell is broken until next time.</p>
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<p>WISH</p> 	<p>ACT. ATT ENG. 4 RNG. SPEC DAM. 0</p> <p>This character can give people anything they wish for, but he cannot grant his own wishes. Often characters with this power are free to interpret the wishes to some extent and just how much license they take will depend on their nature. Don't bother taking wishes from demons. It always turns out badly.</p> <p>Wishes usually have rules like you can't wish for more wishes, or you can't kill or resurrect anyone but that also varies according to who is granting the wishes.</p>
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This section is for the GM. Way back in the basic introduction, I told you "1 player called the game master (GM) will create a scenario featuring challenges for the players to overcome. He will set up the story by telling the players what their characters know. The players decide what their characters will do and together players and GM. will tell a story. Well that's all well and good but how do you create a scenario? Most superhero stories have 4 basic parts:

- 1. Investigate a tip**
- 2. Discover the bad guy's plot**
- 3. Stop the bad guy's plot**
- 4. Confront the Main Bad Guy**

1. INVESTIGATE A TIP

Tips are bits of information that send heroes off on their adventures. A tip can be given to a hero by his contact, overheard on the street, found in the newspaper or even given up by a captured criminal, or a tip can be nothing more than a loud noise, that the hero rushes to investigate.

Players can be given more than 1 tip at a time so they will have a choice about which adventures to go on. This is especially easy if the players use a newspaper or police radio as their main contact. Sometimes it's fun to give the players a tip while they're in the middle of an adventure, so they'll have something else to investigate after the adventure is finished. And don't forget that if a player passes on a particular tip, it may show up again later. **For Example:** Paladin heard about Steel Head killing criminals several times, but didn't start trying to track him down, until he ran into him in person, because he was busy with other adventures. Often, when the bad guy's are planning something really big, the first tip the players get will be a preliminary crime (the villains have to steal something they're going to need to commit the big crime.). It might even be a distraction to keep the heroes busy while the villains commit the real crime., on the other side of town. If this is the case then when the heroes finally get around to investigating a tip, the villains might have their plan very well under way.

If there are a lot of players, then the opening scene of the adventure, might involve just 1 or 2 of them acting on some tip until they send out a call for the rest of the team. A GM might even bypass tips all together by having the players receive "Missions" directly from "The Chief"..

2. DISCOVER THE BAD GUY'S PLOT

Sometimes steps 1 and 2 are combined The hero's first tip might reveal the villain's whole plot. (for example if the tip is a loud noise it could lead the heroes to a robbery in progress) but more often discovering the plot will require an investigation. Tips will send a hero somewhere to search for clues.

CLUES Clues are bits of information players need to advance or resolve a story. When a hero investigates a crime in progress or infiltrates a villain's lair he will often be looking for clues. Sometimes even if they think they're looking for something else, like a villain or a prisoner to rescue. All they'll be able to find is a clue. Clues are not usually puzzling bits of physical evidence, a la Scooby Doo, but something that clearly points to the next stage of the adventure. Remember, superhero stories are seldom whodunits, because villains usually want everyone to know just who got away with this crime. A clue is more likely to be something like, the one minion, who has a clue what's going on, spilling his guts after being beaten, an address in a computer or on a receipt, or even a taunting note from the villain himself.

If players are particularly action oriented, some of the clues can be skipped over by saying something like: "your investigation leads you to..." and letting them start out at one of the villain's bases. But if you do that it should almost never be the main villain's own base. This sort of short cut is good for players who are just getting started. Lengthy investigations can be saved for experienced players, or players that really enjoy that sort of thing.

NOTE: A group of "adventurers" who aren't heroes will often discover the location of a great treasure and its guardian, instead of a villainous plot. They will then journey to a new location to fight the monster and claim the treasure.

3. STOP THE BAD GUY'S PLOT

Usually heroes discover the bad guy's plot when there is very little time left to stop it and they have to rush to another location or quickly contact someone else to warn them. Sometimes even when the Hero knows the plot he might have to return to his contact to find out how to stop it.

4. CONFRONT THE MAIN BAD GUY

Often, the heroes will have to confront the main bad guy when they show up to stop his plot. Sometimes, the bad guy shows up after his plot is foiled and tries to get revenge. Occasionally, the heroes will run to confront the villain after they foil his plot, perhaps even before the villain realizes his plot is foiled.

The confrontation is usually a big fight, but if the heroes are more into investigating than fighting, then the confrontation might be a conversation where the heroes have to figure out how to get the villain to confess. Some heroes might even try to get the villain to see the error of his ways and repent, especially if the villain is really trying to do good or can never be locked away securely.

If any part of a standard adventure is missing, it's going to be this one. Sometimes confronting the main villain doesn't happen until the heroes go through more than one adventure, and sometimes even if they do confront him, the villain will have his escape prepared, until next time.

ADVENTURE SETTINGS

Each stage of the adventure will usually require a separate setting, a simple map, showing where the villains are at the start of the scene. In the first scene of the adventure it might be necessary to show where the heroes start but after the first scene heroes will often be free to scout the scene and decide which direction they want to approach from. It would be a good idea to make 2 versions of each map. one for the players that shows what they can see, automatically, and one for the GM that shows things the players will have to discover.

Remember that all settings will have their own resources for players to use, like heavy objects to pick up, sources of water or electricity, places to hide etc... and also certain obstacles and hazards. Also consider the movement capabilities of the heroes and villains, as well as the range of their attacks. Make sure the map is as big as it needs to be.

Don't forget that the bad guys expect police and heroes to try to stop them. They will want to be prepared. Lookouts and muscle will be guarding the most obvious ways into the scene and also surrounding most of the mission objectives. Often an important goal for the players will be to avoid sounding an alarm.

TEMPORARY POWERS or NPCs

Sometimes when a character accepts a mission or when he discovers the bad guy's plot he will be given a temporary power. This is usually a device but some contacts might be able to give the character powers by mutating them, enchanting them or charging them with cosmic energy. Temporary powers might work for a whole mission, or the rest of the mission, or they might just work a certain number of times so that players will have to be careful about when they use them.

Temporary powers should be given when the players are certain to need specific powers that no one in their group has.

An alternative to temporary powers is a temporary ally. If a particular power will be needed the players might be joined by an NPC who has the needed power.

FAILURE

What happens when the heroes are defeated? In the comics, the good guys always win eventually, but that doesn't mean they win every fight. When they get beaten a number of things might happen:

The villains escape

In the early stages of his plan, a villain will regard a hero's interference as a chance encounter, and an occupational hazard. His only interest in the heroes will be getting away from them, to get on with his plan.

Hero taken prisoner

If the hero has seen too much, or has clearly taken an interest in this villain, or if the villain has a personal vendetta against the hero, then the villain can't just ignore him. The hero will wake up in a cell, or a death trap. Often the villain will take this opportunity to tell the heroes about his secret origin and master plan.

Why do villains reveal their plans?

Some villains might use this opportunity to try to convince the heroes that their cause is just and the heroes should join them. Sometimes this even works. Not everyone who acts like a villain really is. Sometimes a hero might even pretend to join the villain just so he can escape. Some villains hope to demoralize the heroes. Revenge isn't very satisfying, if the victim doesn't know who beat him and why. Finally, some villains could really use a good therapist, but this is as close as they're going to get.

DEATH TRAPS

If your players get put into a death trap here are a few you might use:

Coliseum The character is forced to fight a monster, wild animals, gladiators or robots. If he wins he can go free, or maybe winning earns him the honor of fighting the main bad guy. The GM should be careful to have the arena sealed so the hero can't just fly away. On the other hand, the monster or whatever it is, could be set to attack the town so the heroes have to stop it.

Friend against friend: Some of the heroes are mind controlled and forced to attack the others. Or perhaps some of the heroes are disguised by an illusion so the others think they're monsters, or it could be as simple as a villain using lies to turn the heroes against each other.

Time bomb: The character must Break Free or be rescued by his friends before a time limit runs out or else he will be killed by an explosion, or some other deadly force. You could allow the character to attempt each round to Break Free. But just to see if he gets out early and wins some time to catch up to the villain, but if since he is a super hero, if the dice don't help him out he will escape on his own at the last moment.

Trapped in a game: The characters are trapped in a giant version of some board game or video game and the only way out is to win the game.

Why did I take that vulnerability?: The hero gets thrown in a pit with the thing he's vulnerable to. He can't climb out or get away from the thing so all he can do is wait to be rescued, unless there is a secret way out that he must discover. This only works with characters who have a vulnerability and it should only be used if he has team mates or the GM has planned an escape or rescue.

Running the gauntlet: This starts out as one of the other deathtraps, but there is one obvious escape route. This leads straight into another deathtrap. That leads into another, etc...

NOTE: When a character is tied up while unconscious This should be treated the same as a Stun/Hold attack with a critical hit. That means the character will need a critical success to break free, unless he has the POWER Escape Artist.

THE FINAL SCENE

If the heroes fail in the final scene of the adventure there won't be time for them to recover. The villains will have victory in their grasp. But since it's a comic book, something will happen to turn things around. The heroes might be saved by another group of heroes, or maybe the villain's plan was flawed and didn't work anyway. The heroes have failed but the world will be safe. No new powers are awarded, and whoever came to the rescue won't let them forget it.

The consequences of defeat grow more severe as the adventure progresses, so if you are beaten in an early scene, don't worry too much. Just shake it off and keep going.

SUPERHEROES do things that normal people can only dream about, like picking up cars, flying, dodging bullet's or turning invisible; but they also do things that ordinary people just wouldn't do, like wear tights, fight SUPERVILLAINS & bring children along with them on dangerous missions. These things are called conventions of the genre. That is things we accept in this kind of story that would never work in real life, and would probably not work in other kinds of stories. So let's list the conventions that define the SUPERHERO genre and set it apart from all other genres? There are 7 cardinal rules:

1. ORIGINS: People who have near death experiences often walk away filled with special powers or at least a sense of purpose that sets them apart from normal humanity and begins a life of adventure. Ordinary people don't just put on costumes because they're bored. That's insane. The near death experience is a literary device that represents the character being chosen by destiny. This calling not only moves him to do these things but also justifies his actions. This is the source of his authority, which is the reason he can take the law into his own hands without fear. Writers who forget this tend to write about lunatics who put on costumes to satisfy some personal need. But SUPERHEROES are supposed to be heroes not lunatics.

2. HERE & NOW: The primary focus of the multiverse is the present day Earth, even though the universe certainly has a past and a future and there are many other planets, and dimensions where stories are sometimes set. Furthermore, even though SUPERHEROES and villains have often been around for quite some time, the world is relatively unchanged! SUPERHEROES have defended the status quo against villains who have tried to seize POWER for themselves. Ordinary people have been the movers of history. There are more detailed discussions of History and Geography later.

3. WORLD ON THE EDGE: The government isn't capable of controlling supervillains and monsters without the help of superheroes. This is the main reason why the government not only tolerates SUPERHEROES, but sometimes cooperates with them, and occasionally even supports or recruits, it's own (often secretly).

4. SECRETS: Most of the super powered beings and those who work closely with them operate with a degree of secrecy, (which is at least part of the reason for the costumes) but in the words of Green Arrow "It's a loud kinda mysterious".

5. COSTUMES: Although not everyone with powers wears a costume, some do, and no one thinks it's strange that they do. People might make fun of a particularly bad costume, but they never ask why people wear costumes. OK, if SUPERHEROES are something new, in this particular world, some people might think costumes are strange, at first, but pretty soon they get used to the idea, and stop questioning it.

- **Secret I.D.:** It doesn't matter how flimsy your disguise is, no one will recognize you. One famous guy has gotten by on a pair of glasses for going on a century.
- **Costumes Are Indestructible:** Now some heroes or villains just look cool with part of their costume torn, especially the cape, but even if you get blown up, and dipped in lava, enough of your costume will remain intact to keep it recognizable, your secret I.D. unrecognizable and your dignity intact.
- **Costumes Adapt to Your POWERS:** Whether the hero stretches, turns invisible, or covers himself with fire his costume always goes along for the ride.
- **You Never Trip Over Your Cape:** Capes do not get caught in anything ever. (The Incredibles got it wrong.)

6. SEMI IMMORTALITY: The continuing stories of SUPERHEROES and villains represent an eternal struggle between good and evil. We seldom see a real ending. SUPERHEROES and villains have long careers, spanning decades, escaping many times from capture and almost certain death, but still linger somewhere between 17 and 40 years old. They almost never die, retire or even age. (Hollywood almost always gets this wrong especially with the villains.)

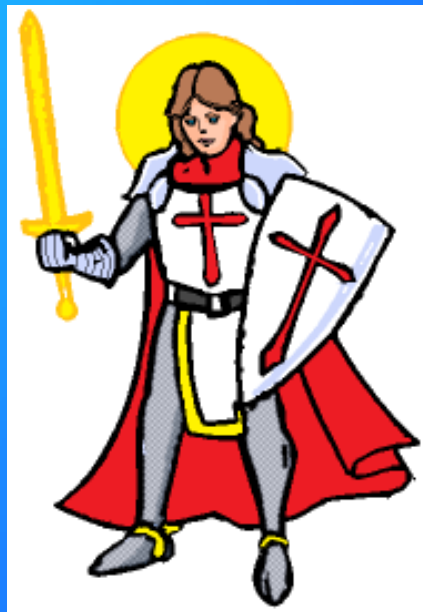
7. PLASTIC SCIENCE: The laws of physics work when it's convenient and don't matter when they would be inconvenient. Sometimes a hero or villain even seems to make things happen by quoting (or misquoting) some obscure scientific fact. No one's powers ever stop working just because they're impossible, but you might think of a specific situation that will keep a POWER from working and try to exploit it. There is a more detailed discussion of science later.

If you follow these 7 rules you have a SUPERHERO universe. If you don't you have something else that might be similar in a lot of ways but it's just not the same thing. On the following pages there are more detailed discussions of various peculiarities of a comic book universe.

Costumes and secret I.D.s are a tradition that started in a time when many SUPERHEROES fought against repressive governments and needed to operate in secret. (Think of Zorro, The Scarlet Pimpernel & The Boston Tea Party) They also remind us of the knights in shining armor, who's helms covered their faces, sometimes granting them needed anonymity. Often the costumes are used more for inspiration than anonymity (Prince Valiant didn't need to hide who he was, when he put a duck on his face, he did it to scare people).

SUPERHEROES have a strong sense of tradition and value it more than practicality. For those who find this unrealistic just remember that kilts are still around, priests still wear vestments, nun's habits are coming back, and look at the costumes of such famous military units as the Beefeaters, the Swiss Guard, The Guardians of the Tomb of the Unknown Soldier, and the Guards at Buckingham Palace. On the street level we still see caps and gowns at graduations, and chefs with floppy hats, judges wearing wigs in many countries, police on horseback in major American cities, and punks who wear leather jackets even when it's hot. So when some typical American punk, with no respect for tradition, tells you superhero costumes are silly, feel free to ignore him.

The Truth is most people just like costumes. Most prefer looking at them, but a few have the courage to wear them.



NOT SCIENCE FICTION

Superhero stories are all about adventures set in a world very much like our own and many of the conventions of the genre are about keeping the world as much like our own as possible even though there are many fantastic elements mixed in. Science fiction stories are about worlds that are different from our own and about how the differences affect the world and the people in it.

Now there have been a number of science fiction stories about superheros but the point of the story is to explore what effect the writer thinks superheroes would **really** have on the world and how people with super powers would **really** act. Well, to begin with: OUT go ALL of the conventions of the superhero genre! After all real people just wouldn't act that way. The 2 genres can be used together. In the comic books science fiction stories are usually set in parallel universes. The GM will have to decide just how much of his own world is superhero and how much of it is Science Fiction.

HEROES

Virtue: SUPERHEROES are NOT about ultimate POWER trip fantasies. That's what SUPERVILLAINS are about! SUPERHEROES are usually less Powerful than the villains, or hopelessly outnumbered. They win through greater virtues, like courage, determination, self sacrifice, team work, wisdom, just plain common sense or humility (they aren't too proud to ask for or accept help from normal people, or to take instructions from normal people) A lot of SUPERHEROES have few or no powers at all, but they have a sense of purpose that tells them they have to do what's right, they believe in justice and they care about the innocent. "With Great POWER Comes Great Responsibility", "The Greater Good for the greater number of people". "Not Might Is Right, but Might For Right".

Altruistic: SUPERHEROES (with few exceptions) are not in it for fame and fortune. That just isn't what being a SUPERHERO is about. It's about helping people. Those who look for rewards usually find it easier to become villains. Greed makes mercenaries, not heroes.

With Great POWER: villains do whatever they want to do. Heroes do what needs to be done. Although we love reading about and pretending to be SUPERHEROES, If you really think about it, actually being a SUPERHERO wouldn't be fun most of the time. It's hard dangerous work.

Orphans Preferred: Certainly not all SUPERHEROES are orphans, but a surprisingly large number of them are, either orphaned or separated from their families. This is because a life of adventure is really incompatible with family life and no sensible or moral human being would choose a life of adventure over a peaceful life, with the love of a family, if he had a choice. (That's why SUPERHEROES often think about giving it up and trying to have a normal life). Being a SUPERHERO is a vocation like the priesthood and it demands sacrifices.

G Rated Language: SUPERHEROES don't use naughty words no matter how angry, frustrate, hurt, scared or surprised. In fact most SUPERHEROES have strange sounding catch phrases that replace bad words. Like "Great fill in the blank!" or "Holy fill in the blank!"

Apolitical: Their few political expressions are simple, not controversial and usually made in opposition to an outside enemy such as Communism, Nazism or terrorism. Heroes can represent principals such as patriotism, freedom or faith; but not political parties like democrats, republicans or libertarians. In spite of this, most SUPERHEROES are pretty conservative.

Disorganized And Unprofessional: Though SUPERHEROES usually cooperate with law enforcement, there are very few government-sponsored groups. Since SUPERHEROES often have secret I.D.s and don't work for pay, they're very difficult to organize. Most SUPERHERO groups are small voluntary clubs with no legal standing.

SUPERHEROES Don't Kill Or Get Killed, and don't even get scarred except maybe in an origin story. If a deadly weapon hurts a hero he might bleed and lose consciousness requiring medical attention but pretty soon he'll be good as new. But the characters in the story don't know this, and they will be afraid of "deadly" weapons. So guns swords and claws can be used to scare people.

SUPERHEROES Don't Have To Go To Court. If a SUPERHERO beats up a bad guy the police will come along and take the bad guy to jail.

Heroes Don't Attack Innocent People Based On Bad Information. The information heroes get from their contacts is always either right, or a trap. It's never just wrong.

Mistaken For A Villain: On the other hand, often when 2 heroes arrive at the scene of a crime, the second one to arrive will assume he has caught the first one in the act, and a fight will start. It always seems that the one who arrives first is the one who has some cloud of suspicion over him anyway. Usually they fight until the real villain runs into them on his way out.

SUPER HERO TACTICS

Once upon a time, an inexperienced SUPERHERO spotted a robbery in progress. Charging into the robber at hypersonic speed he created a sonic boom that trashed the store. The robber was taken into custody, the store owner and the sales clerk were taken to the hospital, and \$30,000 dollars in Damage was done to the store; but the \$500 in the register was saved. LEARN FROM THIS.

Take It Outside Please. A SUPERHERO'S first priority is to protect the lives and property of the public. if you spot a robbery you need to act quickly but you need to move the fight away from innocent bystanders. 3 good ways to move a fight in the direction you need to are:

- **Luring:** Shout at the bad guy and challenge him to fight you. Lots of bad guys will run wherever you lead. If he seems a little reluctant, get him mad by hitting him then running. Or tell him that his Mom wears combat boots.
- **Chasing:** Give the bad guy a head start, that way if he suddenly turns to fight, maybe you'll already be far enough from the public.
- **Knockback:** If all else fails, use your attacks to move the bad guy away from other people. Of course if the fight starts out in a nice remote place, don't let the bad guys get away.

Hit and Run. Attack the gang, and try to take out as many as you can, even though you can't possibly win. This is the tricky part: you have to make sure that the opponents you take out won't recover and rejoin the group. If you're not a brutal killing machine, like most Hollywood heroes, you'll need to keep the fight moving, so that the bad guys you take down will be left behind and presumably picked up by the police. After you escape, you can try again later, and since you took out as many as you could the first time, there won't be so many the next time.

Take Me Captive Please The plan is to let yourself get captured so the villains will take you to their lair. This sometimes works faster than beating the bad guys and questioning them, since no one wants to talk when captured but everyone wants to question their prisoners. If you're lucky, this can even get you right to the main villain, for a little 1 on 1, where he will tell you all about his secret origin and master plan. Of course you'll have to figure out how to escape and some villains put you into silly death traps instead of cells. Just make sure you're not dealing with the kind of bad guys who don't take prisoners.

Getting Surrounded: Being surrounded can help you out if your opponents specialize in ranged attacks. The opponents won't want to shoot because if they miss they'll hit their friends right behind you. WARNING: this doesn't work if you're higher or lower than the opponents. You need to be on level ground.

Spread Out: Standing back to back is good if everyone in the fight is using Hand to Hand attacks, but if the opponents have ranged weapons especially weapons that effect a large area, then all it does is make sure the whole team can be taken out at once. It helps a lot to attack opponents from more than one direction. Just don't shoot each other.

What Else Have We Got? If you don't seem to be able to hurt your target, it's probably time to try something else. Look around the environment. Try throwing something, if punching didn't work try a different attack type or a weapon made of a different material. Grab some POWER lines and shock him, or try some fire, Freon, silver or Iron. Just remember that Guns usually don't work because if they did, the cops would take care of the bad guys and we wouldn't need super heroes. Whatever the enemy is vulnerable to, it's sure to be around here somewhere.

We don't go for the kill: Many SUPERHEROES & villains have powers and abilities far beyond those of normal weapons of mass destruction. A super strong hero, if you really think about it, could easily pop a normal person's head like a pimple, or grab a villain, fly him the moon and leave him there. No more villain. But SUPERHEROES don't use their powers in that way neither do villains. THIS RULE YOU'LL NEED TO ENFORCE, because if you don't, then the world will be a much more deadly place, and the only thing that can challenge these brutal killing machines, that call themselves heroes, will be equally brutal villains and the death toll will be worse than "Call of Cthulhu"!

Give Him What He Wants. If a villain is totally nuts, think about his plan. Sometimes the easiest way to beat him is to give him what he wants, because his nutty plan can't work and is destined to backfire. Of course you can't know this unless you first find out what his plan is, and think about it. (or you could find out by failing the adventure, but that's no fun.) Just remember, sometimes things that would never work in the real world will work in a comic book world. You need to let the GM know, if you're thinking about doing this. That way if you're wrong he can tell you. Your character lives in a comic book world so he would never make a mistake like that based on real world science.

VILLAINS

Villains Want Recognition: SUPERHERO adventures are very seldom whodunits, because SUPERVILLAINS want credit for their crimes. They leave calling cards and even have their soldiers dress in uniforms so everyone knows who is behind the crime. Sometimes a villain will want to keep his involvement secret until the right moment but he will always reveal himself, in due time. But that doesn't mean they make it easy to catch them. Just knowing it was Boppy the Clown who committed a crime doesn't tell you where Boppy is, or where he will strike next.

Unabashedly Evil: In real life, criminals, and tyrants usually try to justify themselves, to extract sympathy and convince people that they aren't really evil. But comic books villains often embrace evil proudly. They dress in a way that is intended to inspire fear and hate, and name themselves after ugly creatures, threats, sins and even demons. It's like all supervillains are fans of punk rock, gangster rap or heavy metal. Most villains only try to justify themselves when their primary motivation is revenge.

Revenge: Villains are never content to move on with their lives. If you send a villain to jail, you become his enemy and he'll plot his revenge the whole time he's in jail. He might even team up with other villains that you locked up and form the anti you league. Many villains originally put on their costumes just to get revenge on someone.

PG13 Violence: Heroes fight robbers, smugglers, kidnappers, and evil geniuses. While they might solve the occasional murder mystery, SUPERHEROES do not deal with rapists, child molesters, or sadistic serial killers. These sick crimes just don't fit the tone of comic books. With that said, let me point out that a professional assassin is different in motive and methods from a serial killer and many comic book villains are assassins/hit men. (like all genre rules this one has a number of notable exceptions, but even if a villain like the Joker does often kill, almost casually, killing is almost never his primary goal.)

Death Traps: If a villain defeats a hero, he never kills him or unmasks him. Instead he puts him in an elaborate death trap and leaves. Then the hero escapes. That's just how it's done.

Speeches: Villains often want to tell you about their secret origin and master plan. And they want to brag about how nothing can stop them now. You should listen to what they say because often it will give you clues about how to stop them. A Fresh Start: If a villain ever repents and becomes a hero, he will be accepted as a hero and escape prosecution for his past crimes. Lots of heroes started out as villains.

Fallen Heroes, Never! : Heroes never become villains. If a hero ever betrays his friends you can be sure he was mind controlled or had a good reason, unless he was really a spy, the whole time. But if a hero decides to fake it, so he can infiltrate a villain group, he won't have much trouble convincing people that he switched sides. (Especially if he was a sidekick)

Where Do All Those Minions Come From?: In real life, even in the worst of times, career criminals are a small minority of the population, but if you put together the minions from all the SUPERVILLAINS running around, in a comic book city, they would probably outnumber the honest citizens of the city by 2-1. Where do all these minions come from?Nobody knows.

Uniqueness: Heroes and villains don't copy each other's names and costumes. If 2 heroes have the same name, you can be sure that the first one was out of commission before the second one showed up, unless they come from parallel universes. If a villain takes the same name as another villain, he's probably in for a fight, even if the original was retired. An 80 year old villain will escape from the prison hospital to take back his name from some imitator.

Other Genres: villains in a SUPERHERO world come in such variety that some of them actually cross over into other genres. Horror is the most common crossover, because SUPERHEROES get to fight monsters a lot. When this happens Some of the genre rules get changed with regards to how the villain can interact with civilians. A horror story doesn't work if the monster can't kill a lot of people. However, they still have to face the normal restrictions when dealing with SUPERHEROES. Dracula is not going to kill The Last Crusader. Not just because The Last Crusader is immortal but also because he's a SUPERHERO

HISTORY

There have been many attempts to tell stories about a group of SUPERHEROES who are the first ones in the world but it never really works. A SUPERHERO world needs history. There have to be heroes from the past to inspire us, and to be the source of immortal heroes and villains. As a rule successful SUPERHERO worlds have a recognizable pattern to their history:

Pre-History: Most of the world is primitive and dinosaurs rule but there is at least one very advanced civilization which comes to an end in a cataclysm.

Ancient And Medieval World: Magic rules the world and the Gods and heroes of classic mythology are real. This includes medieval legends like King Arthur.

Recession: For some reason, magic became weaker and there was a period in which there were very few super Powered beings. This is when most of them started to operate in secret.

Resurgence: Usually this starts around WWII but it doesn't have to. Super Powered beings make a dramatic come back. Mutant heroes make their first appearance. And the number and variety of heroes is far greater than at any other time. This is usually the period we focus on.



Future Cataclysm: In the not too distant future, SUPERHEROES disappear. Perhaps a utopian civilization develops where they no longer seem to be needed or perhaps humanity turns on its heroes and banishes them. Either way there is no one to save the world from a cataclysm, that destroys civilization. Often there is a machine or alien tyrant who takes over for a while. (He might have even been behind the disappearance of the heroes). Afterward there is a period of savagery as civilization is slowly rebuilt.

Interstellar Civilization: One day humanity will join the community of the universe in a galaxy where space travel is as normal as airplane travel in our present age. SUPERHERO groups often consist of aliens from many worlds each using the abilities natural to his own race. Magic and mutants are both very rare.

Of course this timeline extends into the future because SUPERHEROES time travel.

In my own game: The process for giving human beings mutant powers was invented in Nazi Germany. English spies stole it, and passed it to the Americans. After the war it fell into the hands of the Russians and much of the Cold War arms race focused not on nuclear weapons but superheroes. Today's superheroes are often the grand children and great grandchildren of people experimented on in those years.

During the Korean war the UN banned the use of "Super Soldiers", and from that point on, they were used only in covert operations by both the US and USSR. Because of this ban, the actual military value of superheroes was not enough to justify the risk and expense of creating them, so by 1955 the military, pretty much, got out of the superheroes business.

The CIA continued to create and use Super Agents until 1977, when President Carter ordered a stop to it. When Ronald Reagan became president most people expected him to get America back to work on making superheroes but instead he started work on a nuclear arsenal that eventually forced the USSR to collapse.

Instead of trying to create super soldiers or agents, Reagan worked to build connections with existing, civilian super groups, like the Knights of Saint George. Though sometimes strained, these connections continue to this day.



GEOGRAPHY

In a SUPERHERO world there are always countries and regions that you won't find on Google Maps. The United States, Western Europe, Israel, Russia, China and Japan are almost always pretty much the same as in the real world, but Eastern Europe and just about any other place are targets for major changes. The types of places found in a SUPERHERO world fit into certain types:

Utopia: Magic or super science has created a peaceful enlightened society where people live in harmony with nature. This is the most boring place on the planet and some hero and/or villain just couldn't wait to get out of there and get to work on the rest of the world. The only use for a place like this is either to be where someone comes from or to have it threatened by the outside world. Of course every super world has a place like this and most have more than one. Some Utopias are inhabited by humans, some by deities and at least one is inhabited by telepathic gorillas of all things.

Dystopia: Every comic book world has at least one of these on every continent except North America. They're never on North America. (Sorry COH but you messed it up) Usually there are so many of these, even the writers can't remember them all. Dystopias are miserable little countries ruled by SUPERVILLAINS. Usually the people live like peasants, while the ruler lives in a medieval style castle filled with ultra high tech or magical devices. If the country is industrialized it will be extremely polluted. My Dystopias are always real world countries with fictional characters in charge. Romania ruled by Vlaad The Slayer is my favorite (Transylvania is in Romania).

Stepford: This is a place that looks like a utopia but it hides a dark secret, a secret so sinister, that once it's exposed, the heroes will be forced to destroy the place.

History Alive: There are places that have been cut off from the outside world, where time has stood still and people live their lives just like the people of the distant past. Visiting one of these places is like walking into history. Most of them look like ancient Greece or Rome but some look like the middle ages, and there's usually one in South America that's just like Nazi Germany, and one in New England where SUPERHEROES are in danger of being burned as witches.

Outcasts Sanctuary: In some remote corner of the world or deep under the earth, perhaps even just below the sewers, there is a city where the unwanted, outcast mutants and monsters make their way to escape persecution and find acceptance. Humans are not welcome and most SUPERHEROES are a little too human to be welcome.

Vampire City: This is just like outcast sanctuary but the inhabitants are vampires and humans are all too welcome. For obvious reasons, these places have to be small, but if they exist, then there's always more than one.

Monster Island: Dinosaurs and other monsters roam the jungles of this land that time forgot. Often found in the center of the Earth, or in the middle of Antarctica.

Atlantis: The mer-folk dwell in cities of their own.

The City: This is the place where the heroes live. It gets it's own chapter.

Portals: There are doorways that lead to distant lands and different worlds. All players have to do, is find the portals, and the multiverse will open to them. Characters that come from other world might already know about one of these portals



SCIENCE

IT JUST WORKS: Superhero stories, should not be science fiction. We don't have to bog down the story with long explanations of how stuff works. You want a suit of armor that can handle a mortar shell, fly faster than a fighter jet and let's you pick up tanks? fine I don't care how it works or what it's made of, how you can afford it, or why the military isn't mass producing it. It just works.

COMPETENCE: Everyone knows how to use his powers. IE: if you have microscopic vision, you can recognize various chemicals from trace samples, because if you couldn't, the power would be useless. If you can jump 50ft or fly, then you can land without crashing. No one wants a power that makes him kill himself, unless the theme of the story is learning to use your powers. (A theme that, trust me, will get real old after just one adventure).

HEAVY METAL: There is some indestructible metal out there and someone knows how to make stuff out of it. I call it Aegisite. Named after the indestructible shield of Zeus.

ZOOLOGY: Normal animals in a comic book universe are often bigger and much more aggressive than the animals in the real world. Good thing there are superheroes to save us.

TIME TRAVEL: Time travel works and most of the difficulties associated with it, in more "serious science fiction", are ignored. There is always someone who will know how things are supposed to go, who can't be effected by time changes and can fix them or send the heroes to fix them so history doesn't get changed.

ALIENS: The universe is filled with a variety of humanoid and sometimes even human looking aliens that often speak English.

PARALLEL UNIVERSES: There are many universes that are very similar to ours but with some important difference. Maybe all the heroes you know are villains in this world or maybe the axis powers won WWII, or the communists launched nuclear war in the 1960s. Not all of them are bad but almost any difference you can think of is a reality in some universe, including differences that primarily affect one main character.

CRYOGENIC FREEZING: Now this is a classic theme that we've seen a lot of times, because, in comic books, people can be frozen solid by attacks, and when they break free, they're fine! No frostbite, no hypothermia. They're just stuck for a while. So cold makes for a nice non-lethal attack. The only time an explanation for the victim's survival is ever needed is when he survives for years in ice. Apparently suspended animation that allows the character to survive without food, water, or bathroom breaks is a bit too much to swallow without an explanation.

RAW MATERIALS: The Earth's core is made of iron so theoretically there's a lot of it and that's all it takes in a comic book universe to justify an unlimited supply of metal for all those robots, space ships, weapons, armor, etc... You probably can't get one cent a ton for scrap metal in a SUPERHERO world.

MAKING STUFF: How does one guy build a secret lair the size of a small city and move tons of equipment into it without anyone knowing what he's doing? How does he provide his base with water and electricity and still maintain a secret I.D.? How does he get hi tech hot rods, helicopters and jet planes! All in secret? In a comic book world, science is magic.



THE LAW

SUPERHEROES SELDOM HAVE ANY LEGAL AUTHORITY, but usually the police and the public appreciate their help, and realize that they need it, so the courts are willing to overlook the fact that superheroes are taking the law into their own hands.

THE COURTS ARE USUALLY ON THE HEROES' SIDE, because they know that if they make it too difficult for the SUPERHEROES the world be left at the mercy of villains, monsters and disasters that the police just can't do much about. But the leniency that courts show to superheroes is not without its limits.

SUPERHEROES HAVE POWER BUT THE POLICE HAVE AUTHORITY, and even though a cop is a regular guy with no powers, any SUPERHERO who doesn't do as he's told will be in for a world of trouble.

A SUPERHERO IS NOT EXPECTED TO FOLLOW THE LETTER OF THE LAW, but police take a dim view of so called heroes who cause more problems that they solve, who blatantly disregard the law, disobey lawful orders from police, or worse: habitually leave a path of destruction or a trail of dead bodies, such vigilantes will be seen as villains, and attacked by police and other heroes.

PLAYERS SHOULD RESPECT THE POLICE AND THE PUBLIC because if they step too far outside the law the results for the game can be disastrous. Unless everyone really wants to run an outlaw game where all of the players are wanted, I guess that's OK, as long as everyone enjoys it, but superheroes are supposed to be the good guys.

THE PUBLIC DOES NOT TURN AGAINST HEROES FOR LONG, individual heroes might encounter difficulty with the law and the public, but the idea of the public or authorities trying to bring heroes under control or put an end to them entirely really just doesn't make sense, unless it's part of a villain's plot which is doomed to fail. Just think about it for half a second, if the heroes did all hang it up, what would happen? There would still be villains, monsters, alien invasions and natural, disasters. No outcry from the public or government crackdown could ever change that. In the real world we can do without superheroes, and we're probably better off without them, but in a world with supervillains and monsters, humanity could never survive without them.

SUPER PRISONS

Prisons in a superhero universe have to deal with a lot of problems unknown to real world prisons and they're justly famous as revolving doors. There are several different approaches to solving the problem of super inmates.

POWER NEUTRALIZERS Some prisons have a way to neutralize super powers, either constantly to prevent break out attempts or with a weapon used to subdue violent prisoners. Some might even have a way to neutralize powers permanently. Though if the authorities have a way to permanently remove super powers, this would make many superheroes view the government with extreme fear and distrust. Another big problem with this, is that it usually only works on mutants. Of course Tech powered prisoners can have their toys taken away . But government authorities are usually helpless against Mystic or Alien criminals.

SPECIALIZED CELLS Some prisons will try to custom build cells to resist each individual inmate's powers. Obviously this is a very expensive option but not as expensive as the next 2. The biggest problem with this is that sometime the measures needed to counter a particular villain's power will fall under the category of cruel and unusual punishment.

LEAVENWORTH ON STEROIDS Some prisons will be fortresses with enough firepower to quickly subdue even the most powerful super villains. Remember that in this game the power of a hero or villain is supposed to be comparable to a tank or a jet fighter not an atom bomb.

DEVIL'S ISLAND ON STEROIDS Finally some prisons will be in extremely remote and dangerous locations like on the ocean floor, in the arctic or on the moon. To make escapes much less likely.

RELIGION

The superhero genre is about the struggle between good and evil. It deals with the Mysterious and miraculous in a symbolic way. Anyone who doesn't realize that superheroes are about religion, isn't really paying attention.

Most comic books don't deal with religion directly, after all it's just fantasy, but some of us take our fantasies quite seriously, and whether or not we take religion seriously, we wonder about illogical problems like Greek and Norse deities hanging around in a Judeo Christian culture, or if superheroes can wield powers and abilities far beyond those of other mortals, then how can we know that Jesus was the Son of God and not just some super mutant who claimed to be God? Wouldn't this question have been a tremendous barrier to the development of a Christian culture unless there was a clear answer? After all, superheroes and pagan deities demonstrate their powers all the time.

For people who want to address these issues here is a little help. These are optional rules and background suggestions that can make a superhero world compatible with Christianity without forcing you to cut out a lot of the stuff you love from the comics.

JESUS: Jesus said to believe in him because of the works he did, and Nicodemus said that he knew God was with Jesus because no man could do the things he did unless God was with him. But what if superheroes can fly and bend steel? What do Jesus' works mean then? Well, the only way you can deal with this is to make sure there is a clear difference between the types of powers available to most superheroes and the type of powers used by Jesus and the Church. The miracles that Jesus did to prove that he was the Messiah included healing, casting out devils & resurrection. You can easily say that only heroes who got their POWER from Heaven can use powers like this. This could include Holy Knights, Priests, Monks, Nuns, Visionaries & Angels.

PAGAN GODS: So why are Thor and Heracles running around New York, with Saint Patrick's Cathedral in the background? The comics generally agree that humanity turned from these pagan deities long ago because they never did much for us. These gods never asked to be worshipped in the first place so it didn't matter to them that people gave up such nonsense. However Judaism, Christianity and Islam say that there is only one God. If Thor, and Heracles are running around the streets, doesn't that mean these religions must be wrong? No. Who says that Thor and Heracles are actually gods? Yes they're immortal and Powerful, but so are angels, demons and fairies, (or jinn and Affrits). When the Bible declares that there is only one God it doesn't deny the existence of these other beings, only the claim that they are gods. (People used to worship the sun also and the Bible doesn't deny that the sun exists.) None of these entities are omnipotent, omnipresent, or omniscient. None of them are the creator of the universe, and none of them are love life and truth. Just say Thor is an Asgardian and Heracles is an Olympian.

PAGAN CULTS: Of course there are some people who still insist on worshipping these other "gods" and some dark beings that enjoy being worshiped or find worshippers useful from time to time.

RELIGION & MAGIC: Magic comes primarily from either pagan or demonic sources. (Pagan means any religion other than Christianity and Judaism; demonic refers only to spirits that are hostile to humanity) There is a distinction between magic and religion and not all pagans use magic. The difference is this: Magic is any attempt to USE spiritual POWER to force our OWN WILL on THIS world; Religion is OBEDIENCE to a spiritual direction, with HOPE IN THE NEXT LIFE.

Most religions condemn the use of magic because it calls on Spirits and Arcane Secrets, but in many comics there is one type of magic that would not fall under this condemnation, because it comes from natural talent developed through discipline and practice. A wizard of this type is more like a martial artist than a scholar. A perfect example of this is seen in the magnificent TV show, Avatar the Last Air Bender. This type of magic does not have a single name, or even take a specific form because it's an invention of modern fantasy rather than something drawn from real mythology or folklore. So a Magical SUPERHERO is not automatically an enemy of the Church, but don't expect everyone in the Church to know that.

THE COSMOS: God made the sun and the moon, distant galaxies, black holes, dark matter and quasars, though we have no idea why. He might have also filled the universe with cosmic entities that each have their own roles to play. And sadly not all of them are doing what they were made to do. Some have gone their own way and found their own purpose. The judgment still waits.

THE ORIGIN AND END OF THE WORLD: Keep these things a mystery. These parts of time are impossible to reach with time travel. Some interference keeps people from going that far in either direction.

A WORD ABOUT MUTANTS

MUTANTS ARE A GOOD IDEA: To have it established that from time to time people are just born with extraordinary powers is great. Let's face it, before we had mutants we had origin stories. A lot of them were good but a lot more were pretty lame. The real problem though, was that all of them were highly improbable, even by comic book standards. Of course this was on purpose because it helped keep each superhero or villain unique. If an origin was something that could easily be repeated, then someone would be making thousands of super Powered soldiers. But built in improbability also created a serious contradiction. Continuing stories required a continuing supply of antagonists. How could there be so many super Powered beings if super powers were so unlikely? Mutants solved the problem and made the stories (in their own way) more believable.

MUTANT PARANOIA IS BAD: Unfortunately, one of the more popular comic book companies decided to make mutants into unwanted outcasts of society and the subject of an endless stream of symbolic stories about racism and paranoia. This is bad. I don't use this plotline in my game, or encourage anyone to use it in his game. Anti-mutant paranoia goes against the grain. It ruins the generally positive outlook of most comics and turns powers into a curse. It encourages mutants to see themselves as separate from and morally superior to humanity. It dehumanizes everyone involved, and provides more than enough justification to villains. It doesn't even make sense. Why single out mutants, when the general public has no way of knowing who's a mutant and who got their powers from a goofy origin story? If people accept Captain Patriot they have no reason to be suspicious of the Letter Men. So it eventually casts a dark cloud over every hero and makes the whole world a more pessimistic and dismal place to die.

BREAKING THE RULES IS O.K.

A SUPERHERO world is a very big and diverse place, and the best of them are cross time multiverses where just about anything can happen. The rules of a genre describe the world, but clearly they do not apply equally to every character in the world. There are lots of non-traditional Characters who add contrast and sometimes a little conflict to the stories. Just because you have powers and/or a costume doesn't automatically make you a SUPERHERO or villain. Make your own way in the world. It's your game. Maybe you're just a costumed vigilante or a loony. And even if you are a SUPERHERO, that doesn't mean you have to follow all of the rules all of the time. You could be a SUPERHERO who never wears a costume, who works for the FBI, or who openly expresses his partisan political views. The Last Crusader is a very vocal Catholic who takes a stand against abortion.

DISRESPECTING THE RULES IS NOT O.K.

The rules aren't iron clad but that doesn't mean, as some might argue, that there are no rules. We all know the rules, because we've grown up with them. They were created by a collaborative effort of comic book writers, government authorities, and TV cartoons. And just as we know the rules we recognize exceptions when we see them. That's what we mean by an exception that proves the rule. You can't break a rule that doesn't exist.

I realize that many of the conventions of the SUPERHERO genre originally came about because the genre was primarily aimed at children, and that some writers and fans resent them for that reason. I know that there have been many efforts in recent decades to dispense with some of the conventions to make comics either more grown up or more realistic (as if a story about a SUPERHERO is ever going to be realistic). I also know that Hollywood has never respected the rules of the genre (usually killing off the villains). But I also know comics don't sell anywhere near as well as they used to, and comic fans are usually disappointed with movies based on comics.

A genre is what it is, and if you change it too much, it becomes something else. These efforts usually come across as soulless rip offs, or attacks on the genre that insult those who love it. The best of them come across as parodies (often that's just what they are). Sometimes they can even be really exciting one shot stories but they can't have the depth and lasting appeal of the original. It's like writing about vampires who aren't bothered by Holy objects. Once the novelty wears off you're left with a one-concept world. Writers who don't respect tradition do not write well. If you don't like the conventions of the genre, then you probably don't really like SUPERHEROES.

WELL, THAT DIDN'T WORK

With all that said, now I have to point out that role-playing games are different from comic books and some established conventions of the comics just don't work in a game and must be done away with, or severely modified.

Non-Heroic Subplots: Oddly enough, many superhero role playing games put a lot of emphasis on this sort of thing. They say it adds depth and interest to the character, but a role playing game is not a creative writing assignment! And it's been my experience that no one plays a superhero game to be Clark Kent, they play to be Superman. Being normal is what we do when we aren't playing the game. It is good to have the non heroic I.D. As part of the character. It's ok to have stories start out with the character in his secret I.D., but never let the secret I.D. be the focus. Get to the action and mystery.

Secret I.D. Plots: Sometimes in the comics a whole story will revolve around a hero trying to maintain his secret I.D. Such stories are usually humorous but they have to be, because they come dangerously close to reminding the readers just how silly, and basically dishonest secret I.D.s are. Plus plots like this have too much chance of the players failing.

Romantic Complications: Players like having their characters find a girlfriend and might even enjoy a few plots revolving around their love interest (maybe her ex or her uncle is a supervillain), getting married is even a good subplot too, but the game is primarily about superhero action, and players don't really want the GM roll playing their girl friends or doing a lot of personal interaction of this sort. It's just uncomfortable. So jealousy and loneliness don't work in the game. (But a player who dumps his normal girlfriend for a superheroine will always have to face some sort of revenge, as the ex becomes a supervillain)

Giving Up the Mask: In the comics superheroes often struggle with the idea of giving up their costume and living a normal life, but here is no reason why a player would ever do that. Maybe you could make this work by having an NPC consider it and let players convince him to continue the fight. This won't work unless the players know the NPC's secret I.D. or he announces his intention to quit in front of them (perhaps dramatically taking off his mask as he does so).

Reluctant hero: This is a very popular plot device in fiction of all sorts, but it doesn't work in role playing games of any sort, because it means the GM will have to force the players to play his game. Now once I saw a GM who pulled it off with effective humor by having a blue lightning bolt shout "you, get on up that mountain!" that was great, but it's one of those "exception that proves the rule" kind of things. Really, the only reason anyone is playing is because they want to.

Funny Bad Guys: Think about the comics you've read where the bad guys were funny. You had a good laugh reading them, but did the hero have any fun? No he didn't. That doesn't mean this can never work. Unlike the other devices on this list, I think you should try to use this one, but it's on the list for a reason. You have to be really careful using funny villains because they stop being funny really fast, especially once players start losing Hearts. The best way to handle them is to make sure the players aren't the butts of the joke. Let the villain be funny enough that he doesn't have to belittle the heroes. And funny attacks should always cause stun or hold type effects, not Damage!

Coming to the Rescue: In the comics, SUPERHEROES often rescue people from car wrecks, plane crashes, burning buildings and other mundane hazards. It shows that the heroes are really heroic and not just crazy people who trash the city with endless violence. This sort of thing can also make for exciting stories and give ordinary people a chance to be included, instead of just heroes and villains. The trouble is that, in a role playing game, these situations usually aren't much fun to play. Players simply describe actions and they work. If the GM requires a die roll for a standard rescue, then the hero might fail and no one wants to be the hero on the scene when a civilian isn't rescued. Remember the game is supposed to be fun. However there are 3 ways to make a rescue work:

- **TRAP** the villains put people in danger or create a fake hazard to trap the hero. A certain reporter is also known for using a fake accident to lure a hero to an interview.
- **DISTRACTION** a call for help suddenly gets the heroes' attention, the villain will have to wait till later. This can be used to insure a villain's escape, so he can come back in a later scene, or just to delay the heroes and make a scene more challenging.
- **NARRATION** The scene opens with the hero completing a rescue, and as he is being thanked, the action begins.

GOSH! THAT DIDN'T WORK EITHER

SUPERHERO games are different from other kinds of RPGs in a number of ways. People used to playing science fiction, swords and sorcery or online games might bring to this game certain misconceptions that will make it difficult to really get the feel of SUPERHEROES. So let's discuss some of these differences.

We don't need no stinkin treasure: In most role playing games, the main goal and reward for an adventure will be treasure of some kind. As soon as a barbarian and his buddies kill a wizard they loot his body, and start searching for his treasure room. SUPERHEROES are different. Not only are they not out for treasure, but even if a fantastic treasure just falls into their lap they won't take it! If you beat Overmaster Vlaad, YOU DON'T PUT ON HIS ARMOR, even if it would really help you, you just don't do it. You get rid of it, or destroy it instead; presumably hoping it will never be seen again, even though, as a player, you know that the GM will bring it back if he wants to. This is Role Playing in the genre.

Heroes don't have their own agenda: Online games are about exploring and pursuing goals of your own, while ignoring whatever doesn't appeal to you, or is too low level to get you any rewards, but superheroes are public minions. They're out to help people not make themselves rich or more Powerful. They will fight any villain they hear about, and protect any person in need. But if players aren't going to be perusing their own goals (most of the time) the GM has a job making sure there is something in each adventure that every Player is interested in.

POWER Balancing: In other RPGs the idea is that players should all be about the same power level (this never really works but it's usually attempted) but in a comic book, heroes with no super powers often adventure alongside godlike beings. Instead of trying to make the characters be the same power level, each character plays a different role in the story. The GM should make sure that the opponents are also of diverse power levels so that each player has an opponent of his own to challenge him. (you might need to make sure that the most powerful villains show up first and jump on their designated foes so that the players' powerhouse doesn't hog all the action.) And if one of the players is supposed to be the brains of the group, make sure there's something for him to figure out. When the heroes split up it's even easier, just decide where to place each villain based on which direction each player goes. That way everyone fights who they're supposed to fight.

Splitting up is good: Despite conflicts, encouraged by the rules, most games still insist that players stick together and always act as a team, (presumably to make it easier on the GM) but superheroes are often loners. My best memories of gaming were times when I was alone with the GM or GMing a single player. Often a superhero's methods flow naturally from his abilities. one hero might rush in letting bullet's bounce off him, while another might want to sneak in and take the guards out one at a time. These heroes will find it difficult to work together, unless the first hero acts as a distraction (and even then, they'll be splitting up). Splitting up let's each player face his own challenges, and be the star of his own part of the show. Ultimately splitting up might even save time because fights will be smaller and take less time to run. Plus with long range communication powers like telepathy, there is no need to separate players just because the characters are separated. Finally once the heroes locate the Boss Enemy, they'll usually want to get back together as soon as they can (unless one of them wants to challenge the villain to a chess match).

Buildings are not bigger on the inside: In many games, especially computer and video games, the inside of a building and the outside don't fit together, it doesn't matter because the game designer or GM Will tell the players where they start and lead them in the direction they have to go. In a superhero game, the buildings have to make sense, because when the hero looks at it from the outside, he will decide if he wants to use the doors, the windows, the skylight, a window on an upper floor, or just smash through the wall, or tunnel up from below. Fortunately, no one is going to critique your building plans. It won't matter if you forget to put in closets or bathrooms or if the rooms are too big or too small, its just a game, man. And if you really like making crazy mazes that don't fit into the shape of a building just make it underground in caves or tunnels that way it doesn't have to make sense.



THE CITY

Most SUPERHERO stories are set in some major metropolis. It can be a fictionalized version of a real city (like New York or Washington D.C.) or a totally fictional one (like Technopolis or Bright City). Whichever you use, you should try to make the city really come to life. To bring a setting to life here are a few things you need to make up about the city and use consistently as they come, up over and over, in the course of an ongoing game:

History: You don't need a lot of history, just an idea when and why the city was founded in case players travel back in time. Why the city was built could give you an idea for some features that remain. For example: was it a railroad town, a mining town, a fishing village, a utopian community, a mission, a trading post or a farming community?

Location and a few geographic features: If there are any rivers, mountains, forests or beaches they might be important. Also make a note of the major roads especially highways and bridges. A few named neighborhoods, and parks: A few neighborhoods can have some really generic names like: downtown, the docks, the business district, the financial district (which is always near the city hall) industrial park, china town, & the fairgrounds, but residential neighborhoods will need real names, like Brent's Wood or The Brick Yard.

Religion: 2 or 3 local churches make one of them a cathedral, then a synagogue a graveyard, and a mosque. You could even throw in a monastery.

Local media: Newspaper, television and radio stations. Don't forget to include some radical alternative media (usually radio or newspaper).

Local officials and celebrities: The mayor and police chief plus a few T. V. news people will be all you really need but you can also add some other super heroes (besides the players I mean) and maybe some sports heroes, millionaires, civil rights leaders and performers.

Culture: A classy restaurant, theatre, museum, and tourist attractions.

A college, a sports team and a stadium: The college will often play a big role in super hero stories. The sports team is just background, and the stadium is a target for terrorists.

Medical facilities: SUPERHEROES spend a lot of time at hospitals, injured, visiting each other and questioning witnesses and suspects. Plus some might have jobs there. Don't forget to include a clinic in a bad part of town.

Mass transport: Bus co. An airport, maybe some train lines, and a taxi co.

Popular hangout spots: A dance club, a seedy bar, a carnival, and a fast food restaurant.

The other side of the tracks: This should include some housing projects, and the name of some local gangs.

This won't take much work and if you use these references consistently it can really bring your game world to life for you and your players. Consistency is the real key. Every time a crewmember steps into the transporter we know someone has to push all of those sliding buttons down all together. It always works the same way, so we know what to expect, and it feels right to us when we see it. When it feels right it seems real.

For much larger collections of characters, both unique and generic, check out the various game supplement available including PEOPLE AND CREATURES, KNIGHTS OF SAINT GEORGE, & VILLAINS OF TECHNOPOLIS.

For more information about some of these characters check out the book Knights of Saint George from Crusader Game Books

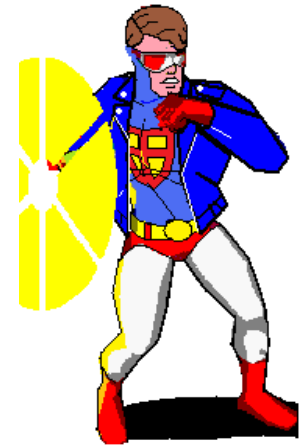
NAME : **PALADIN** **LEE WALSER**
ORIGIN : **MIXED** **ROLE** : **HERO**



POWER	STAT	ACT	ENG	RNG	DAM
STRONG STRIKE	ARM	ATT	0	0	8
REGENERATION	0	0	0	0	0
TIRELESS	0	0	0	0	0
SUPER STRONG	0	FREE	1	60	0
SUPER JUMP	LEG	MOVE	0	150	0
RESISTANCE GUN	0	0	0	0	0
TOOLS	0	0	0	0	0
EXTRA HEARTS	0	0	0	0	0
HEAL SELF	0	ATT	2	0	-8
CONTACT	0	0	0	SPC	0

Paladin's contact is Gadget, a techy who supplies him with tools and information.

Paladin's tool kit includes throwing stars, with tracers built in, nunchaku, a radio(to communicate with Gadget) and night vision goggles.



NAME : **LAST CRUSADER** **JOHAN SCHWERT**
ORIGIN : **MYSTIC** **ROLE** : **HERO**



POWER	STAT	ACT	ENG	RNG	DAM
FAITH	MIND	ATT	0	30	4
BLOCK X2	ARM	0	0	0	0
POWER STRIKE	ARM	ATT	1	0	12
RALLY	MIND	ATT	0	30	0
TRUE SIGHT	0	0	0	0	0
VISIONARY	0	0	4	0	0
WILL POWER	MIND	0	0	0	0
TOOLS	0	0	0	0	0
REVIVE SELF	0	0	0	0	0
WEALTH	0	0	0	0	0

Crusader is nearly 1000 years old, his native language is German but he also speaks most European languages (including Latin and Romanian) as well as Arabic.

He always has his Crucifix with him.



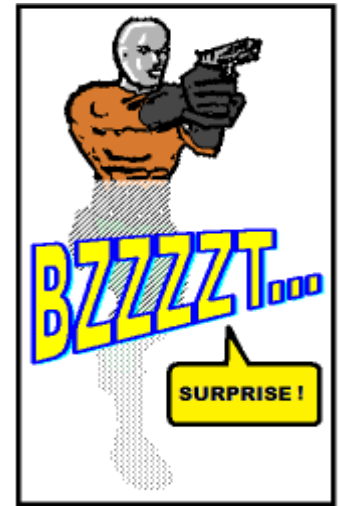
NAME : **STEEL HEAD JOSIAH LANCE**
ORIGIN : **MUTANT** **ROLE** : **VIGILANTE**



POWER	STAT	ACT	ENG	RNG	DAM
TELEPORT	EYE	MOVE	1	150	0
DODGE x2	LEG	0	0	0	0
SNIPER	0	0	0	0	0
SUPER STRONG	0	FREE	1	60	0
TOOLS	0	0	0	0	0
WILL POWER	MIND	0	0	0	0
DETECTIVE	EYE	SPC	0	30	0
FEAR / RUN	MIND	ATT	1	60	0

WANTED, SECRET I.D.

Steel Head's tool kit includes guns and ammo. He normally uses an M-16 or a (fictional) 45 magnum. (these were common among the gangsters in his city. I'm not sure how many bullets he had but in all of his many adventures ha never ran out.



NAME : **LADY BRAIN CHRISTINE MIKO**
ORIGIN : **MUTANT** **ROLE** : **HERO**



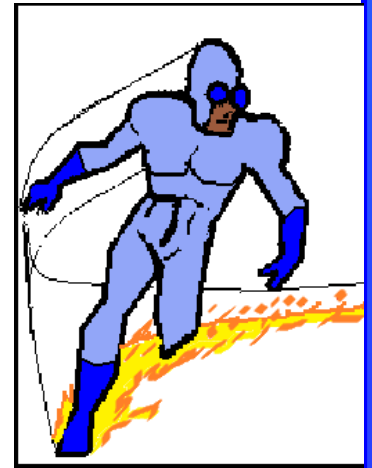
POWER	STAT	ACT	ENG	RNG	DAM
TELEPATHY	0	FREE	0	6000	0
MIND BLAST	MIND	ATT	1	60	4
	KNOCKBACK		1		
MIND PROBE	MIND	ATT	2	0	0
MIND WIPE	MIND	ATT	2	0	0
CONTROL MINDS	MIND	ATT	1	60	0
FEAR / RUN	MIND	ATT	1	60	0
HOLD	MIND	ATT	2	60	0
RALLY	MIND	ATT	0	30	0
WILL POWER	MIND	0	0	0	0



NAME : **BLUE STREAK** **MARKUS LEWIS**
ORIGIN : **MUTANT** **ROLE** : **HERO**



POWER	STAT	ACT	ENG	RNG	DAM
DODGE x2	LEG	0	0	0	0
SUPER FAST	LEG	MOVE	1	360	0
SUPER JUMP	LEG	MOVE	0	150	0
VAULT	0	0	0	0	0
TRAIL	LEG	ATT	2	SPEC	4
TIRELESS	0	0	0	0	0
STUN STRIKE	ARM	ATT	0	0	0
	MULTI-TARGET		1		
GHOST WALK	0	MOVE	1	30	0



NAME : **CIVILIAN**
ORIGIN : **0** **ROLE** : **CIVILIAN**



POWER	STAT	ACT	ENG	RNG	DAM
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In a superhero world civilians are distinguished by their occupations, talents and by their relationships with heroes or villains. They can also be useful sources of information.



NAME : GREY AGENTS
ORIGIN : NON-HUMAN/TECH **ROLE : SOLDIER**



POWER	STAT	ACT	ENG	RNG	DAM
STASIS	MIND	ATT	2	30	0
MIND BLAST	MIND	ATT	1	60	4
MIND PROBE	MIND	ATT	2	0	0
MIND WIPE	MIND	ATT	2	0	0
TELEPORT LONG	0	MOVE	4	SPC	0

STRANGE APPEAR.
 REFLECTABLE (Stasis gun is Reflectable)



NAME : BOXER
ORIGIN : SKILL **ROLE : VARIED**



POWER	STAT	ACT	ENG	RNG	DAM
STRONG STRIKE	ARM	ATT	0	0	8
STUN			1		
BASIC BLOCK	0	0	0	0	0
RESISTANCE FORCE	0	0	0	0	0



NAME : **FIRE**
ORIGIN : **NATURAL** **ROLE** : **FORCE OF NATURE**



POWER	STAT	ACT	ENG	RNG	DAM
STRIKE	ARM	ATT	0	0	4
TOUCH			0		
D.O.T.			0		
VAMPIRE			0		
AUTOCLONE (fire)	0	0	0	0	0
CONVERT DAMAGE	0	0	1	0	0



VULNERABILITY water

	CHEM.	COLD	CUT	ENG.	FORCE	GUN	MENTAL
ENERGY	FULL	X2	1/4	C	1/4	1/4	FULL

NAME : **THUG**
ORIGIN : **SKILL** **ROLE** : **CRIMINAL**



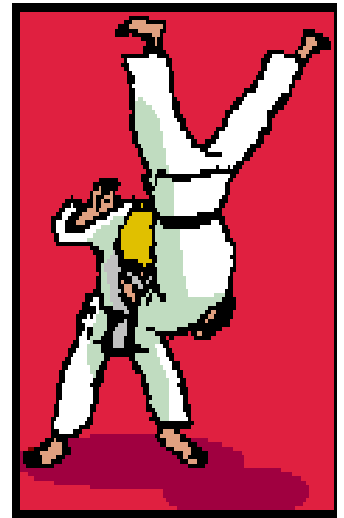
POWER	STAT	ACT	ENG	RNG	DAM
BASIC DODGE	0	0	0	0	0
STRIKE	ARM	ATT	0	0	4
STUN			1		
BLINDSIDE	0	0	0	0	4
RESISTANCE	0	0	0	0	0
FORCE					



NAME : **JUDO BLACK BELT**
ORIGIN : **SKILL** **ROLE** : **VARIED**



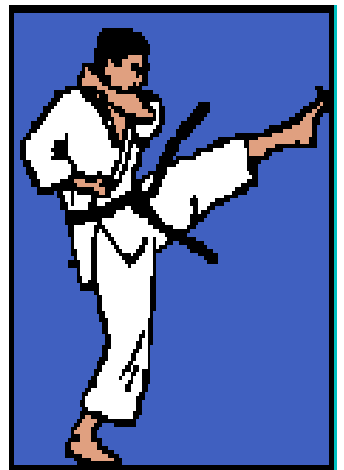
POWER	STAT	ACT	ENG	RNG	DAM
WRESTLING HOLD	ARM	ATT	1	0	0
D.O.T.			0		
SHOULDER THROW	ARM	0	0	0	0
STRONG STRIKE	ARM	ATT	0	0	8
KNOCKBACK			1		
STUN			1		
DODGE	LEG	0	0	0	0



NAME : **KARATE BLACK BELT**
ORIGIN : **SKILL** **ROLE** : **VARIED**



POWER	STAT	ACT	ENG	RNG	DAM
STRONG STRIKE	ARM	ATT	0	0	8
KNOCKBACK			1		
STUN			1		
MULTI-TARGET			1		
BLOCK	ARM	0	0	0	0



SAMPLE NPCS

NAME : **NINJA**
ORIGIN : **SKILLS** **ROLE** : **SOLDIER**



POWER	STAT	ACT	ENG	RNG	DAM
TOOLS	0	0	0	0	0
DODGE	LEG	0	0	0	0
BLINDSIDE	0	0	0	0	4
STEALTH	LEG	MOVE	1	60	0
OPEN LOCKS	ARM	MOV	4	0	0
WILL POWER	MIND	0	0	0	0



NAME : **POLICE**
ORIGIN : **SKILLS** **ROLE** : **SOLDIER**



POWER	STAT	ACT	ENG	RNG	DAM
TOOLS	0	0	0	0	0
BASIC DODGE	0	0	0	0	0
WRESTLING HOLD	ARM	ATT	1	0	0
DEPUTIZED	0	0	0	0	0



SAMPLE NPCS

NAME : **PUNK**
ORIGIN : **None** **ROLE** : **CRIMINAL**



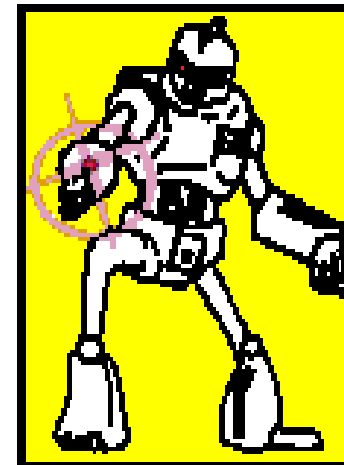
POWER	STAT	ACT	ENG	RNG	DAM
VAULT	0	0	0	0	0
OPEN LOCKS	ARM	MOV	4	0	0



NAME : **ROBOT**
ORIGIN : **NON HUMAN/TECH** **ROLE** : **SOLDIER**



POWER	STAT	ACT	ENG	RNG	DAM
TOOLS	0	0	0	0	0
STRONG STRIKE	ARM	ATT	1	0	8
UNLIVING	0	0	0	0	0



	CHEM.	COLD	CUT	ENG.	FORCE	GUN	MENTAL
METAL	FULL	0	1/2	1/4	1/4	1/4	1/2

SAMPLE NPCS

NAME : **TERRORIST**
ORIGIN : **None** **ROLE** : **CRIMINAL**



POWER	STAT	ACT	ENG	RNG	DAM
TOOLS	0	0	0	0	0
SELF DESTRUCT	0	ATT	0	18	12

COWARD



NAME : **TORNADO**
ORIGIN : **NATURAL** **ROLE** : **FORCE OF NATURE**



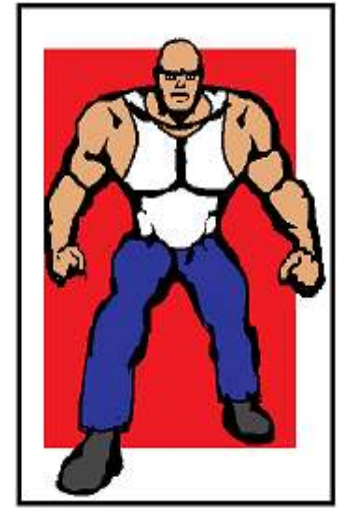
POWER	STAT	ACT	ENG	RNG	DAM
MIGHTY STRIKE	ARM	ATT	3	0	16
MULTI-TARGET X2			1		
KNOCKBACK			1		
UNLIVING	0	0	0	0	0
SUPER STRONG	0	FREE	1	60	0



NAME : **GOON**
ORIGIN : **None** **ROLE** : **CRIMINAL**



POWER	STAT	ACT	ENG	RNG	DAM
STRONG STRIKE	ARM	ATT	1	0	8
KNOCKBACK			1		



NAME : **WRESTLER**
ORIGIN : **SKILL** **ROLE** : **VARIED**



POWER	STAT	ACT	ENG	RNG	DAM
STRONG STRIKE	ARM	ATT	1	0	8
STUN			1		
KNOCKBACK			1		
MULTI-TARGET			1		
WRESTLING HOLD	ARM	ATT	1	0	0
D.O.T.			0		
WRESTLING THROW	ARM	ATT	1	0	8



NAME : **ZOMBIE**
ORIGIN : **MYSTIC** **ROLE** : **SOLDIER**



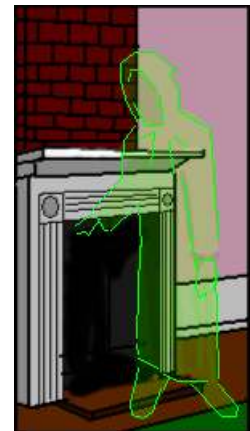
POWER	STAT	ACT	ENG	RNG	DAM
UNLIVING	0	0	0	0	0
RESISTANCE	0	0	0	0	0
GUN, CUT					
UNDEAD					
WEAKNESS	FIRE, & CRITICAL HITS.				



NAME : **GHOST**
ORIGIN : **MYSTIC** **ROLE** : **VARIED**



POWER	STAT	ACT	ENG	RNG	DAM
GHOST FORM	0	0	2	0	0
GHOST WALK	0	MOVE	1	30	0
INVISIBILITY	0	FREE	1	0	0
UNLIVING	0	0	0	0	0
FEAR / RUN	MIND	ATT	1	60	0
UNDEAD					



360 VISION	22	CONTACT	25
A.T.V.	22	CONTROL DEVICE	63
ABSORPTION	22	CONTROL MINDS	25
ACTION STATS	7	CONTROL WEAPONS	56
ACTION TYPES	6	CONVERT DAMAGE	25
ADRENALINE	22	COSTUMES	70, 71
AIRPLANE	22	COVERING OPPONENTS	53
ALTER EGO	46	COWARD	48
ALTERNATE FORM	22	CRITICAL SUCCESS	5
ALWAYS ON	46	CUSTOMIZING POWERS	20
AMNESIA	46	D.O.T.	27
ANTI PARALYSIS	23	DAMAGE TYPES	20
AQUATIC	23	DAMAGE, FALLING	54
ARCH ENEMY	46	DAMAGE, SUFFOCATION	54
ARCH VILLAIN	62	DANGER SENSE	26
ARM	7	DEADLY ATTACKS	8, 54
ARMOR PIERCING SHELLS	56	DEATH TRAPS	69
ARMOR	56	DECOY	26
ASTRAL TRAVEL	23	DEPUTIZED	26
ATTACK ACTION	6	DETECT	26
AURA OF VIRTUE	23	DETECTIVE	26
AUTOCLONE	63	DEVICE	48
AWAKEN	9	DIMENSION TRAVEL	26
BACKGROUND	12	DISABLED	48
BASIC BLOCK	63	DISADVANTAGES	46, 50
BASIC DODGE	63	DISARM TRAPS	27
BATTERY	46	DISARM	53
BATTLEFIELD	63	DISGUISE	27
BERSERKER	47	DISINTEGRATE	27
BLAST	23	DIVINATION	27
BLIND	23	DODGE	27
BLINDSIDE	23	DRIVE	9
BLOCK	24	EMPATHIC BOND	64
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CAGE	24	EQUIPMENT	54-56
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CAN'T MOVE	47	EXTRA HEARTS	28
CAR	24	EXTREME CONDITIONS	5
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CHARGE	24	FAILURE	69
CHASES	59	FAITH	28, 56
CLIMB	9	FALLING	54
CLING	24	FAME	28, 51
CLONE RAY	63	FEAR / RUN	28
CLONE SELF	25	FINAL ATTACK	64
CLOUD	25	FLY	29
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CODE	47	FREE ACTION	6
COMMUNICATION	53	FREE POWERS	15
COMMUNICATION	53	GAME TABLE	60
COMPULSIVE	48	GAME TIME	52
CONDITION STATS	8	GAS MASK	56
CONFUSION	25	GATEWAY	29

GHOST FORM	29	OPEN LOCKS	33
GHOST WALK	29	OPEN SEAL	65
GRAB	10	ORIGINS	13
GROUND BOUND	48	PATTERN	48
HACKER	29	PHOBIA	49
HEAL SELF	29	PICKING POWERS	15
HEALING AURA	29	POGS	60
HEALING TOUCH	30	POSSESSION	65
HEARTS	8	POST COGNITION	33
HELICOPTER	30	POWER BLAST	33
HI-TECH	13	POWER STRIKE	33
HOLD	30	POWER THEMES	16
ICE BLOCKS	30	PULL	33
ILLUSION	30	RADIO	33
IMMOBILE	48	RAGE	34
IMMOBILIZE	31	RAIN	34
IMMUNITY	30	RALLY	34
INFECTION	64	RANDOM	49
INSANE	48	RANGE	34
INVENT/ENCHANT	64	REALITY ALTER.	65
INVISIBILITY	31	RECOVERY	6,8
KNOCKBACK	31	REDUCED STAT	49
LEG LOCK	31	REFLECTABLE	49
LEG	7	REGENERATION	34
LIFT	10	REINCARNATION	65
LIMITED	48	RELIGION	79
LONG ACTIONS	53	REMAKING CHARACTERS	51
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MANEUVER	10	RESIST KNOCKBACK	35
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MAPS	60, 68	REST	10
MICROSCOPE	32	REVIVE SELF	35
MIGHTY STRIKE	32	REVIVE	35
MIND BLAST	32	REWARDS	51
MIND PROBE	32	RIDING	10
MIND SWITCH	64	ROLES	61
MIND WIPE	32	ROLLING DICE	5
MIND	7	ROUND SEQUENCE	6
MAKING ADVENTURES	67	ROUNDS	52
MOTIVATION	12	SACRAMENTALS	28, 56
MOTORCYCLE	32	SCENES	52
MOVEMENT ACTION	6	SCIENCE FICTION	71
MOVEMENT	58	SECRET I.D.	49
MULTIPLE PERSON.	48	SELF DESTRUCT	65
MULTI-TARGET	32	SHAPE CHANGE	49
MUTANTS	13, 80	SHOULDER THROW	35
MUTE	48	SHRINK	35
MYSTIC RULE	48	SIDEKICK / PET	35
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I've been trying to make a role playing game of my own ever since 1986 when someone stole my "villains & Vigilantes" rules and all the modifications I had made. I've played a lot of different games and read articles about even more, all thanks to a group of very supportive friends. These guys played the various versions of my game and endured numerous rule changes and even loss of characters as I continually altered my game over the years. More than once they said to me "why don't you just play "D.C."? I'll buy it for you!" but no . I always wanted something different, and I couldn't say what, because I hadn't figured it out yet. I'm not sure why no one ever offered to buy me another copy of "V&V" that probably would have put a stop to it, but I think "V&V" was nowhere to be found in our area anymore.

Built into this system you might recognize elements of the other systems I've tried out over the years. This game isn't a rip off of anything, but as Solomon wrote, "there's no new thing under the sun". So, in a unique move I'm going to include in the credits not just people who have helped me but also games I've played.

PEOPLE

Michael Turner, Sean Mac Donald, Joseph Wilkinson, Luther Collier

GAMES

Dungeons And Dragons, Basic and Advanced. First edition only. The best things about it were, the Classes, Races spell descriptions and the Monster Manual. Playing the game was fun, but after about 5th level, fights started to take too long, and advancement was so slow I could feel myself getting old. This was especially bad since advancement became what the game was all about. I hate levels. I hate alignments. OH, and I hated all of the settings they published. I hated 2nd edition so much I lost interest in the genre completely. That's right, not just the game but the whole freekin genre. I've recently recovered. I never even knew they had made a 3rd edition until after 4th came out. I recently looked at 4th edition, It has some cool stuff in it, but I'm not going to try playing it, any time soon.

Villains and Vigilantes, I loved it at the time. It was primitive and more complicated than it needed to be, but it worked. I think that not having Classes was a necessary precursor to building point systems.

Pendragon, Read it mostly for ideas couldn't handle the skill based system. I didn't need it anymore after I bought *The King Arthur Companion*. (that's not a game just a really good book)

Paranoia, much more fun to read the rules than to play the game. Didn't like the setting.

Heroes Unlimited, I Didn't like it, not one bit.

Runequest, If you print it some schmuck will buy it.

Palladium, Made by people who thought AD&D was too simple. Need I say more?

Marvel Super Heroes, I had a lot of fun playing Basic and Deluxe. I thought the system was bit too simple, and didn't like the way dodging worked, but I thought the Ultimate powers Book was the best thing since penicillin.

Champions, I spent more time deciphering the rules than playing. Everyone I knew gave up on it.

Toon, system just didn't work, for what it was supposed to be.

Teenagers From Outer Space, we made characters but never played. Looked a lot like Toon.

D.C. Heroes, I loved it so long as someone else was the GM. I hated the action resolution system, and never had enough Hero Points to do anything. Hero points were more important than stats, or dice.

Call Of Cthulhu (and other Chaosium games) They all tend to blend together. The skill-based systems lead us to do silly things just trying to get checks.

Traveler, We made characters but never played.

Star wars, We made characters but never played.

Middle Earth Role Playing System, We made characters but never played.

Macho Women With Guns, OK we've all done thing's we're ashamed of.

Talislanta I loved what I saw of it. Good simple system. Unfortunately the GM lost interest so it didn't go anywhere. I saw it again years later, but it had been changed to a D20 game which did away with everything I liked about it.

Gurps, It seemed like a good idea at first. But the cost of abilities was based on how difficult it is to learn them, NOT how useful they are in the game. SUPERHEROES simply did not work. Lots of well researched resources that I can recommend, but a lot of useless junk too especially in the core rules.

Chill, A guy I knew was into it. I never understood why.

Torg, Fun system but tied to it's own world. Doesn't make sense anywhere else.

Battletech, A guy I knew was into it. High tech just isn't me. I didn't learn to use a computer till 2000 and I still can't program a VCR.

Warhammer, Not a good experience for me. At the time I just didn't want to learn a new system, especially one with a fantasy setting. So I really can't comment on the game.

Amber Diceless Role Playing, We made characters but never played. None of us liked it. I also read some of the Marvel's Diceless game whatever it was called, and I looked up some other Diceless games online, to see how they work. Diceless systems, from what I can tell, end up making play more about the rules than the game. Fun if you like strategy, not so much if you're interested in the story.

Street Fighter, I didn't own it and can't remember much about it but I was totally into kung- fu at the time. The GM gave up on it. When I asked him why, he said the system just didn't really work well for martial arts, and was better for werewolves and vampires.

Blood of Heroes, if you've played D.C. Heroes you've played Blood of Heroes. Nuff said.

Freedom Force, Great game but once you've finished there's little else to do. The mods were mostly glitchy, and the sequel wasn't as good. They kept saying there would be another sequel but it never happened. I think City of Heroes killed it. It would have been much better, if I could have played it with custom characters from beginning to end.

City of Heroes, lots of eye candy but few choices for POWERS. It's getting better. I especially enjoyed using the Mission Architect but I hated that it's a virtual world within a virtual world.

Mutants and masterminds, I read some of it, looking for ideas, but never played it. It looked too complicated. I don't like D20 Games. (Try to remember which of 53 different modifiers apply, then add and subtract them to find out what you need to roll.) Curiously, some earlier versions of my game, that predate D20, were very similar to it, which is why I was never satisfied with them.

Champions Online, great graphics bad system. I like it about as much as City of Heroes, but I thought it was really funny that after fighting off an alien invasion and a desert full of mutants, ghosts and SUPERVILLAINS, I went back home and couldn't handle ordinary muggers. **This was the reason I finally decided not to use levels in my game.**

Books and Movies

My favorite sources for inspiration have been fairy tails, King Arthur, kung fu movies, anything with Arnold Schwarzenegger, Dracula, The Hitchhiker's Guide To The Galaxy, The Bible, history books, stories of unexplained phenomena and of course comic books. My favorite comic book heroes have always been, Spider-Man, Captain America, and Superman. I also enjoyed reading The Invaders, the X-men, Blue Beetle, Booster Gold, Teen Titans, Conan and the late 80s Justice League, as well as House Of Mystery, House Of Secrets and Eerie. Though I read a good bit of Batman, I was only really excited by The Dark Knight Returns and Year One.

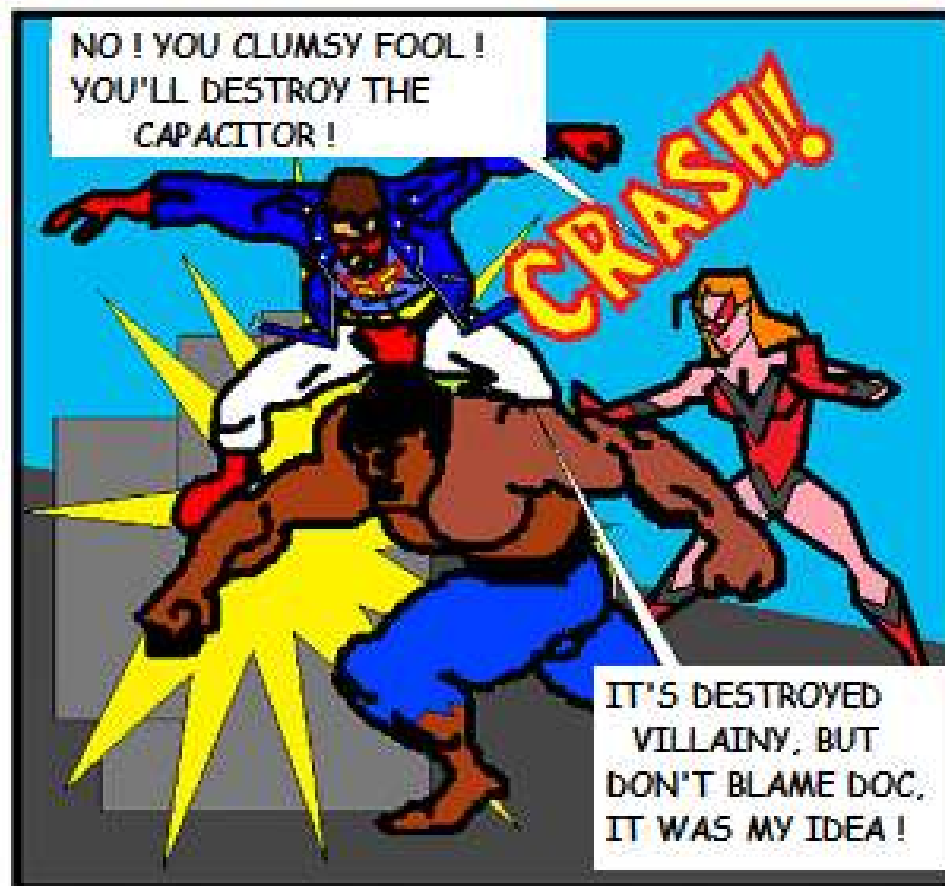
Really I would read almost any comic I could get my hands on. When I was a kid I loved the Harvey characters like, Casper and Richie Rich, but the characters and titles listed above were the only ones that really excited my imagination. I've read a lot of comic books, both good ones and bad ones and, more often than not, I read good books till long after they became bad. I stopped reading comics altogether back in the early 90s when the writing got so incredibly bad that no matter how hard I tried I couldn't maintain an interest. It was sad really because I still loved the characters and the whole genre. I just hated what the creators were doing with them.

Television

The television shows that have inspired me include The Super Friends, Spider-man and His Amazing Friends, Space Ghost, numerous Batman Cartoons, and the live action show with Adam West (Still the best live action superhero TV show ever. How sad is that?) Misfits of Science, Space Ghost, Star Trek and Hong Kong Phooey. I also loved the Electric company's rendition of Spider-Man, which had the best version of the costume ever seen in live action.

More recent shows really aren't able to be inspirations to me but I have watched a number of them. I tried real hard to like Heroes, but I watched the entire first season waiting for something ANYTHING to happen. I finally gave up.

**YOU CAN SAVE THE WORLD !
CHOOSE YOUR POWERS
AND JOIN THE FIGHT !**



NOTHING CAN STOP YOU, NOW !



Crusader Game Books