



Magic World

II. Additions to Basic Role-Playing

Professions

In *Magic World*, there are four “professions” from which adventurers are usually drawn. The magic workers (magicians) are dealt with in the next chapter, so we will devote ourselves here to the three professions of warrior, rogue, and sage. While one may start “just off the farm”, as a *Basic Role-Playing* character, each of these professions gives the adventurer increased ability in different skills shown in *Basic Role-Playing* as well as some added in this book.

A profession sets limits on its members, but there is nothing to prevent a character from spending time and money to learn the skills on another profession. A rogue may become literate, a warrior may learn First Aid, and a sage might become a master of at least one weapon. As will be shown in Chapter III, it is possible for anyone to learn magic.

Still, each profession has its own inclinations and abilities. The character who chooses a profession usually constrains himself to the skills necessary for survival in that profession.

The player of a beginning character should sit down and write up a short biography explaining how the character joined the profession he is a member of and what motivates him to become an adventurer. Start with the next major event after your character had his adventure with the bear and build the story to fit the world established by your referee. The campaign referee should assist players with details of life in the world and any other creative joggings their imaginations may need. Write this description carefully, for it will form the basis of your character’s future life in *Magic World*.

Here are three professions open to you.

Warrior

A *Basic Role-Playing* character may find that prior experience in serious fighting will help his adventuring career. Prior fighting experience implies that the character has spent about five years since we last saw him – as a member of a mercenary troop, the sworn man of some feudal lord, or some similar military career. To see if a *Basic Role-Playing* character can obtain this fighting experience, add all of the character’s characteristics together. Attempt to roll that number or less on 1D100. If the characteristics add up to more than 95. A roll of 96-00 will still indicate that the character could not find a group of fighters to take him.

Example

Your character, *Havnor the Strong*, has STR of 16, CON of 10, SIZ of 13, INT of 10, POW of 9, DEX of 14, and CHA of 10. This is a total of 82. If you roll 82 or less, *Havnor* has managed to persuade a stalwart band of fighting men to take him on and he will emerge five years older with warrior’s experience.

Benefits of Previous Experience as a Warrior

A character with warrior experience may begin his adventuring career with a percent ability with three weapons and the skill of Jumping equal to the average of his STR, CON, and DEX multiplied by 5%.

Example

Havnor has an average in these characteristics of 13.3. This times 5% gives 66.5% (rounding up to the nearest 5% = which gives 70% with three weapons (one of which can be as shield) and the skill of Jumping

The warrior-adventurer will still have all of the other *Basic Role-Playing* skills at the usual level, plus the new skills of Ride at DEX×5%.

The warrior will also have 4 points (ring mail) armor, a horse (see Chapter IV), silver Crowns equal to his INT×1D100. Weapons may be purchased from the tables of melee and missile weapons.

SHIELDS				
Shield	Basic	Damage	Cost	Notes
Shield	25%	12	75	Does not break
ARMOR				
Armor	Pts	Cost	Notes	
Cloth	1	75	Can be worn under other armor	
Leather	2	100	Can be worn under other armor	
Cuirboilli	3	300	Boiled leather	
Ring mail	4	600		
Chain mail	5	1200		
Half plate	6	1800	Plate and hain combination	
Plate	7	2500		

Rogue

Any character can choose to be a good-natured rogue, like Fritz Leiber’s *Grey Mouser*, without any qualification rolls. The character is assumed to have spent about five years in the streets of a city, living by his wits and skills, picking up various useful skills.

Benefits of Previous Experience as a Rogue

A rogue’s weapon abilities stay the same as the *Basic Role-Playing* character’s except with a short sword and a dagger. With these weapons, and the skills of Jump, Climb, Listen, Hide, Spott Hidden Item and Move Quietly, the character gains a skill level based on the sum of his STR, CON, INT, POW, and DEX rounded up to the nearest 5%. He also learns the later-described skills of Cut Purse and Fine Manipulation at an ability of his DEX×5%.

Example

Rugbel the Rogue has a STR of 12, a CON of 11, an INT of 13, a POW of 14, and a DEX of 17. The total of these characteristics is 67. Rounding up gives us a 70% ability in the skills listed above. He also has a 85% ability with Cut Purse and Fine Manipulation.

The rogue gets neither armor nor horse, but he does have his INT×1D100 in silver Crowns.

Sage

The sage-adventurer is an apprentice scholar, seeking wealth with which to support his studies, and trading on the knowledge already acquired to get this money. There are seven sagecraft skills. The beginning sage-adventurer will have Literacy and one other skill at an ability equal to his INT×5%. He will know the other skills at an ability equal to his INT×3%.

Becoming a Sage

To join the sages and gain training in these skills, the player must roll the character's INT×5% successfully.

Sagecraft Skills

LITERACY – This is the basic ability to read and write the Common Tongue of the area. This is required for all sages and sorcerers (see Chapter III).

THE HEALING ART – This is the *basic Role-Playing* First Aid Skill. A sage who does not specialize in this skill will have it at either the *Basic Role-Playing* ability level of 45% or his INT×3%, whichever is higher.

LORE – This is a wide category including Legendry, Genealogy, History, Heraldry, Geography, and Law. The sage of Lore is an expert on what has gone before (in his own area), what precedents are applicable to a given situation, etc.

The referee must keep in mind that the Lore skills apply only to the local region the sage lives and learns in. A Roman sage could not be expected to know the intimate details of Chinese history, the legends of the Norse would be incomprehensible to the Arab lore master, etc.

THE MERCANTILE ART – The sage of Mercantile Arts knows how to Evaluate Goods, Organize Trade, Bargain, Load Ships, Organize Pack Trains, etc. This is not the career of a sage in most fantastic literature, but is a Knowledge skill and important merchants are generally considered great and wise men in their communities.

PHILOSOPHY – Philosophy in a medieval/ancient culture goes many ways. These are the mathematicians, philosophers, biologists, zoologists, botanists, psychologists, and moralists. They are a fascinating combination of the practical and the wide-eyed dreamer.

LINGUIST – The skill of Speaking, Reading, and Writing another language, a sage who knows this skill will know three additional languages. Thus, a beginning Linguist sage with an INT of 17 may know Elvish, Troll and Illyric at 85% each.

As with Lore, if the Linguist has knowledge of a racial language like Elvish, the referee should keep in mind that elves from different forests do not necessarily speak the same dialect, and may or may not be intelligible to one another.

The beginning referee should start out small by having just one country with one language and a few ancient tongues, and perhaps racial tongues to keep his players bemused.

MECHANICAL ARTS – This is the rule-of-thumb knowledge of building bridges, houses, catapults, and all manner of mechanical contraptions.

All other skills for the sage are those shown in *Basic Role-Playing* and will start at the abilities shown there. Because of his need for study, a sage cannot raise above DEX×5% with any skill except for sage skills, Listen, Spot Hidden Item, and one weapon (usually a staff or one-handed weapon).

Previous experience is not limited by the DEX×5% rule, but the sage will be unable to further raise, for instance, broadsword beyond the 80% at which it was when he became a sage.

Other Skills

RIDE – Warriors have DEX×5% skill of staying on and controlling a horse in combat or other turbulent times. All others have a beginning ability of 25%.

SWIM – Any character making a roll of POW×3% has his DEX×5% skill in Swim. All others start at 20%.

CUT PURSE – Rogues have DEX×5% skill to Pick Pockets, Cut Purses, Remove Brooches, etc. All others start at 5%.

FINE MANIPULATION – Rogues have a DEX×5% skill to Repair Small Items, Pick Locks, Set and Disarm Traps, Make Jewelry, etc. All others start at 5%.

Training

Training in any skill, including combat, is available at a minimum price of 400 silver Crowns per 5% learned. Each 5% increase takes one game month of the character's time, during which he cannot do anything else but eat and sleep. Only one skill may be increased in training during that month.

No one may learn any skill through training to a higher percentage than his INT×5%. The referee of a campaign must regulate the availability of teachers to do the training, or his players may unrealistically learn everything too quickly.

A player-character cannot train other player-characters or even non-player-characters in that particular skill until he has reached at least 90% with that skill, at which time he is considered a master of that skill.

Encumbrance

Each character has an upper limit to the amount he can carry. This upper limit is determined by the character's STR. Every object and being has encumbrance points (ENC). A character will move and fight normally only if he carries no more than his STR in ENC.

Use the Typical Encumbrances list as a guide.

TYPICAL ENCUMBRANCES

Armor ENC	Number of points of protection
Weapon ENC	1 point for one-handed weapons
	2 points for two-handed weapons
	1 point for shields
	½ point for daggers and rocks
Adventurer's Pack	1 ENC
One SIZ point	1 ENC
300 gold imperials	1 ENC
300 silver Crowns	1 ENC
300 copper pennies	1 ENC

MELEE WEAPONS

Weapon	Type	Basic att/Par %	Damage	Hit Points	Cost in Cr	Notes
Axe, Battle	1-Hand	25%	1D8+2	15	150	
Axe, Great	2-Hand	10%	2D6+2	15	250	
Dagger	1-Hand	25%	1D4+1	15	30	Impales
Fist	Natural	50%	1D3			
Flail	1-Hand	10%	1D6+2	15	75	
Grapple	Natural	20%	Knockdown			
Greatsword	2-Hand	05%	2D8	15	250	
Hammer	1-Hand	15%	1D8+2	15	100	
Kick	Natural	25%	1D6			
Mace	1-Hand	30%	1D6+2	20	40	
Maul	2-Hand	15%	2D6+2	15	100	Impales
Shortsword	1-Hand	20%	1D6+1	20	50	Impales
Spear	1-Hand	10%	1D6+1	15	30	Impales
Staff	2-Hand	25%	1D8	15	20	
Sword (broad)	1-Hand	15%	1D8+1	20	100	

MISSILE WEAPONS

Weapon	Type	Basic Att/Par %	Damage	Hit Points	Cost in Cr	Range	Rate	Notes
Bow*	Missile	10%	1D6+1	10	75	120	1/MR (2) †	Impales
Crossbow	Missile	25%	2D6+2	10	250	120	1/3MR (3)**	Impales
Dagger	Thrown	25%	1D4	10	30	20	1/MR (2) †	Impales
Javelin	Thrown	20%	1D8	10	50	20	1/MR (2) †	Impales
Rock	Thrown	45%	1D4	-	-	20	1/MR (2) †	
Sling	Missile	15%	1D8	-	20	100	1/MR (2) †	

* A character with a STR of 15 or more can buy and use a bow for 150 Cr which will do 1D10+1 points of damage.

† A character with a DEX of 13 or better may fire twice a round with this weapon if he does nothing else. He will fire once at his normal DEX and once at the end of the round.

** A crossbow fires once every three rounds, and must be cocked on the other two rounds.

Damage Bonus

A character or monster with a STR or SIZ of 15 or more will add 1D6 to the damage it does with any melee weapon, including natural weapons like fist and claw. If the STR or SIZ exceeds 30, the damage bonus is 2D6, and a STR or SIZ of more than 45 gives a 3D6 damage bonus. There is no additional bonus if both STR and SIZ fit the criteria. Use the higher of the two to determine the bonus.

The natural weapon damages shown for various monsters in Chapter V have already been adjusted for this bonus.

Critical & Fumble Rolls

Critical Rolls

It is possible that a character will act, evaluate, or perceive so well that the results are beyond expectation. If the needed roll is 50% or less and the roll made is a 01, this is a critical roll. This means that the event was a model of its kind, and that any possible extra benefit which might result should do so. After the skill has reached 55% or more, a roll of 01 or 02 is a critical. If no specific benefit is noted, the referee should supply one appropriate to the situation.

In combat, the critical roll means that the blow was so good it did the maximum possible damage to the target (i.e., highest possible roll) and ignored any effect of armor/skin or protective magic. The blow can be parried, and a shield or weapon absorbs the damage.

Example

Havnor the Strong is 60% with a greatsword. In fighting a troll, Havnor's player roll 02. The troll does not successfully parry, and Havnor does 16 points of damage, plus 6 of STR bonus to the troll. The troll's combined 6 points of armor and skin is not subtracted. The troll, who has 20 Hits Points, dies.

Fumble Rolls

It is also possible that a character will foul up a job completely. If his skill is below 50%, a skill roll of 99 or 00 results in a fumble. From 55% ability forward, a roll of 00 is a fumble. If a fumble is rolled, the climber falls, the jumper stumbles, the swimmer drowns, the rider is thrown, the cut purse catches his hand in the puch, the sage jumps to stupid conclusions, and so on.

In combat, the result differs, depending wether the fumble concerns a melee weapon, a missile weapon, or a natural weapon (fist, claw, etc.). See Fumbles table.

FUMBLES

1D100	Melee	Missile	Natural
01-60	Drop weapon	Drop weapon	Trip and fall
61-90	Fling weapon 1d6 meters away	Break weapon	Lose turn next melee round
91-00	Weapon takes normal damage to itself	Hit friend (self if no friend is logical target	Hit self, do normal damage

Fighting at a Disadvantage

IN THE DARK – A character who cannot see in the dark but must fight in the dark to 1/5 his normal chance with the weapon in his attack and parry (except for grappling attacks).

ON THE GROUND – A character who has been knocked down cannot stand unless left alone for a melee round. Fighting from the ground, his normal attack chance is cut in half and his opponent has an extra 20% chance of hitting him. The parries of both fighters remain the same.

SURPRISED - If hit unexpectedly from the rear with no warning, a character is twice as easy to hit. That is, his opponent has double normal chance of hitting (96-00 is still amiss), and his critical, impale, and fumble chances are based on the adjusted chance of hitting. The surprised opponent has no attack, parry or Dodge against the attack on that turn.

This also applies to helpless, tied up, or unconscious opponents.

MOVING TARGET – When using a missile weapon or thrown weapon against a moving target, an airborne target, or one using partial shelter, the chance of hitting is reduced by half. These fractions are cumulative.

Example

Havnor the Strong is attempting to hit a mantichore which is flying past some treetops and weaving among them. He has his normal chance of hitting with the crossbow (60%) times 1/2 for a moving target (30%) times 1/2 for a flying target (15%) times 1/2 for a partially concealed target, for a total chance of 7 1/2% (8%)

Damage From Other Situations

A character can take damage from things other than fighting. The following are three potentially damaging situations.

FALLING – For every three meters a character may fall, or fraction thereof, the character will take 1D6 of damage when he hits the ground. Leather, cloth armor, or the magical spell Protection will absorb some of this, but metal armor will not.

FIRE – If a character is caught in the middle of a fire, he will take 1D4 damage each round he is in the fire. Armor and/or magic protection will only help him for one round, but the Resist magic spell will help every round.

As a weapon, a torch will only do 1D6 damage to a character unless the character fails a roll of POW×5% and his hair or clothing catches fire. If this happens, he will take 1D4 fire damage as well (which can only be absorbed by the Resist magic) each round until he makes a roll of POW×4%, indicating the fire has been put out. To do this, the character cannot do anything but fight the fire for every round he attempts the POW×4% roll.

A character using a torch as a weapon (treat as a mace) must make a POW×3% roll every time it hits, or the torch will go out.

DROWNING – A submerged character (or a character in a situation in which he must hold his breath) may keep his breath as long as he makes his CON×5% roll each melee round. Once the roll is missed, he takes 1D8 damage every melee round until he is rescued or until he is dead.

Results of Damage (Optional Rule)

A character or monster is unlikely to be able to stand and fight as it takes damage without some effects short of falling over dead.

A character/monster who has sustained damage equal to half his current Hit Points in one blow must fall helpless unless the player rolls his current HIT Points or less on 1D20. Once the damage being falls, he is helpless to do anything but crawl unless the player rolls his current Hit Points or less on 1D20 in a later melee round, or unless the damage is healed to the point where the character/monster has more than half his Hit Points back.

III. Magic

Introduction

In *Magic World*, there are two means of producing magical effects. Both methods harness the POW of the character to perform acts which might be impossible in our world. The two means are Sorcery and Ceremonial Magic.

SORCERY involves using chants and other mnemonics to produce immediate magic spells. This is the skill we will deal with this book, as it is the skill most used by adventuring magicians. Ceremonial magic is usually an old sorcerer's discipline. Most alchemists, enchanters, necromancers, and wizards (see below) are retired adventuring sorcerers.

CEREMONIAL MAGIC involves the use of ritual and days-long ceremony, usually used to compel other beings or work one's will upon inorganic forces. Such magics are subdivided into Wizardry (binding demons), Necromancy (raising and otherwise controlling the undead), Enchantment (making magical items), and Alchemy (making magical substances).

Becoming a Magician

In *Magic World* there is a Sorcerer's Guild. This is a strictly neutral, service-oriented, fraternal organization devoted to promoting the magical arts and training newcomers. It is a multinational operation, with no religious or political affiliations. A character developed through the *Basic Role-Playing* rules may join the Sorcerer's Guild. For the purposes of the game, this can be simulated by a percentage roll equal or less than the total of the character's INT and POW. Each 100 silver Crowns given to the guild by the character adds one to the success range of the roll.

An already established character may attempt to join the guild once per game year. If the character is over 30 years old, he is officially not acceptable, though rich nobles and merchants have been known to buy their way in at an advanced age by paying 1D100×1D100 plus 5,000 Crowns.

How Magic Works

Magic use is a skill like any other. Magicians are taught the skill of sorcery by the guild. However, the use of each spell is different enough that each spell must be learned and increased as if it were a different skill.

Example

Sangor the Sorcerer gets into a fight. He knows Blast at 45% and tries it, but his player rolls 63 and is unsuccessful. As the enemy is entirely too close, he uses Lift which he knows at 60% and his player rolls 37. Sangor takes to the air. Later in the battle he uses Fire/Frost on some foes at 60% and the player rolls 22, another success. Finally, after the battle, he uses Heal/Wound at 70% and the roll is 63, another success.

Sangor succeeded in three of his four spell-skill rolls. After the adventure is over, his player sees if Sangor has improved any. He only rolls for the successfully-used spells. For Lift, he needs a roll of 100%-60%=40%. The player rolls 38 and he is now 65% with Lift. For Fire/Frost he also needs 40% and the roll is 21, another 5% increase. For Heal/Wound, the player needs 01-30 and rolls 65, so he is still at 70% for that spell.

The referee will always determine when an adventure is over.

If the character does not make his roll for a spell, it does not happen and he may try it or another spell in the next melee round. If he fumbles the spell, the referee must determine what happened. It will be as detrimental to the character as possible. Attacks spells will affect the caster, Perception will give wrong or misleading information, Protection will protect the enemy, etc.

If the character rolls his critical chance with the spell, it will have double effect, in range, damage, or sensitivity, or whatever seems most appropriate to the referee.

Ability with each spell may be raised to 100%, and no more. A roll of 00 is always a fumble.

Costs of Magic

Each point of POW cast in a spell is called a spell 'level'. The character's POW will be reduced by 1 point for every level of spell he throws. If his POW is reduced to 0, he dies. The POW will return at a rate of 1 point for every half hour of full rest or every two hours of movement and action. Even a failed or aborted spell costs 1 point of POW. A fumbled spell costs the same amount of POW as would have the successful spell as would have the success

Levels of Effect / Time to Cast Spells

Each spell on the list of spells can be made more powerful by adding POW to the casting of it. This means that the magician spends the time to concentrate his energies and put more POW behind the spell. The exact effect of these extra levels of POW is described in each spell description.

Summoning the magic to add extra levels of POW takes time. Each level of POW in the spell subtracts one from the sorcerer's DEX for the melee round. Thus, if Sangor's DEX is 15 and he wishes to cast a second level Fire/Frost, the spell will happen at DEX 13 (15-2).

No sorcerer may use more spell levels than one-half his INT (round up). Thus Sangor the Sorcerer, with an INT of 15, can use no more than 8 levels of any spell he knows. The DEX subtraction for levels of spells can go into minus numbers within the melee round, preserving the order of play.

If a sorcerer with a DEX of 6 wishes to cast an eighth level spell, he must cast his spell at DEX rank minus 2 in that melee round.

Overcoming POW

Any magic affecting a living target, such as Change or Control, must overcome the POW of the target by comparing the POW of the caster against the POW of the target on the Resistance Table. This need not be done if the target is willing to receive the spell, as anyone receiving a Heal or Enhancement spell would be.

An unconscious target cannot resist a spell.

Memorization of Magic

A sorcerer must have spells memorized to use them quickly. A sorcerer can only memorize a certain number of spells. This limit is determined by the INT of the character.

The sorcerer character may memorize half his INT in spells (round up). Thus Sangor the Sorcerer, with an INT of 15, may have eight spells ready in his mind. Any other spells he may know he must carry in his spell books. It takes an hour to memorize a spell, and if the sorcerer already has memorized his limit, the player must choose a spell for the character to forget.

A spell may be used directly from the sorcerer's book, but this will take one full melee round per level of effect desired. A sorcerer may use another sorcerer's spell book if the character's player makes a roll of the character's INT as a percentage for each spell he attempts to use. Otherwise, the codes and handwriting of the strange spell book will not be comprehensible to the character. Reading the strange book may be attempted every time a character's literacy increases by 5% or more.

The Sorcerer Character

INITIAL TRAINING

Character inducted into the Sorcerer's Guild will receive the following benefits :

LITERACY – A character will be trained up to 50% in Literacy if not already literate.

INITIAL SPELLS – A character will be trained up to INT×3% skill in four spells of his choice, rounded up to nearest 5%

MEMORIZATION TRAINING – The character will be trained in the techniques allowing him to keep half of his INT in spells available in his mind (four fractions up).

Gaining POW

A magician needs a high POW to get into the profession, to fuel his spells, and to successfully overcome the resistance of target. Fortunately, it is possible for his permanent POW to increase in the course of his career.

Any time a magician overcomes the magical resistance of a target, or successfully uses a spell that creates a physical effect, such as Fire/Frost, Wall, or Light/Dark, his POW has been exercised and may increase. Subtract the current POW of the character from 25, then attempt to roll the result or less on 1D20.

Example

Sangor the Sorcerer, with a POW of 17, subtracts that from 25 to get a result of 8. He rolls 1D20, getting a 13, and Sangor does not succeed in gaining POW.

For every successful roll to gain POW, the magician will gain 1 point of POW.

This roll may only be made once after each adventure (as decided by the referee), not once for every such successful spell or resistance overcome. The increase will come for the character one game week after the adventure is over, or after a week of rest if the adventure is part of a long-term continued campaign.

Losing POW

Some of the ceremonial Magics, such as Enchantment or Necromancy, take permanent POW away from the practitioners.

The Sorcerer's Staff

A magician may pay an enchanter to have a staff made for him. The ritual will take about six months of the magician's time and he will have to pay for the enchanter's upkeep and expenses at a rate of around 1.000 silver Crowns a month. The magician cannot make other commitments because he must assist in every stage of the ritual, and the final ceremony will cost him a point of POW, permanently subtracted from his characteristics. A magician who gains a staff is officially a sorcerer.

The staff acts as a reservoir of POW for the sorcerer. It will have a POW equal to the sorcerer's after he has sacrificed the point of POW, and it can be used to power spells instead of using the POW of the sorcerer. It regains POW at the same rate as the sorcerer under movement and action (i.e., 1 point every 2 hours) and cannot be reduced to zero POW without withering and dying.

A staff of a sorcerer has 20 Hit Points (rather than the usual 15) and will do an additional 1D6 damage (for a total of 1D8+1d6) to a target struck with it, if its POW overcomes the POW of the target (at an expense of 1 point of POW from the staff). If broken in combat, the staff will wither and become useless and dead. A staff may have Protection and Countermagic spells laid on it.

A staff need not be an actual « staff ». Sorcerer's have been known to have jewels, wands, or even weapons enchanted. However, the cost of time is doubled for any non-wood substance.

A sorcerer may have any number of staves.

Gaining New Spells

Sorcerers may get new spells by buying them at the prices on the list of Spells, or by taking one game month per spell and attempting to make a roll of INT+POW as a percentage each game month. Each successful roll means that the sorcerer has gained a new spell of his choice from the list by research and can use it at an initial percentage equal to his INT×3%. If trying to invent a new spell a player must first okay the spell with the referee, and then the character must allow six game months and make a successful practice roll from each month. A missed roll extends the time needed by another month (i.e., six successful roll must be made).

Weapon Use

A sorcerer or other magician can increase only in Sage skills past his DEX×4%. Skills brought with the character when he became a magician which are higher than the maximum will stay at that figure, but will not increase.

Example

Sangor, with a DEX of 15, has a percent skill maximum level of 15×4% = 60%. His bow skill at 70%, brought with him when he became a magician, will never change so long as he is a magician.

The limit reflects the need for a magician to concentrate on intellectual pursuits, as well as his inability to find time to keep in practice with weapons or with manual skills.

Successful sorcerers can always hire non-sorcerer guards and helpers whose skills are not constrained.

Student sorcerers are trained in one one-handed weapon, the dagger, and the two-handed staff. Common equipment for a magician is a staff, a sword and a dagger, although brawnier mages are known to substitute an axe or a mace for the sword. A magician's proficiency with all three weapons is equal to his INT×3% when leaving guild training.

Starting ability with all other weapons is limited to their *Basic Role-Playing* percentage.

Magicians may wear armor but they must buy it themselves.

Magic Spells

General Notes

SPELL RANGE - Unless otherwise specified, the maximum effective spell range for any spell is 120 meters.

FREQUENCY - Only 1 spell can be attempted in a melee round.

DURATION - Spells occur instantly, or for one melee round, or for ten melee rounds, or for 15 minutes.

COMBINING SPELLS - Two low-level spells, such as two Protection 2 spells, cannot be combined to make a higher level spell (a Protection 4 spell). If two unequal spells are applied at the same time, only the higher level spell will take place.

Purchase and memorization of Spells by Non-Magicians

Non magicians may buy spells, but they are not taught the necessary notation to create or read a spell book, and they are not taught how to memorize spells. Therefore a non magician cannot carry more than ¼ his INT in spells (round down any fractions). Non magicians start at 25% with each spell learned. Non magicians cannot research spells.

Spells

Spell	Cost in Crowns	POW gain
Blast	1.000	yes
Change	2.000	yes
Conjure/Dismiss Elemental (per elemental)	3.000	yes
Control	2.000	yes
Countermagic	1.000	no
Dispel Magic	1.000	yes
Enhance/Disminish	2.000	yes
Fire/Frost	1.500	yes
Heal/Wound	1.000	yes
Illusion	2.000	no
Invisibility	3.000	no
Lift	1.500	yes
Light/Dark	1.000	yes
Lightning	2.000	yes
Perception	2.000	no
Protection	1.000	no
Resist	2.000	no
Seal/Unseal	1.500	no
Sharpen/Dull	1.000	no
Speak to Mind	2.000	no
Teleport	3.000	no
Vision	3.000	no
Wall	1.500	yes
Wards	2.000	no

Blast

Range – 120 meters
Duration – Instantaneous

This is a magical beam of light directed at a single target. For each level of the spell used, the target takes 1D6 damage. Armor will absorb the damage, but it cannot be parried. A Countermagic spell may stop it, but Protection will not work because the light is not a kinetic force.

Change

Range – 30 meters
Duration – 15 minutes

This spell, if it overcomes the POW of a living creature, will affect three SIZ points of a target. Each individual level adds three SIZ points of target, and enough levels must be used to affect the entire target. It may also be used on a non-living object with the same requirements. The spell must change the target, which may be the caster, into another shape. The new shape must be in the same kingdom (animal, vegetable, or mineral) as the original target. For instance, a troll cannot be changed into a tree, but it can be changed into a frog. The frog will have all the attributes of the troll, including the SIZ. The spell only affects the shape, not the basic attributes of the object, so it cannot be used to change lead to gold, or the like. Finally, the conditions for life in the new form must be present: the spell cannot change a man to a fish in mid-desert, though he might change to a fish in a river or a sea.

The target of this spell cannot use the exotic abilities of the new shape if it has any. The troll would not be able to breathe fire if he were changed into a dragon, nor would he have the intelligence or knowledge of a dragon, but he will be able to use his physical abilities, such as flying, at 25%.

Each level of this spell can be used to affect more than one object instead of a larger object, or extend the duration of the spell by 15 minutes.

Effects of Elementals on one another

	Gnome	Salamander	Sylph	Undine
Gnome	Normal Combat	Mutual Destruction	No effect	Level vs. Level
Salamander	Mutual Destruction	No effect	Level vs. Level	Mutual Destruction
Sylph	No effect	Level vs. Level	No effect	No effect
Undine	Level vs. Level	Mutual Destruction	No effect	No effect

No effect – Elementals have no effect on each other.

Mutual Destruction – The two elementals compare hit points. The one with the fewer points is destroyed, the other is reduced to the difference between the hit points. If the elementals have the same hit points, both are gone.

Level vs. Level – Compare the level of the elemental to the level of the target elemental. An attack is made using the resistance table. If the attack is successful, the target elemental is destroyed. Two elementals automatically attack each other at the same time on the resistance table, which can lead to mutual destruction.

Normal Combat – The elementals attempt to attack and parry one another, just like normal human fighters.

Conjure/Dismiss Elemental Range – 12 meters Duration – 10 melee rds

This is the spell of conjuring a specific elemental as described below. A magician must specify which sort of elemental he will learn how to conjure. Any elemental conjured will have 3D6 POW and 3D6 DEX, and 1D6 SIZ per level of the elemental. It has no INT and must be directed with the full attention of the magician.

All elementals are affected by magic and are immune to poison. Their hit points equal their SIZ. Aside from these aspects, each elemental has different abilities.

Air – The Sylph

A sylph is a whirlpool of air which will occasionally form into transparent humanoid shape. It can :

1. Carry an object through the air at 6 points of SIZ per level of sylph for 1.000 meters in 10 melee rounds.
2. Knock down 3 points of SIZ per level of sylph.
3. Destroy a salamander by comparing its level against the level of the salamander on the resistance table and making a successful attack.
4. Ignore damage from physical weapons, even those with Sharpen spells.
5. Be added to a missile or thrown weapons to increase the chance of hitting by 5% per level and add 1d3 damage per level.
6. Move without burden at 36 meters per melee round, quadrupled if moving at full speed.
7. Carry messages on scraps of paper up to a kilometer away in 10 melee rounds.

Fire – The Salamander

A salamander usually appears as a lizard-like shape of fire. Constantly active, even while being held in place by its summoner, it can :

1. Engulf a single target in flames, doing 1D6 damage per level of salamander. Armor and Protection spells protect against this attack.
2. Ignite inflammable object it touches, so they will burn on their own, doing 1D4 flame damage per round in addition to the salamander's fire damage.
3. Be damaged by physical weapons, but will damage them in turn at 1D6 per level of the salamander.
4. Absorb flame damage from other sources to heal its wounds.
5. Destroy a sylph by comparing its level against the sylph's on the resistance table and making a successful attack.
6. Mutually annihilate the hit points of an undine or a gnome until only one survives.
7. Can be added to a metal weapon to do an additional 1D6 of damage per level of the salamander plus the damage of the weapon, consuming the weapon's hit points at the same time, as in 3, above.
8. Move at 24 meters a round, which triples when moving at full speed

Example

A gnome with 10 hit points meets a salamander with 12. The gnome becomes a puddle of slag ; the salamander has 2 hit points.

Earth – The Gnome

The gnome always forms into a man-like shape. It also can :

1. Hit physically for 1D6 damage per level of gnome at 25%.
2. Be damaged by physical weapons, but the attacker must make a roll of POW×5 or less on 1D100 or the weapon takes the same amount of damage back to itself.
3. Find the nearest source of metals or gems specified by the summoner.
4. Destroy an undine by comparing its level to the undine's on the resistance table and making a successful attack.
5. Mutually annihilate hit points with a salamander until one is gone.
6. Move 12 meters a round, which doubles when moving at full speed.

Water – The Undine

The undine will manifest as a tower of water and occasionally take the shape of a beautiful human female. It can :

1. Engulf one target to drown it at 1D8 points/melee round. Each melee round the target may match its POW against the POW of the undine on the resistance table to keep it's breath and not be drowned.
2. Be damaged by physical weapons, but will only take half the rolled damage and cannot be impaled.
3. Carry an object or person through the water at 6 points of SIZ per level of undine for a kilometer in 10 melee rounds.
4. Wash away a gnome by comparing its level against the level of the gnome on the resistance table and making a successful attack.
5. Mutually destroy a salamander's hit points until one or the other is destroyed.
6. Be added to a weapon to let it move normally underwater.
7. Move unencumbered 36 meters per melee round in water, and 6 meters on land.

The user of this spell may also use it to attempt to dismiss an elemental of the type the user knows how to conjure. Again, he must overcome the level of the elemental with cast level of Dismiss Elemental on the resistance table.

Example

Sangor knows Conjure/Dismiss Salamander. A fifth level salamander is conjured against his party. He successfully uses Dismiss Elemental 3. He compares his level Dismiss against the level of the salamander on the resistance table, a 40% chance. His player rolls 27, and the attacking salamander is gone.

Control

Range – 120 meters
Duration – 10 melee rounds

The user of this spell must overcome the POW of his target. Each level of the spell cannot be used on unintelligent animals. Each attack is independent. If the caster wishes to have the victim do anything other than collapse, he must concentrate on the spell, using no other spells or doing anything more than moving slowly and speaking to others in short sentences. While concentrating, he may control the movements and speech of the target. If the caster is forced to fight or concentrate on any other activity, the victim collapses into sleep.

A collapsed victim will revive from unconsciousness and regain control of himself as soon as he makes a roll of his CON on D100. The roll may be attempted once each melee round after the round of collapse.

Countermagic

Range – 120 meters
Duration – 5 minutes

This spell puts up a magical shield around the user or on any person or object he wishes to keep magic from affecting. The level of an incoming spell must be rolled against the level of the Countermagic on the resistance table. A successful roll means the spell penetrated despite the Countermagic. It must still overcome the POW of the target, if needed. A failed penetration means the spell rebounded on the caster. Any spell failings to penetrate two Countermagics in succession dissipates and is no more. The Countermagic protects the target and anything he is carrying.

If the character or object to receive the Countermagic already has a Protection spell, the Countermagic will not be effective unless its level overcomes the Protection level on the resistance table. If successful, both spells will be in effect.

Countermagic is effective versus Blast and Lightning, but not against Fire/Frost.

Dispel

Range – 120 meters
Duration – Instantaneous

This is a spell used for ridding oneself or another of the good and bad effects of a spell such as Control, Lift, Sharpen/Dull, etc. Like Countermagic, it must overcome the level of the target spell on the resistance table. It can be used to destroy an elemental. It must be directed at a particular spell (though saying, « Get rid that has Gottfried walking like a zombie » will do, if the exact spell is not known) and, if the target is protected by Countermagic, it must get through the Countermagic as usual to reach its objective.

Dispel may also be thrown at a character who is throwing a spell in an attempt to keep the other's spell from happening. This can be handled in the statement of intent phase as « Sangor will throw a third level Dispel to stop the guy in the black robes from throwing whatever he is throwing this time ». Always work out the results of the Dispel before the results of the other spell.

Enhance/Diminish

Range – Touch
Duration – 15 minutes

This spell can add one point to either STR, CON, SIZ or DEX of the target for each level of the spell used. This spell can also diminish a characteristic in the same manner.

Fire/Frost

Range – 120 meters
Duration – Instantaneous

Each level of this spell does 1D6 fire or cold damage to everything in a one-meter-diameter circle. Multiple levels may be used to set up several fires instead of one large one, or can combine the effects. The Fire/Frost appears as a pillar arising from the ground.

The damage is absorbed by armor, Protection, and Resist spells, but Countermagic has no effect. The spell lasts only one melee

round unless something flammable is affected. If it is, the blaze continues, damaging anyone or thing within it at 1D4 points per melee round.

Frost can be used to put out normal fire, but has no effect against salamanders or dragon breath.

Example

Sangor the Sorcerer needs to block a 3-meters-wide passage, and wants to fry the first rank of attacking goblins in the process. He puts 4 points of POW into a fourth level Fire, putting two Fires, each at level 2, side by side to fill most of the passageway. The front two goblins each take 2D6 damage

Healing/Wounding

Range – Touch
Duration – Instantaneous

A level of this spell heals 1D6 of damage by wound, Fire, Blast, Lightning, or acid. It does not work against poison or disease. Wounding will target on the resistance table. Healing can bring a character back from the dead if the Healing is done within 15 game minutes and the character did not take more than his hits again in damage. Thus, a character with 15 hit points can be brought back with Healing if he did not take more than 30 points total damage.

Illusion

Range – 30 meters
Duration – 15 minutes

This spell allows the caster to build up an image of an object equal to 3 SIZ points for every level of the effect. This image is totally visual, with no sound, scent, touch, or taste component. It will remain if touched but will be totally insubstantial and obvious as an illusion. It is generally used to create images of walls, pictures of people, etc. Unless the caster concentrates on it to the exclusion of all else, the illusion will not move.

Invisibility

Range – Touch
Duration – 15 minutes

Each level of this effect covers a SIZ 3 object or person. The caster must concentrate on the spell and must do no more than walk or speak. Fighting, throwing spells, or similar distractions such as falling into pits or negotiating a difficult path will break the spell. If the spell is being maintained by another, anyone attacking the target must attack at 1/5 of the normal chance.

This spell does not stop sound or other senses.

Lift

Range – 120 meters
Duration – 15 minutes

Each level of this effect covers a 3 SIZ points of the person or object affected. If the SIZ is appropriate, the caster may lift the object and move it through the air. This can be the caster himself, using the spell to fly. The object will move at 24 meters per melee round. Each level of the spell above the minimum necessary to move the SIZ will add 6 meters per melee round to this speed.

If the object does not wish to be lifted, the caster must overcome its POW.

The spell may also be used to slow down a falling object too big for the level of the spell. For each level less than needed, the object is slowed as if it were falling that difference times 3 meters, up to a 12 meters reduction.

Thus, if a SIZ 13 object is falling and the level of the Lift is 4 (which affects 12 SIZ points), the object which is falling 10 meters will fall as if falling 3 meters ($1 \times 3 = 3$). However, if the SIZ 13 object is faced with a level 1 Lift, there is a difference of 4 and the fall would be equivalent to the 10 meters, anyway.

The spell may also move an object such as cart or sledge along the ground if there is a level of spell available for every 6 points of SIZ of the object.

Light/Dark

Range – 120 meters
Duration – 15 minutes

This spell illuminates a 3-meter-radius circle. Each additional level adds 3 meters to the radius. This light is about torch magnitude. The spell must be cast on an object ; it does not hang in mid-air.

Dark takes the light away from the same radius circle. The area is in total darkness to anyone seeing in the normal range of visible light, even if a torch or other light source is burning in the area.

Lightning

Range – 60 meters
Duration – Instantaneous

Each level of this spell does 1D6 damage directly to the hit points of the closest target the caster is facing. If two target are equally close to the caster, the Lightning will strike the target with the most metal. Countermagic will protect against the spell.

Perception

Range – 60 meters
Duration – Instantaneous

The caster may specify one type of thing he is searching for, such as the nearest trap, secret door, gold, magic, stairway, unfamiliar thoughts, etc. This spell will then give the direction to the nearest such thing within the range of the spell. Additional levels allow for more than one thing at the same time. Thus, the caster may wish to use a level 2 Perception to determine the closest two traps, or the closest trap and the closest secret door, etc.

Protection

Range – 120 meters
Duration – 15 minutes

This spell works like armor. Each level adds one point to the armor protection of the caster. Since this affects the same area a counter spell would affect, any counter spell on the target must be overcome by the Protection to work. If successful, both spells may stay on the target.

Resist

Range – Touch
Duration – 15 minutes

Each level of this spell reduces heat or cold damage taken in a mele round by one point. If the protected character is hit by more than one Heat/Cold attack, each damage roll is reduced by the level of the effect. Thus, if Sangor the Sorcerer, using Resist 3, is hit by a 5-point salamander attack, a 7-point Frost, and a 10-point dragon breath, his total damage is $(5-3)+(7-3)+(10-3)=13$ points. Fortunately for Sangor, he is quite unlikely to be hit by any such concentration.

Seal/Unseal

Range – Touch
Duration – 15 minutes

This spell acts to bond the edges of any two unliving objects which are at rest and fitted to one another. Some examples are a door in a doorframe, a lid on a box, or a sword in a scabbard. The two objects become one object, and cannot be separated for the duration of the spell. The objects can, of course, be battered open or destroyed. A Seal spell adds 20 points to whatever hit points the object has.

The reverse spell will open unlocked doors or boxes and cause scabbarded objects to fly out of their containers and drop to the ground. It also acts against a Seal spell if the level of the Unseal overcomes the level of the Seal on the resistance table.

Each level of spell adds either 15 minutes to the duration of the spell or adds 20 more points to the hit points of the object sealed.

Sharpen/Dull

Range – 120 meters
Duration – 15 minutes

This spell adds 5% to the attack chance and 1 point of damage to any weapon (including blunt weapons and missile weapons) to which it is successfully applied. If more than one level is used, it

can either add multiples of 5% and one point of damage to the weapon, or it can be distributed equally among several weapons, up the level of the spell. Applied to Dull a weapon, it reduces the chance to hit by 5% and to damage by one point per level. Damage cannot be reduced below one point.

Speak to Mind

Range – 120 meters
Duration – 10 melee rounds

Each level of this spell allows the caster to speak to another mind, intelligent or not. Only surface conversation or feelings are transmitted. The target of this spell cannot communicate to any other target of this spell. The caster may, however, cast Level 1 Speak to Mind on two other characters to let them communicate.

Teleport

Range – Touch
Duration – Instantaneous

Each level of this spell allows the caster to instantaneously transport 3 SIZ points to another place known well to the caster. The range of this transportation is 1,000 meters. If the level of the effect is higher than the SIZ requires, each extra level will extend the range another 1,000 meters. If the object does not wish to be transported, the caster must overcome its POW. A fumble with this spell will send the caster to the center of the earth, to ultimate destruction.

Vision

Range – 120/30 meters
Duration – 10 melee rounds

The caster may see what is happening in any area within the first given range of the spell with which he is familiar. This gives full vision and hearing as if the caster were in the area. If the caster is physically next to any area within the 30 meter range of the spell, he may put the spell into such an area. Each extra level of the spell will allow the caster to go back as much as a day to see what happened in an area. This magic may also be used to touch an item and receive and vision of its previous use or owner. Each additional level used gives another use or another picture.

Each level also allows the user a cumulative 10% chance of learning the activating word for a magical device. The user may only attempt this once for any one object until he gains an increase in skill with the spell.

The caster may not use any other spell while using the Vision spell, or the Vision spell will disappear.

Wall

Range – 12 meters
Duration – 15 minutes

This magic brings a wall out of the ground or stone floor to stand solidly before the caster. It will appear anywhere needed within the 12-meter range and will be 1x1x3 meters. Each additional level of the spell will add 1 meter to one dimension of the wall. The wall has 30 hit points if any attempt is made to destroy it. Each meter added to the initial wall will add 10 to the hit points.

Ward

Range – Touch
Duration – Permanent

Wards form a protective square around the person or object needing guarding or protection. An area of 9 square meters may be so guarded. The Wards are formed by four stones created in a preliminary ritual to gain the effect. Only the caster may take down the Wards, although they may also be dispelled.

The Wards act as a Countermagic and Blast. Any magic point going either way through the line must overcome a level 1 Countermagic. Any object crossing the line from either direction receives a level 1 Blast. Each extra level adds 3 meters to any dimension or another level of Countermagic and Blast. The spell must be successfully cast to set up the wards and successfully cast again to take them down.

IV. Creatures

Great and Small

Your *Basic Role-Playing* character grew up in an area with natural monsters such as bears, wolves, and intelligent baboons. Our *Magic World* has many more denizens than these. This chapter will describe a few of these exotic creatures and how they relate to the rest of the world.

Every creature will be described in the following format :

DESCRIPTION – A paragraph giving a general description of its appearance, attitudes, and commonness.

SIZ – A dice roll giving the SIZ of the creature. This is also used for the Hit Points and, if need be, the STR. (Note : this is different from *Basic Role-Playing*).

INT – A dice roll indicating the INT of the creature in comparison with a human's normal 3D6.

DEX – A dice roll giving the DEX of the creature for combat and dodging purposes.

POW – A dice roll giving the POW of the creature for magic and luck purposes.

MOVE – The creature's melee movement ability written as meters per melee round.

ATTACK – By weapon or natural feature, the usual chance of success, and the damage done.

ARMOR – The type of protection and the number of points of its protection.

SKILLS – Up to five skill percentages will be given. Referees are free to add more.

SPECIAL – Special attacks and descriptions of exotic features of the creature will be given.

TREASURE – A notation of what sort of treasures attract these monsters and what may be found in their lairs. See *Treasures*, Chapter V.

PLAYER CHARACTER – A few of these creatures can be played as characters by players. This section will give notes on rolling up one of these exotics.

Before reading the descriptions of these exotic beasts, the player should pause to remember that the most dangerous opponent he is likely to face will be other adventurers, with all the skills, magic, and cunning that he himself possesses.

Chimaera

DESCRIPTION – This horse-sized beast has a lion's body. Three heads come from its shoulders : a dragon's, a lion's and a goat's. These creatures were created by mad gods centuries before and reproduce slowly. They keep the wilderness, although some young have been captured by magic workers who use them as pets, mounts, or guardians. Chimaeras love horse meat.

SIZ – 3D6+12

INT – 1D6

POW – 4D6

DEX – 3D6

MOVE – 30 meters per melee round

ATTACK	<i>Ability</i>	<i>Damage</i>
Dragon head fire breath	60%	3D6 per target
Dragon head bite	30%	2D8
Lion head bite	50%	1D10
Goat head butt	50%	2D6
Claw	60%	1D8+1D6

ARMOR – 8 point skin

SKILLS – Hide 50% ; Jump 75%

SPECIAL – A chimaera can bite with all of its heads and use one claw in the same DEX against one or more foes. Alternately, the dragon head can breathe and the other heads attack with bites and bites, but it cannot claw.

TREASURE – Unless it is guarding someone else's treasure, a chimaera will not have any treasure of its own. There might be some on the bodies of previous victims.

Demons

DESCRIPTION – These summoned beings are brought to this plane by long rituals known to wizards. They are basically humanoid with the following common attributes.

SIZ – 2D6+6

INT – 3D6

POW – 3D6

DEX – 3D6

MOVE – 24 meters per melee round

ATTACK	<i>Ability</i>	<i>Damage</i>
Claw	50%	1D8
Goat head butt	50%	1D6

ARMOR – 2 point skin

SKILLS – Listen 75% ; Spot Hidden Item 60% ; Move Quietly 50% ; Hide 50% ; Jump 60%

SPECIAL – A demon will also have 1D6+1 Demonic features, see list. Roll 1D20 to determine which features are present, either rolling again for duplicates or else doubling the feature, as seems appropriate. Encountered troops of demons may be all the same or each different.

Demonic Abilities

<i>1D20</i>	<i>Feature</i>
01	+6 point skin
02	+10 SIZ
03	+10 DEX
04	+10 POW
05	Pincer hands, +1D6 damage
06	Extra STR, +1D6 damage
07	Wings, fly 36 meters per melee round
08	Flame touch, +2D6 damage, immune to Fire
09	Level 3 Perception spell at 70%
10	Immune to magic effects
11	Immune to unenchanted weapons
12	Level 3 Control spell at 70%
13	Chameleon power, +40% to Hide ability
14	Cat feet, +40% to Move Quietly ability
15	Bat ears, +25% to Listen ability
16	Keen eyes, +30% to Spot Hidden Item ability
17	Kangaroo legs, +30% to Jump ability
18	Sting tail, 1D6 damage, +3D6 poison damage if it penetrates armor
19	Walk through walls
20	Roll twice on table

TREASURE – Demons will be found only guarding the treasures of other beings ; they have none of their own.

Dragons

DESCRIPTION – Dragons are large, flying, flame- or poison-breathing reptilian creatures with a lust for treasure. They are individualistic and selfish, and will never give up an item of the hoard willingly. Anyone stealing something from a dragon will earn its enmity for the rest of its very long life. Dragons consider themselves the wisest and most cunning creatures, and therefore may be susceptible to flattery.

SIZ – 4D6+30

INT – 3D6+6

POW – 3D6+12

DEX – 3D6

MOVE – 30 meters per melee round when walking, 60 meters when flying.

ATTACK	<i>Ability</i>	<i>Damage</i>
Flame breath	60%	3D6 to all hit
Claw	50%	4D6
Bite	50%	2D8+2D6
Wing buffet	50%	Knockdown
Tail swipe	60%	Knockdown

ARMOR – 10 point skin

SKILLS – Fly 90% ; Spot Hidden Item 80% ; Jump 75% ; Listen 75%

SPECIAL – The flame breath does damage to all in a 3-meter-diameter circle within 60 meters of the dragon. Alternatively, the flame breathe can be 3D6 poison in a 3×3×3 meter cloud. The dragon may also know up to its INT in spells at INT×5% ability for each spell. Dragons are immune to fire.

TREASURE – A dragon will have a hoard worth its SIZ×100 Cr.

Dwarves

DESCRIPTION – Dwarves are a short, underground race, continually delving after the treasures of the earth. Dwarves hate all treasure-hoarding dragons, mostly because they want to hoard the treasures themselves. They are excellent warriors with axe and crossbow. They hate goblins and mistrust elves and trolls. They will wily mix with humans.

SIZ – 2d6+3

INT – 3D6

POW – 3D6

DEX – 3D6

MOVE – 18 meters per melee round.

ATTACK	<i>Ability</i>	<i>Damage</i>
Axe	50%	1D8+2
Shield parry	50%	
Crossbow	40%	2D6+2

ARMOR – 5 point chainmail

SKILLS – Spot Hidden Item 60% ; Hide 50% ; Climb 50% ; Disarm Traps 60%

SPECIAL – Dwarves are resistant to fire, taking only half damage from it. Dwarves can see in the dark.

TREASURE – A dwarf city will have immense treasure. An individual dwarf will carry 2D100 Crowns at any one time and has a chance equal to his POW×2% of having a magical item.

PLAYER-CHARACTERS – Dwarves may be player-characters. Roll 4D6 for STR, 2D6+6 for CON and 2D6 for SIZ. A dwarf will have the warrior's beginning percentage with an axe and shield, plus similar ability in Climbing, Hiding, Spot Hidden Item, and Disarm Traps. He will not know how to ride or swim. The dwarf begins with a set of chainmail and 50% ability to make armor. He will not have a magical item.

Dwarves may become sorcerers, but fall under all the restrictions of magic workers.

Elves

DESCRIPTION – Elves are long-lived, tall forest dwellers. Young elves often go adventuring among humanity, but retire as they mature. Their favorite weapon is the bow. Elves hate trolls and disdain dwarves and goblins

SIZ – 3D6+2

INT – 2D6+6

POW – 2D6+6

DEX – 2D6+6

MOVE – 27 meters per melee round.

SKILLS – Move Quietly 75% ; Hide 75% ; Spot Hidden Item 75% ; Listen 75%

SPECIAL – Elves are natural magicians. Also, they may only memorize a third of their INT in spells because they take the time to increase past their DEX×5% in all skills.

TREASURE – Elves treasure fine jewelry and magic items. These are often extorted from the dwarves. Elves encountered outside an elven settlement will be carrying no more than 1D20 Cr and may have magical artifacts if the individual elf's POW is rolled as a percentage. If he has it, it will be one of use to him and he will use it against any attacker.

PLAYER-CHARACTERS – Elves may be player-characters. STR is 2D6+2, CON is 3D6, and SIZ and DEX are as shown above. Elves are tall, slim, and fine-boned. An elf player character will start with a warrior's percentage in bow and rogue's abilities in Move Quietly, Hide, Spot Hidden Item, and Listen. The character will also be a beginning magician.

Ghosts

DESCRIPTION – Ghosts are the shadowy and insubstantial essences of the dead. They usually guard or haunt the scene of a past tragedy. An encountered ghost may simply try to scare away characters, or tell its tale of woe, or demand or offer help, or attack in mindless rage. The reaction depends on the actions of the characters and the ghost's reason of being.

SIZ – Insubstantial

INT – 3D6

POW – 2D6+6

DEX – Unimportant

MOVE – 10 meters per melee round.

ATTACKS

See Special

SKILLS – Move Quietly 100%, Hide 100%

SPECIAL – A ghost attacks with its POW versus the POW of the target on the resistance table. If this attack should succeed, then the victim collapses. The victim must also make a roll of CON×5%. If the character does not die, he is unconscious until the player can roll the character's CON as a percentage. If the attack is unsuccessful, the victim may attack the ghost in the same manner. If the victim's attack is successful, the ghost cannot attack him for a day.

If the victim is protected by a Countermagic spell, the ghost must first penetrate the Countermagic as if the ghost was a first level magical spell.

A Dispel may banish a ghost for 1D20 days if the roll succeeds based on the level of the Dispel versus the total POW of the ghost. This may be attempted any number of times until it works.

A ghost is immune to weapons and physical magic such as Blast or Fire. Once a ghost has attacked a character, it will attack each melee round until the victim is unconscious, dead, agrees to follow the ghost's wishes, or is stopped by the character's successful attack.

Always resolve ghosts' POW vs. POW attacks first in the round.

Goblins

DESCRIPTION – Goblins are mean, low, and basically evil race. Their society encourages brutality and cunning and greed. They hate dwarves, distrust elves, and are often enslaved by trolls. They are creatures of the night and can only use their fighting and other skills at half-ability in the daylight. They see in the dark by infrared light.

SIZ – 2D6+2

INT – 3D6

POW – 3D6

DEX – 3D6+4

MOVE – 18 meters per melee round.

ATTACKS	<i>Ability</i>	<i>Damage</i>
Any weapon	45%	Per weapon

ARMOR – 3 point cuirboilli

TREASURE – A goblin hoard will have 1D20 Cr (or equivalent) per goblin in it.

PLAYER-CHARACTERS – A goblin character should roll 2D6+2 for STR and 3D6 for CON. All other characteristics are as above. A goblin character has all a rogue's beginning skills except that his weapon can be any hand, missile, thrown, or thrusting weapon. A goblin character will have 2 point leather armor. He cannot Ride or Swim.

A goblin may be a sorcerer but must follow all the usual restrictions to become one.

SPECIAL – The poison in a manticore's sting is compared against the Hit Points of the victim on the resistance table. A successful roll means the victim takes that many Hit Points of damage additional to the sting damage. An unsuccessful roll means the victim took half the number of points rolled.

TREASURE – Manticores will accumulate treasure, particularly gold and jewelry. Greed was built into their genes when they were created. They are intelligent enough to use treasure to buy their way out of tight situations.

Horses

DESCRIPTION – Horses are riding animals. Warhorses are trained to fight while ridden and at the direction of their riders. Other horses will only fight if cornered and will then pay no attention to their riders. A regular horse will generally cost its SIZ×100 Cr. A beginning warrior's horse will not be a warhorse.

SIZ – 4D6+12

INT – 1

POW – 3D6

DEX – 3D6

MOVE – 36 meters per melee round.

ATTACKS	<i>Ability</i>	<i>Damage</i>
Kick	25%	2D6
Bite	25%	1D8
Rear and plunge	25%	4D6

ARMOR – 1 point skin

SPECIAL – A horse will make one of its attacks per melee round.

Manticores

DESCRIPTION – Like the cimera, a manticore is a slow-breeding creature. Popular with magic workers as pets and mounts, many have been raised in a protected environment. They have lion's body and mane (for the males) with a humanoid face, dragon wings, and a scorpion's tail. They also like horseflesh.

SIZ – 4D6+12

INT – 2D6+3

POW – 3D6

DEX – 4D6

MOVE – 30 meters per melee round on ground, 45 on air.

ATTACKS	<i>Ability</i>	<i>Damage</i>
Claw	40%	3D6
Bite	40%	1D10
Sting	50%	3D6, +3D6 on CON if it penetrates armor

ARMOR – 4 point skin

SKILLS – Fly 75% ; Spot Hidden Item 50% ; Move Quietly 60% ; Hide 75% ; Jump 80%

Future-World



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The world has had hundreds of years of cataclysms, great wars, and disasters. Yet, the human race has survived and progressed.

Two intermeshed forces dominate this world. The first element is the Third Terran Empire, a bureaucratic empire, with royal dynasty figureheads at the top of a huge, multi-racial civil service. This bureaucracy is mostly involved with the maintenance of the second element of the world, the gates.

The gates bridge the gaps between the worlds. Reaching any world through a gate is as simple as walking to the next block: there is no bother with warp drives, sunsails, or any of the other multitudinous star travel systems employed by previous empires. Gate travel is instantaneous and cost-effective in time and energy.

Gates are rarely used to travel from one point on a world to another point on the same world because of the relative expense, but every world of the Empire is connected in some way or fashion to the others by gates. The Imperial bureaucracy controls the use of the gates through its elite guards, the Imperial Corps of Engineers (ICE).

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Background for Future World

THE EMPIRE'S WORLDS

There are three sorts of worlds within the Empire.

The *core worlds* are the central, fully settled and civilized, worlds of the Empire. Most of them were settled during the Second Empire, and either formed or were conquered by the Third Empire. They are both residential and industrial. Gates go from these worlds only to other core worlds and to *frontier worlds*.

The *frontier worlds* are those colonized by the Empire and are considered pacified, if not entirely civilized. Here are farmlands, forests, and most of the military bases. These worlds screen the Empire's core worlds from the rest of the universe, as typified by the *outer worlds*.

The *outer worlds* are untamed worlds which may harbor unknown or unconquered menaces. They may be undergoing colonization, may contain alien races which are not a part of the Empire, or may be uninhabitable for reasons of atmosphere and gravity, but have a wealth of resources for plundering by imperial exploiters.

No gate may legally be opened between the outer worlds and a core world. All traffic must go through the frontier worlds, even traffic between two outer worlds. Enforcing this rule is part of the job of the unique service, military, and law enforcement organization known as the Imperial Corps of Engineers (ICE), the first rank of defense for the Empire.

Frontier and outer worlds are exploited by the great corporations of the Empire. If ICE is civilization's first line of defense, the corporations provide the offensive thrust for the civilization. Corporations license gates from the Empire and push out to new worlds, opening new fields of trade and exploitation. It is with these corporations that most adventurers find their adventure. The corporations continually seek experienced personnel as members of trade teams, company guards, exploration forces, and counter-espionage groups. Between potential problems from hostile aliens and active industrial sabotage from rivals, there is always a place for a young adventurer who wants to leave safe old Terra and venture among alien worlds.

HOW GATES WORK

Operating from a central base, ICE technicians develop the coordinates for a focus on a new planet from information provided by astronomers and computer models of the universe. Every attempt is not successful. Often there is nothing where the astronomers and computers think it might be, for their predictions are only about 75% accurate. If there is no planet after all, or the planet varies so much in gravity, size, or rotation that it cannot be brought into line with the world the gate is based on, then the gate will not focus firmly and contact cannot be maintained.

Sometimes gate-forming succeeds in an unexpected way. Sometimes the world seems right, but the sun does not match its expected spectral type, or the star formations are wrong. One world has been proven to have a different (though not very different) set of natural laws, not belonging to this universe. Gates formed for transportation on the same world as the base have been known to go to a parallel world. The other is often exactly like the one it left from, but a ground transport check of the focus confirms that it is not on the same world as the base. Any gate found to go to a parallel world has been shut down immediately, but rumors of their existence are found throughout the Empire.

A gate requires the power of a medium fusion reactor. For safety reasons, the power for operating gates is always self-contained. Minimal power drain for a gate maintains a carrier wave; any gate used for transportation or changing its focus sucks up much power.

All gates to outer worlds have their base on frontier worlds. There is never a gate base on an outer world that focuses on a frontier world, and never a gate base on a frontier world focused on a core world.

GATE BASE

A gate base consists of all the focusing equipment, a medium fusion power plant to power the gate, and living accommodations for personnel. Once the coordinates are established, the gate is created. Barring complications, anyone can travel between the world the base is on and the world the gate is focused on as long as the gate is in operation.

FOCUS

The gate base is the only installation needed for a fully operating gate. The target world needs no equipment on it. The focus of a gate is simply the area on the target world on which the gate locks. Normally, the focus area on the planet will be an area similar in geology and climate to the area of the gate base. Many elaborate theories, and little proof, explain why this similarity exists.

APPROPRIATE WORLD

By Imperial law, no gate may connect an Earth-type world to a world other than Earth-type in atmosphere, gravity, or rotation period. No one has ever successfully established a gate to a world which differed from the gate base world in gravity or rotation by more than 10%. Atmosphere has never interfered with such gates, however. Rare special licenses have been issued to companies wishing to mine the atmospheres of non-oxygen-atmosphere worlds. Chance contact with an intelligent race inhabiting such a world is automatic cause for closing the gate.

Unless propelled by force or by pressure differences, cross-gate atmospheres mix together slowly.

GATE TRANSPONDER

Maintaining a fully-open gate is expensive in time and power, but turning the gate on only at scheduled intervals can be disastrous for people needing a quick gate exit. The solution to this dilemma is the gate transponder.

Once an activated transponder has been taken through a gate, it passes a carrier wave back to the gate. Pushing a button on the transponder alerts the gate technicians at the gate base to open the gate again, saving vital time and yet not wasting power.

If the transponder is shut off while in the focus area, or if it is moved from the focus area, the link to the gate is broken. Transponders are small and easily hidden, and the on-off switch takes a conscious effort to find and alter. Most explorer teams leave a transponder guard when investigating new worlds. Nevertheless, several transponders have wound up in the bellies of large animals, leaving the exploring parties to wait until a gate is reopened to seek the reason for the broken link.

A gate transponder has a taccapack-style generator and weighs one ENC. The generator will put out one point of energy to fuel the transponder. The rest of the mass is taken up by the transponder circuitry.

HISTORY

No one knows if the Second Empire discovered the gates by scientific research or by looting an ancient ruin of a previous race, but those initial explorers obviously worked by hit-or-miss and were still discovering the possibilities. Then the Second Empire was suddenly destroyed as hordes of alien invaders invaded and counter-invaded the Second Empire core worlds through the Empire's own gates.

A basic strength of the Third Empire is ICE's knowledge of gate interference technology. Any world with a gate base can stop any number of gate focuses from being established on it and trace an invading gate to its source. This makes gate invasion impossible unless the gate base on the target world has been subverted or sabotaged. As long as one gate base exists, no unwanted gate can focus on the world, though an enemy gate base on the same world can bring in invaders. To maintain the inviolability of Empire gate bases and to keep illicit and invading bases from being established is the job of ICE.

HOW ICE WORKS

ICE is an elite military, security, and law enforcement arm of the Empire, dedicated to the maintenance, protection, and control of all gate technology. They supervise and guard the established gates, open newly authorized gates, and close down illegal gates. The best of every Empire race is recruited into ICE.

As shown in Chapter II, once joining ICE, a character cannot leave until finishing his normal preliminary career pathing. Once a character has spent four terms in ICE, he may leave voluntarily. Some of those four terms can be spent in other military or scientific careers. Only a dishonorable discharge releases a character from service prematurely.

II. Character Careers & Races

CREATING A CHARACTER

A *Future*World* character is created as a *Basic Role-Playing* character is, with rolls of 3D6 determining STR, CON, SIZ, INT, POW, DEX, and CHA. *Future*World's* higher health standards allow any characteristic roll of 12 or less to be increased by 3, except for CHA.

Players wishing to play aliens or robots should find the dice rolls used to determine the characteristics of those beings under the descriptions of those beings later in this chapter.

DAMAGE BONUS

A character with STR or SIZ of 15 or more may add 1D6 to the damage done with any hand-held weapon including a fist or a kick. If the character has STR or SIZ of 25 or more, the extra damage is 2D6; 35 or more gives extra damage of 3D6, and so on. There is no second bonus if both SIZ and STR are over 15. In all cases use the higher one of the two characteristics to determine extra damage. This damage bonus is not applied to missile or distance weapon results.

PREVIOUS CAREER PATHS

Every beginning character is assumed to have gone through a general education course, bringing the character to his initial career at an age of about 18 Terran years. Six career paths are open to a beginning character; when entering any of the careers on the Careers and Enlistment Table, the beginning character will be considered a civilian.

Careers Available to Beginning Characters

- CIVILIAN** – the character can join the general workforce of the Empire to learn ordinary trades and skills.
- ICE** – the character can become a member of the elite corps of gate guardians.
- SCOUTS** – the character can become one of the world exploration and first-contact specialists.
- ARMY** – the character can enlist in the main military force of the Empire.
- SCIENCE** – the character may continue his education in the sciences as a researcher or developer of new knowledge.
- CRIMINAL** – the character may join the underworld of the Empire and perfect his abilities in illicit activities.

LENGTH OF PRIOR EXPERIENCE

Each character will serve 6 yearly terms of 'career pathing' before starting an initial career. Each term on a career path allows him 15% increases in two or three skills (depending on the career) from those learnable during a term (see the Training and Experience Chart). A term always equals one year.

Non-military characters joining ICE late in their career pathing must start play as ICE men, and will gain in skill only through play.

To enlist in a career path, the character must satisfy the requirement listed for the career on the Careers and Enlistments Table. All beginning characters are considered to be civilians, and their chances to enter other career paths are based upon their status as civilian. A character may attempt to change his career at the end of a term; this is determined by a modified die roll of 18 or more, as noted on the Careers and Enlistments Table. If the character fails the prescribed die roll, he must continue in his previous career for another term.

Price and Wage Table
For Core or Frontier World

Item	Cost in Credits
Clothing	
full set of work clothes/uniform	100 Cr
standard dress/sports clothes	500
fashionable dress clothes	800
court dress clothes	2500
Living Expenses for 1 Year (with clothing)	
subsistence	4000
average	12,000
wealthy	200,000
Lodging Per Day	
Cheap	20
average	60
deluxe	500
Transportation	
standard civilian grav-car, new	10,000
local public transport, daily	2
same-world gate travel	1000
inter-world gate travel	10,000
Tools	
basic hand tool set	300
basic electronics tool set	1000
full laboratory, per science	300,000
30-point tool computer	10,000
standard library computer	20,000

WAGES

Per Year of Following Occupation*	Credits
civilian	1D20 x 3000
army	1D10 x 3000
scouts	1D10 x 4000
ICE	1D10 x 6000
science	1D10 x 10,000
criminal	1D100 x 4000

* These wages are for characters involved in their 6 terms of service. Career professionals may eventually earn as much as ten times the top amount shown above.

EXAMPLE

John Steel, new graduate, is automatically a civilian. His STR is 16, his CON is 17, and his DEX is 14. The Careers and Enlistments table requires that to become a Scout, those three characteristics must be averaged together, 1D4 thrown, and that the total will equal or exceed 18. Fractions are rounded up to the nearest whole number. John's required characteristics average 15.6, and this is rounded up to 16. John's player throws 1D4 and gets a 2. A 2 added to 16 equals 18, just enough for John to join the Scouts.

After his first term in the Scouts, John wants to join ICE. As required on the Careers and Enlistments Table, his DEX (of 14), INT (15) and POW (16) are averaged together, yielding 15. His term as a Scout gives him a bonus 1 point, making 16. John's player rolls 1D4, but gets a 1! The total is 17, not enough to get into ICE. John stays in the Scouts for another term. This time though the average of his pertinent characteristics is still 15, he gets a point for each of his two Scout terms, a score of 17. Now, no matter what John's player rolls on the 1D4, John can join ICE.

John can now serve his remaining 4 terms in ICE and emerge with impressive skills for his new career as an adventurer.

Careers and Enlistments Table

<i>To Go From This Career</i>	<i>And Get To This Career</i>	<i>Requires a Score of 18+, Obtained as Shown Below, Unless Automatic,</i>	<i>Including any Appropriate Modifiers</i>
CIVILIAN	ICE	INT+POW+DEX divided by 3, +1D3	+1 per Scout term, +2 per Science term, and +1 per 2 Army terms
	Scouts	STR+CON+DEX divided by 3, +1D4	+1 per Civilian term, +2 per Army term
	Army	STR+CON+DEX divided by 3, +1D6	+1 per Civilian term, +2 per Scout term, +2 per Army term
	Civilian Criminal Science	automatic continuation by choice automatic life of crime by choice INT+POW divided by 2, +1D3	none necessary none necessary +1 per Civilian term, +1 per ICE term
ICE	ICE	automatic continuation	none necessary
	Scouts	cannot be done	not allowed
	Army	cannot be done	not allowed
	Civilian	automatic with dishonorable discharge	none necessary
	Criminal Science	cannot be done INT+POW divided by 2, +1D3	not allowed +1 per ICE term
SCOUTS	ICE	INT+POW+DEX divided by 3, +1D4	+1 per Scout term
	Scouts	automatic re-enlistment	none necessary
	Army	automatic at choice	none necessary
	Civilian	automatic at choice	none necessary
	Criminal Science	automatic with dishonorable discharge INT+POW divided by 2, +1D3	none necessary no modifier allowed
ARMY	ICE	INT+POW+DEX divided by 3, +1D3	+1 per Scout term, +1 per 2 Army terms
	Scouts	STR+CON+DEX divided by 3, +1D4	+2 per Army term
	Army	automatic continuation by choice	none necessary
	Civilian	automatic at choice	none necessary
	Criminal Science	automatic with dishonorable discharge cannot be done without Civilian term first	none necessary not allowed
SCIENCE	ICE	INT+POW+DEX divided by 3, +1D3	+2 per Science term
	Scouts	STR+CON+DEX divided by 3, +1D3	no modifiers
	Army	STR+CON+DEX divided by 3, +1D3	+1 per Science term
	Civilian	automatic at choice	none necessary
	Criminal Science	automatic at choice automatic continuation by choice	none necessary none necessary
CRIMINAL	ICE	cannot be done	not allowed
	Scouts	cannot be done	not allowed
	Army	STR+CON+DEX divided by 3, +1D6	-1 per Criminal term, +1 per Civilian term
	Civilian	INT+POW divided by 2, +1D6	-1D3 per Criminal term
	Criminal Science	automatic continuation by choice cannot be done without Civilian term first	none necessary none allowed

Training and Experience

<i>CIVILIAN</i> <i>(2 each per term)</i>	<i>ICE</i> <i>(3 each per term)</i>	<i>SCOUTS</i> <i>(2 each per term)</i>	<i>ARMY</i> <i>(2 each per term)</i>	<i>SCIENCE</i> <i>(3 each per term)</i>	<i>CRIMINAL</i> <i>(2 each per term)</i>
Weapons ²	Weapons - all	Weapons - all	Weapons ¹	Weapons ²	Weapons ³
Technical ⁵	Technical ⁴	Technical ⁴	Technical ⁴	Technical ⁴	Technical ⁴
Common	First Aid	First Aid	First Aid	Science ⁵	Common
Trade	Survival ⁶	Survival ⁶	Stealth ⁷		Stealth ⁷
First Aid	INT / CINT Stealth ⁷	INT / CINT Stealth ⁷			

INT = 'Intelligence'; CINT = 'Counter-Intelligence.'

¹ Army teaches all weapons except Hideout.

² Civilians/Scientists do not learn Automatic or Support weapons.

³ Criminal teaches Hideout; other Civilian weapons are possible.

⁴ Each term allows 15% increase in any 1 technical skill.

⁵ Each term allows 15% increase in any 1 science skill.

⁶ Each term allows 15% increase in all survival skills.

⁷ Each term allows 15% increase in all stealth skills.

DISHONORABLE DISCHARGES

If a player wants his character to have both military and criminal careers, the player may specify a dishonorable discharge for his character, giving him some color and an interesting past. A dishonorable discharge is strictly at the choice of the player.

Once a character has a dishonorable discharge, he may never again take a term of service in ICE, Scouts, or Army.

SKILL DESCRIPTIONS

Common – Everyday skills like cooking, sewing, metalworking, carpentry, etc. One term of learning any one of these skills increases that skill by 15%.

First Aid – A skill resembling that found in *Basic Role-Playing*, though this skill is less generally used in *Future*World*: the beginning chance is only 10%.

Intelligence/Counter-Intelligence – This grabbag of skills involves interrogation techniques, security systems, and background knowledge of potential enemies and allies. It includes techniques for communicating with those who speak no known language. If two users of the skill are in opposition (one is questioning the other, or one tries to penetrate a security system set up by other, for instance), each must continue to successfully make his percentage roll in this skill until one fails, at which time the other user is the victor in the matter. A referee might break up such a confrontation into a series of individual questions, individual alarms, and so on.

Science – This is a skills family. One term of training increases a character's ability with one of the following skills:

Physical Sciences – The science of working with atomic, molecular, and physical theory. A physicist can be expected to understand strange phenomena and to learn from them. He may be able to work with a technician to make an artifact (such as some form of communicator) work as something else (such as a force field generator).

Biosciences – This science works with biological forms, processes, and systems. Bioscientists can understand strange biological phenomena, and have experience in identifying unfamiliar plants and animals, and in forming workable hypotheses about their natures.

Geosciences – This science studies soils, rocks, and mineral types, and landform, continental, and planetary processes. A geoscientist can help find mineral riches and will notice peculiarities of volcanism or the impact of strange weather upon the land.

Relationosciences – Psychology, sociology, anthropology, archaeology, etc., fall in this category. A relationist studies alien cultures, alive and dead, and can accurately estimate the needs and wants of cultures. He will be trained in languages and in communication skills with aliens who speak no known tongue.

Other Sciences – Other sciences can be introduced into play by the referee who feels a need for further specialization.

Though each of the science skills are greatly over-simplified, referees can fairly assume that only generalists will be attracted by the adventures inherent in exploring future worlds.

Stealth – This is two skills, Move Quietly and Hide, from *Basic Role-Playing*. Unlike most other skills, a term of learning in this category gives a 15% increase in both. But *Future*World*

does not encourage these skills as does the world of *Basic Role-Playing*, and so the base chance for both starts at 10%.

Survival – This includes the *Basic Role-Playing* skills of Jump, Climb, Listen, Spot Hidden, Throw, and Fist, useful for wilderness survival. One term in learning Survival yields a 15% increase in the listed BRP skills. Since the *Future*World* character ordinarily does not learn such skills in childhood, his base chance with each of them is 20%.

Technical – This is a skills family. A term of training increases by 15% the character's ability with one of the following skills. A few skills are learnable only by characters following certain career paths, and these are shown in the descriptions.

Communications – Using the electronic communications gear available in *Future*World*, a communications technician can attempt to find elusive wavebands, cannibalize three sets to make one work, contact distant receivers, etc. Communications techs are familiar with most known emergency codes. If he has had military experience, he knows many military codes.

Computers – Computer techs are operator/programmers. They are responsible for using tool computers to perform any needed function. Military computer techs will be trained to program for ECM/DCCM.

Engineers – Engineers build the equipment that the others manipulate and maintain, as well as things like bridges (needed even with anti-gravity) and buildings.

Gate – A trained gate technician can use the machinery of the gate to find requested coordinates and establish contact if possible. He can close gates or change their focus.

Maintenance – Any technician can maintain and repair his equipment with a skill percentage equal to half of his skill with that equipment (round up any fraction to the nearest whole number). One successful roll with this skill raises the Maintenance skill to that of his percentage skill with the equipment in question, and gives him half that percentage in repairing any equipment even remotely similar. *EXAMPLE: a 45% gate tech has a Maintenance skill of 22.5%, rounded up to 23%. If he makes his Maintenance skill, it will rise to 45%, matching his Gate, and he will be able to repair something like communication equipment with 23% skill.*

Pilot – With the availability of anti-gravity vehicles, the skills of driver and pilot become virtually the same. Pilots can drive any anti-grav vehicle with any training. Hazardous maneuvers, and speed on tricky routes (in and out of trees, around sheer cliffs, etc.) require successful skill rolls. A military pilot knows combat maneuvers. Any pilot is familiar with the principles of navigation.

Robotics – Just as First Aid is the skill of repairing humans and other organic creatures, Robotics gives the trainee the ability to repair robots. Successful use of this skill with robots has the same results as successful use of First Aid with humans.

Trade – With this skill characters learn to recognize worth and bargain for it. A character has a base chance of 15%, and it increases 10% each term as a civilian.

Weapons – This is a skills family. Skills here concern one or more of the types of weapons described in the combat chapter. Each weapon has a type and a category. A character trained in one type and category can use another type and category only at its basic percentage, even if either the type or the category is the same as the one with which he is trained.

TYPES: weapon types are based on the power source. The three types are *projectile* (using chemical explosives to project

bullets, like 20th century firearms), *laser* (using beams of light), and *blaster* (super-hot plasma confined in magnetic bottles).

CATEGORIES: categories define how the weapons are used.

A *hideout gun* is a concealable weapon used for surprise. It is rarely larger than a human hand.

A *handgun* is a holsterable, one-handed weapon, usually used by law-enforcement and military officers. It is about the size of two hands held together.

A *rifle* is held to the shoulder to fire, is about a meter long, and is generally used for long-range fire, as in hunting or in sniping.

An *autogun* is not as accurate as a rifle, being intended to put out a large volume of fire quickly.

A *flechette gun* resembles a 20th century shotgun, firing quantities of small projectiles over a relatively large area.

The *support gun* is a military weapon, usually fired from a tripod, used to support charging troops by keeping enemy heads down and breaking up enemy charges by killing charging enemies.

OTHER WEAPONS: the rules include other weapons like grenade and missile launcher. Each of these categories is also a separate skill.

EXAMPLE

John Steel went through two terms as a Scout and four as an ICE man. Let's see what this career path brought him in experience. For his first term in the Scouts, his player decided that John was instructed in Laser Rifle (he prefers the heavy version, but he can use both), and First Aid. This brought up his Laser Rifle ability to 25% and his First Aid to 25%. In the second term John picked up another 15% at Laser Rifle and 15% in all Survival skills.

Once he joined ICE, John's player had him learn the technical skill of Gate operation (on the reasonable assumption that every beginning ICE man should know at least 15% Gate), and also added 15% more to his First Aid skill, and also decided that ICE had trained him with Guided Missile.

For his fourth term (his second in ICE), John's player decides that ICE is using him on some surreptitious work: John picks up 15% in both Survival and Stealth, as well as the use of a Hideout blaster.

In his fifth term, John's player gives him varied tasks, and John increases in Gate, Guided Missile, and Stealth.

Obviously a good undercover operator, his final term adds 15% in Stealth, Survival, and Intelligence/Counter-Intelligence.

Note that in the Scouts, John gained 15% increases in two skills per term, but the intense workload and demands of ICE work gives him three skills per term.

CONTINUING CAREERS

Nothing forces a character to become a free-lance adventurer. Entire campaigns can be set up with the characters still following extended careers as ICE men, soldiers, or Scouts. As regular adventurers, they effectively continue a civilian career, in any case. ICE men in particular have many opportunities for adventure in espionage and exploration situations.

RETAINING EQUIPMENT

A character does not automatically retain any equipment he is trained to use after leaving his career path. If the Army veteran wants to have a guided missile launcher, he must buy one for the costs shown on the combat charts in the Combat chapter.

Core world authorities do not allow civilians to carry anything bigger than a Hideout gun. Characters cannot expect to walk the streets of their home world packing heavy weapons.

Most frontier worlds allow handguns and rifles, though many police forces object to blasters as war weapons.

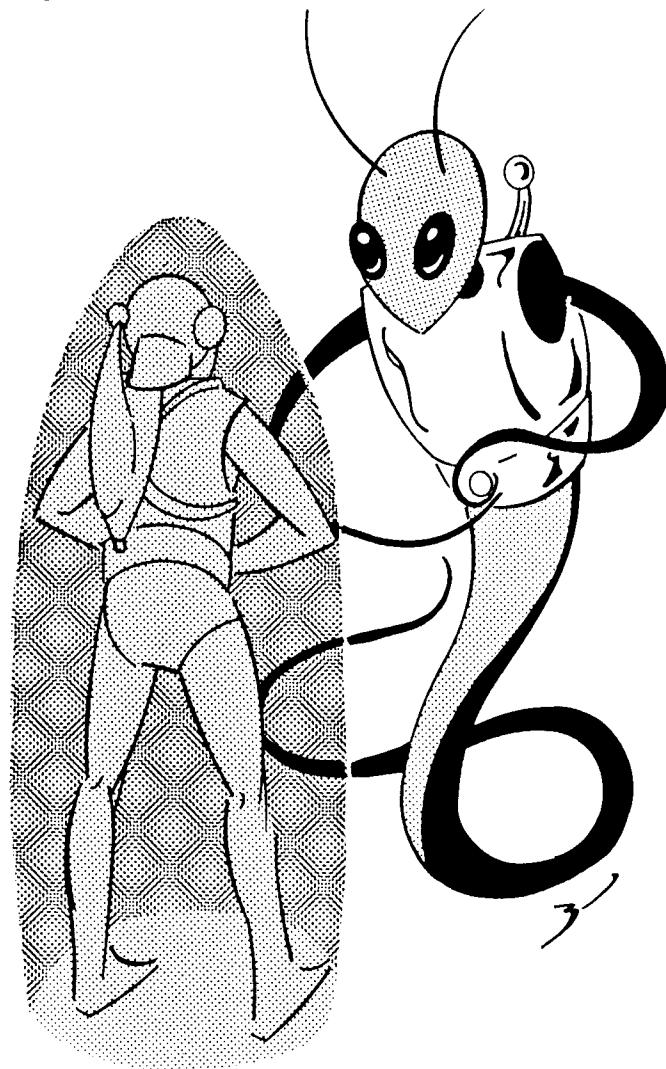
Explorers pack anything they can get on the outer worlds. Character do not need their own heavy weapons, for exploration companies are happy to supply such weapons. If, on leaving the employment of such a company, the character wants to keep a weapon, the company usually will sell it to him at about half normal price.

OTHER RACES

In *Future*World*, the inter-world gates have brought mankind into contact with humanoid and non-humanoid alien races. By the nature of the gates, all alien races share the need for Earth-like gravity and rotation.

The Empire traditionally is called the Terran Empire, even though many races are part of it. Other races are in contact with the Empire and treat it as neutrals or as active competitors. The following descriptions include two competitive races, the Quertzl (KWIRT-zui) and the Sauriki (saw-REE-kee), one member race, the Rumahl (ROO-mall), and one created race, the Robots.

*Future*World* referees are free to create other races to rival or to assist the Empire in its explorations. Science fiction novels and stories supply hundreds of examples of intelligent races which can be adapted to this game by using as guidelines the species statistics provided.



The Quertzl

Unlike most sapient races known, the Quertzl are neither humanoid in shape nor do they have individual minds. Their body shape is vaguely insectoid, and they are equipped with a hive-mind in which every member of their race within a light year's distance participates. If two hives move within a light year of one another, they instantly merge, interrelating their experience, but maintaining their separate hive-mind identities.

Since their gates and ICE's gates started focusing on the same planets, an uneasy general peace has been punctuated by territorial wars on and for specific planets. The last such battle for a planet happened a hundred years ago. A treaty calls for marker satellites which will interface with the other race's gates and warn them of prior occupation. In practice, such satellites have been known to disappear.

Three types of Quertzl are known, and others may exist. The types encountered are the so-called *scouts*, the *tanks* (or *beetles*), and the *drones*.

Scouts have long, whip-like bodies with tentacles as manipulatory organs. They use a jump-belt torso pack to keep themselves airborne at all times, and seem to command all Quertzl fighting squads (they certainly do all the communicating). Scouts are small, fast, and deadly in a firefight because of their great speed and agility.

Beetles are short and squat, far more insect-like than the scouts, and they possess a natural chitin armor. They do not fly, and they are slow, but they are strong and very durable, and handle all weapons with ease.

Drones are much like beetles, but lack the armor and dexterity of beetles.

About 80% of the time, there will be one scout for each two beetles, and two drones for each beetle in a squad, or seven members in all in a squad.

Scout

STR	1D6+2	Move: 40 meters per melee round.
CON	1D6+2	Basic Shape: insect head, whip-like body.
SIZ	1D6+3	Psionic Ability: instant communication with all other Quertzl; no other psi powers.
INT	18*	
POW	3**	Armor: rely on force screen.
DEX	4D6+3	Skills: 18 Army, Scout, or Civilian choices; take from any of the three.
CHA	1D6+3	

Beetle

STR	4D6+6	Move: 18 meters per melee round.
CON	3D6	Basic Shape: like an Earthly beetle.
SIZ	4D6+6	Psionic Ability: instant communication with all other Quertzl; no other psi powers.
INT	18*	
POW	3**	Armor: chitin (projectile -4, laser -5, blaster -9); also use force screen.
DEX	3D6	Skills: 15 Army choices.
CHA	1D6	

Drone

STR	2D6+6	Move: 24 meters per melee round.
CON	3D6	Basic Shape: like an Earthly beetle.
SIZ	2D6+6	Psionic Ability: instant communication with all other Quertzl; no other psi powers.
INT	18*	
POW	3**	Armor: skin (projectile -2, laser -3, blaster -5); may have force screen.
DEX	1D6+6	Skills: 18 Civilian or Science choices.
CHA	1D6	

* This signifies the intellect of the group mind, which knows everything that any Quertzl within 1 light year knows.

** This signifies an additive for the group mind. If one Quertzl is within 1 light year, its POW is 3. If two are within 1 light year, each of their POWs is 6. If there were seven within a light year, each of their POWs would be 21, and so on. However, any attack which affects the POW of a group of Quertzl hive-minds automatically affects every Quertzl within a light year.

The Sauriki

The Sauriki are a warm-blooded reptilian race. Like the Quertzl, the Sauriki are colonizing rivals to the Empire. Unlike the Quertzl, the Sauriki have long-standing enmity with the Empire, and are the closest thing to a racial enemy that the humans and their allies have.

Many centuries before, in the time of the Second Empire, imperials seized a planet and enslaved the native population. The colonizers did not know that the feudalistic natives were a primitive offshoot of the star-hopping Sauriki multi-culture. When the parent culture discovered the outrage, war broke out. Both races had gate technology and lacked the ability to defocus an enemy gate. Invasion followed invasion, and the principal planets of both cultures were devastated. By the end of hostilities, both empires were ravaged and broken.

Centuries later, when contact between the two cultures resumed through a Third Empire gate, the humans had all but forgotten the war which destroyed the Second Empire. But the long-lived Sauriki remembered every defeat and victory.

The Sauriki memories of the devastation and their appreciation of the Third Empire's gate-defocusing techniques keeps them from a second war. Many of the divergent Sauriki cultures wish for nothing but peace with the human Empire, but warrior cultures within the Sauriki still seek revenge, and still plan for the day hostilities will resume. These latter cultures work continually to weaken the Empire and to subvert its allies. They have rarely been known to make an overt attack, but usually work through the natives of the various planets.

Ministers of the Third Empire are happy that an emanation of the Quertzl hive-mind prevents nearly all contact between the Quertzl and the Sauriki. Though Quertzl telepathy is undetectable by humans, the Sauriki have a slight telepathic ability, and a hive-mind acts as an unpleasant constant pressure on Sauriki, so that they cannot live on the same planet as Quertzl even for an hour. This strains even diplomatic relations, and keeps apart these two powerful foes of the Empire.

Sauriki

STR	3D6	Move: 20 meters per melee round.
CON	2D6+2	Basic Shape: humanoid, but tailed.
SIZ	2D6+2	Psionic Ability: sensitive, but with no psychic capability.
INT	3D6+3	
POW	3D6	Armor: skin (projectile -1, laser -1, blaster -1); wears armor identical to the Third Empire's.
DEX	3D6+3	Skills: 12 or 18 (+1D6) choices from any career path, including ICE, on the Empire's skills list. Once set on a career, Sauriki do not shift, so an individual Sauriki will have skills only from ICE, or Scouts, or Army, or Civilian, or Criminal, or Science career tracks.
CHA	3D6	

The Rumahl

These bear-like bipeds are associates of the Third Empire, and individuals of the race are often found in military positions throughout the Empire.

Rumahl are quite friendly, but tend to go berserk in battle. Culturally similar to the Empire, the Rumahls have no gate technology of their own. They have colonized several worlds by means of gates leased from ICE.

Rumahls encountered away from their villages will be male; females stay with their homes and rule the local villages. Every Rumahl planet is lightly populated; except on their home world, no Rumahl town exists with a population larger than 20,000.

Blessed with a keen sense of smell, Rumahls do not use internal combustion engines because of their stinking exhausts. The transport network features animal-drawn or electric vehicles, and dirigible airships.

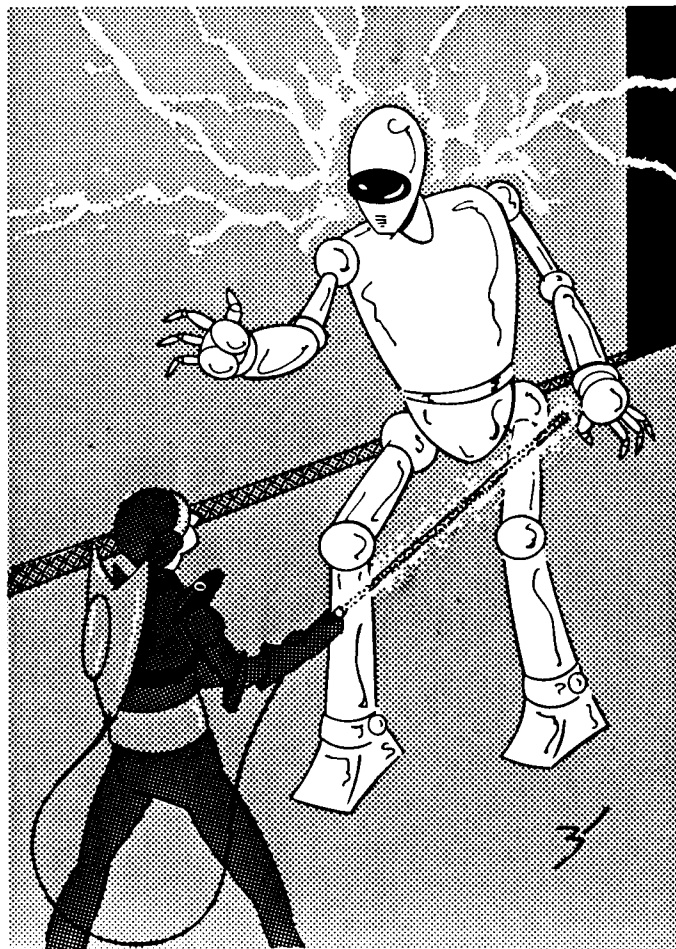
Male Rumahls frequently hire out as mercenaries and guards within the Empire, positions highly regarded within their own culture. Socially and politically they are second-class citizens in the Empire.

Rumahls

STR	4D6+3	Move: 24 meters per melee round.
CON	4D6	Basic Shape: humanoid, bear-faced.
SIZ	4D3+3	Psionic Ability: none.
INT	3D6	Armor: skin (projectile -3, laster -1, blaster -1).
POW	3D6+6	
DEX	1D6+6	Skills: 12 Army or Civilian choices. A Rumahl's Survival and Stealth skills start at the <i>Basic Role-Playing</i> percentages, not the <i>Future World</i> percentages.

The Robots

Artificial intelligence computers (robots) are made by several corporations in the Third Empire, and all have much the same abilities. Robots are metal/force field constructs forced to 'grow up' after initial programming. Since each grows up randomly, each possesses a different personality after growing up. Their limited intelligence varies within a narrow range.



By law a newly-manufactured robot must pay for its manufacture by service, just as a human undergoes terms of service. Robots can follow the ICE, Army, and Civilian career paths. A few robots are accepted into the Scouts, and some are abducted into the Criminal life; none ever enter Science. Once settled into a career path, robots can rarely transfer to another one unless dishonorably discharged from service. Dishonorably discharged robots always go to a Criminal career unless they came from ICE.

Robots serve four terms of service as repayment for creation, and then face the universe on their own. Robots are intended for work on frontier and outer worlds; very few free robots are found on core worlds (where their social status is lower than that of Rumahls).

Every attempt to create stationary robots or robots exclusively specializing in one skill or skill cluster has resulted in insanity for the robot; consequently robots always are manufactured as similar to the humanoid model as possible within the Empire. Limits of technology do not let them be as strong or as intelligent as humans; in compensation they are very durable and very fast.

Any electronics gear plugged into a robot, such as force screens, EW modules, or tool computers, is manipulated with a DEX of 50. Thus in any melee round a robot with a force screen will shift it at DEX 50, before anyone but another robot can do anything. However, in using mechanical devices such as guns, the robot uses it at the DEX listed in his normal characteristics. If its first action was with plugged-in gear, a robot may perform a second action at its normal DEX.

All robots automatically are capable of vocal and local radio communication.

Robots

STR	1D6+6	Move: 24 meters per melee round.
CON	2D6+12	Basic Shape: humanoid.
SIZ	3D6	Psionic Ability: none.
INT	1D6+6	Armor: 3-point ceramet skin; can wear any normal armor.
POW	3D6	
DEX	4D6+3	Skills: 6 terms of skills chosen from ICE, Army, or Civilian; skills may be chosen only from one of these career paths.
CHA	1D6	

OTHER RACES OF THE EMPIRE

Besides humans, robots, and Rumahl, many other races claim imperial citizenship. Most are humanoid, and several may be formerly human colonists from previous Empires who have been altered by long residency on not quite Earth-like worlds.

Others are definitely non-human, yet are close enough to human scale that the same characteristics rolls are made. The catfolk of Rruuwor are an example. Their feline ancestry gives them an unpredictable heritage of kittenish curiosity combined with leonine pride and aloofness. They have full gate technology, using Empire gates and their own techs and ICE men. Rruuworian worlds tend to be lightly-populated, with large game-hunting tracts set aside for the carnivorous catfolk.

Rruuworii are full Empire citizens, often found in ICE, Scout, and Criminal occupations. They value honor, pride, and a clean death.

III. Game Mechanics —

TIME AND SCALE

As with *Basic Role-Playing*, each *Future*World* melee round is about 12 seconds.

Because of the long ranges of projectile and energy weapons, we recommend a movement scale of about 2 meters to the inch, or of 4 meters to the inch if 15mm figures are used (there are excellent 15mm science fiction figures for sale). Even at this reduced scale, most scenarios may not fit onto a tabletop — or even an apartment floor: a weapon of 300 meters range must be 150 inches (or 75 inches at 15mm scale) away from a target before it cannot reach that target.

To make games manageable, referees are encouraged to put the characters in the worst possible terrain, if only to cut down the actual space needed for play. Even the character with the longest-ranged gun in the universe will have to wait until a spear-armed native decides to move out from behind the obstructing tree.

USE OF SKILLS

Resolve all skills in *Future*World* as skills are resolved in *Basic Role-Playing*.

SKILL IMPROVEMENT

All *Future*World* skills improve with the use of experience rolls.

Characters also may be trained in one or more skills. To train a character after his six terms spent on the career paths, his player must drop him out of play for one game year. The character may be assumed to be in the ICE, Army, or Scouts Reserve, if that is the career path desired. If attempting a new career, the normal career path Career and Enlistments roll for that career must be made.

Gaining extra training may be costly. When bringing a character back into play after spending a game year training, the player must successfully roll the character's luck percentage or less on D100. If failing, he then rolls 2D10 and subtracts that from the character's hit points. If the roll exceeds the character's hit points, the character has been seriously hurt. If the player then fails a D100 roll of his character's CON x 5, the character has died. If the player succeeds on the CON x 5 roll, the character has spent the game year recuperating to recover his normal hit points, and receives no training in that year. Only if the player originally succeeded with the luck roll will the character get the benefit of training originally desired.

COMBAT PROCEDURES

Combat in *Future*World* is faster and more deadly than that of *Basic Role-Playing*. A character's life can depend on his ability to pick the proper force screen or EW mode that will protect him from the offensive weapons of his opponents.

Weapons, force screens, and electronic warfare devices are discussed at length in the following chapter IV, Equipment. Discussed here is game sequence, encumbrance, the combat use of EW (with an example), and seven combat modifiers.

GAME SEQUENCE

Like *Basic Role-Playing*, combat occurs in melee rounds, and each round has the same sequence:

1. **Declaration of Intent** — in the guise of their characters, players declare a definite action (*I'll put a blaster bolt through that Sauriki over there!*) or a definite reaction (*If that Sauriki looks in my direction, I'll put a blaster bolt through him!*).
2. **Movement of Non-Engaged Characters** — characters who do not intend to perform an action during the round (including a movement of up to 6 meters) may now move their full possible movement distance for the round, or a fraction thereof. Any character using a jump pack moves during this segment, and can do nothing else this round.
3. **Melee and Missile Resolution** — every character who has declared an action, even those who have made only reactive declarations, now resolve those declarations. The resolution is done in the order of the character with the highest DEX first, down to the character with the lowest DEX. If two characters have the same DEX, the resolutions are considered to be simultaneous. In special cases, a referee might rule, however, that missile weapons fired by same-DEX characters would strike in ascending order of distance from their targets.
4. **Bookkeeping** — once every character has had an opportunity to perform movement, action, or reaction, players should check their bookkeeping to make sure that all wounds and energy drains have been recorded, check the playing surface to make sure that all moved figures have been moved properly, and so on.



Some actions can be combined in one round, at a penalty against the DEX of the performing character. For instance, a character might wish to switch his force screen setting and then fire, or to move 6 meters and then fire, or to drop to the ground and then fire: his fire would come at half his DEX. A DEX 16 character could switch his screen at DEX 16 and fire at DEX 8 — or fire at DEX 16 and switch his screen at DEX 8. A character never can perform two of the same actions in one round, like firing twice. If halving DEX results in an odd number, then round up to the next nearest whole number.

ENCUMBRANCE (ENC)

A character moves normally only so long as the ENC of the items he carries does not exceed his STR.

ENC for weapons and items of equipment is given on the tables in the Equipment chapter. Determine other ENC by using these items as guidelines. If carrying another character, each SIZ point of that character counts as one ENC point.

For every point of ENC exceeding the STR of the character that the character carries, subtract 2 meters from the normal distance (24 meters) that the character could have moved in the melee round, were he not slowed down by added mass. If the character is running at top speed, every ENC point he carries exceeding his STR slows him by 6 meters per melee round.

Every excess point of ENC also decreases the character's Climb, Jump, and Move Quietly skill percentages by 5%.

COMBAT USES OF ELECTRONIC WARFARE

Characters can follow one of two strategies when using electronic warfare (see also p. 11, *electronic warfare*).

Each melee round, a character may set his tacpack computer to one of the three EW programs — counter-measures, direct counter- counter-measures, or combat sensors — and perform another action as well.

Alternatively, the character can use the entire round to program his EW capability to perform all three of the EW functions, splitting up his EW output in any way desired.

EXAMPLE

John Steel, former ICE man, is being tracked by the nefarious Sauriki. He's spotted his followers, and they seem to have spotted him. He unlimbers his guided missile launcher and sends one winging at the Sauriki leader, just as that worthy lets one go at him!

Fortunately, being a wise character, John took the previous round to (1) set 2 points of his effectors at CM, to try to reduce the chance of the missile reaching him, (2) set 2 points of his sensors at Sensor, to make sure other Sauriki aren't about to jump him, and (3) direct the remaining 3 points each of effector and sensor as DCCM at the target of the missile, to try to foil any CM the Sauriki has put up to divert the missile.

COMBAT MODIFIERS

A character's chance of successfully hitting someone with a weapon can be modified by the conditions peculiar to the fight. The following conditions should always be taken into account before determining any chance of hitting. These modifiers are cumulative.

DARKNESS — A character who must fight in the dark who is unable to see in the dark has 1/5th his normal chance to hit.

KNOCKED DOWN — A character who has been knocked down cannot stand again unless he is left alone for a melee

round. Fighting from the ground with a melee weapon reduces his normal attack chance by half; an opponent using a melee weapon against him adds 20% to his percentage chance to hit. Regular missile weapon combat is unaffected by the knocked down situation on either side.

PRONE — A character firing from a prone position adds 20% to his chance to hit. Unless being attacked from a higher elevation, a prone character automatically cuts an attacker's chance of hitting him by half the normal attack chance.

CAUGHT BY SURPRISE — If the character hits an unsuspecting target or one from his rear, the target is twice as easy to hit, and the attacker's chance to impale also doubles. A roll of 96-00 is still a miss. This doubled chance to hit also applies to characters who are helpless, tied up, asleep, etc.

MOVING/COVERED TARGET — A character's chance to hit a moving target or one which has partial cover is half of the character's normal chance to hit. The chance to hit is also halved if the target is in the air. If the target is moving, in the air, and using cover, the chance to hit is halved three times. *EXAMPLE: John Steel is trying to hit a Quertzl Scout with his heavy laser rifle, with which he is now 80%. The Quertzl is moving (reducing John's chance to 40%), is flying (reducing the chance again, to 20%), and using trees for cover (halving the chance a third time, to 10%).*

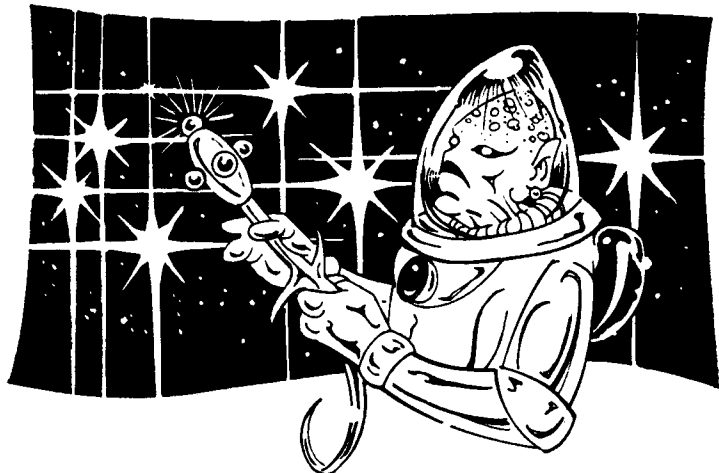
MOVING ATTACKER — A character moving while attacking with a missile weapon halves his normal chance to hit.

MAJOR WOUNDS

A character losing more than half his current hit points by means of one hit has received a major wound. His player must roll the character's remaining hit points or less on D20, or he falls, unable to do anything until the player manages to roll the remaining hit points or less on D20 during the next or a later bookkeeping phase.

EXAMPLE

John Steel has lost 5 points through several minor wounds, but suddenly the Sauriki he is fighting gets in an impaling hit with a projectile weapon. John's armor and force screen absorb a good chunk of the damage, but 6 points get through. John with remaining hit points of 12, has been hit for 6, exactly half his current hit points. He is reduced to 6 hit points and his player must roll 6 or less on D20 or John will fall, badly wounded, to the ground, capable of nothing but crawling slowly away, or else of applying his First Aid skill and medikit to the problem. John qualifies as a 'knocked down' character if someone attacks him.



IV. Equipment

ARMOR (4 types)	MEDIKITS
COMPUTERS	RADIOS
(electronic warfare)	SCANNER GOGGLES
FORCE SCREENS (3 types)	SCOUT HELMETS
GRAV CARS (4 types)	TACKPACKS
JUMP PACKS	WEAPONS (6 categories)
LIBRARY COMPUTERS	

ARMOR

A warrior has two types of protection with which to defend against the deadly attacks of his enemies: body armor, which comes in four types, and the force screen, which is part of any tacpack. See *force screen* in this chapter. If body armor and force screens are both present, modify any damage by using both protections.

No armor will even slow down a force sword.

Nylar Armor – 20th century politicians and celebrities would recognize this woven synthetic fabric, meant to absorb a high impact. It protects against projectile weapons, and is less efficient against lasers or blasters: if hit when wearing it, subtract 9 points from projectile damage, 4 points from blaster damage, and 5 points from laser damage for each hit of each type.

Tinsel Armor – This armor turns the *Future*World* warrior into a shining knight – though the wearer would not fare well against a sword blow while wearing it. Tinsel armor reflects laser beams, but it offers little protection against impacts or burns: if hit when wearing it, subtract 2 points from projectile damage, 4 points from blaster damage, and 9 points from laser damage for each hit of each type.

Chitin Armor – An armor so-named because it makes the wearer look like a bug, chitin armor is bulbous-appearing and heavily-padded. Much of the padding actually is empty space serving as heat sinks to absorb blaster fire. This armor also offers some protection against projectiles and lasers, but not as much as nylar and tinsel. If hit when wearing chitin, subtract 5 points from projectile damage, 10 points from blaster damage, and 6 point from laser damage for each hit of each type.

Ceramet Armor – Imperial armed forces reserve this armor for their use. Common mercenaries caught with it will have it summarily confiscated and find themselves fined. It can be purchased on the black market. Composed of a ceramic material equally protective against projectiles, lasers, and blasters, it does not protect as well against any one class of weapon as well as the armor specially developed to protect against that weapons class. If hit while wearing ceramet, subtract 7 points from every damage hit.

COMPUTERS

In the Empire, three types of computers exist: the *tacpack* (tactical pack computer), the *tool* (standard computers used in much the same way computers are used in the 20th century), and *AI* (artificial intelligence computers – or *robots*).

Tackpacks and AIs usually have environment-interpreting *sensors* built into them; tacpack computers also are equipped with *effectors*, which can electronically manipulate portions of the environment. Tool computers may also have modules built into them to give them the same capabilities. Similar modules can be plugged into tacpack and AI computers to augment their abilities.

A tacpack computer and a generator make up the standard tactical war pack. Tacpack computers come equipped with sensors, effectors, and force screen generators.

Tool computers come in all sizes. They have their own generators with an ENC of 1 for each 2 points of power generated. Sensors and effectors can be purchased separately for tool computers. However, a tool computer can generate EW equal only to its generator points, despite the capability of its attached modules.

AI computers usually are known as robots. Robots are described in chapter II, Player Characters – Careers and Races.

In *Future*World*, computers play a large part in combat. They may warn adventurers of danger, track and deflect incoming missiles, suppress enemy defenses, or eavesdrop on enemy communications. In each activity, the powers of a computer are limited by (1) the EW rating of the computer, (2) the amount of energy devoted to such tasks, and (3) the limits of their sensors and effectors.

TYPES OF ELECTRONIC WARFARE

Computers equipped with sensors and effectors can perform the following EW functions, with 5 EW points per point of ENC.

Counter-Measures (CM) – This consists of a variety of decoy, jamming, and noise-suppression programs designed to make the user harder to spot electronically. Each point of CM makes it 10% less likely that a seeker missile will acquire properly, or that a scanning computer sensor will register the user. This program uses 1 point of effectors for each point of CM that is deployed.

Direct Counter- Counter-Measures (DCCM) – This is a beamed attack at a target in the line-of-sight of the sensor/effectors of the user. Each point of DCCM subtracts a point from the target's CM, to maximum reduction of zero CM remaining. In effect, it offsets the target's ability to evade damage through CM. This program uses 1 point of effectors and 1 point of sensors for each point of DCCM that is beamed out.

Combat Sensors – These sensors can pinpoint passing people or objects by detecting body-heat, force screen emissions, and radio sources. Sensors are effective at a range of 15 meters for every point of energy put into them, up to the rated limit of the equipment, which is 5 EW points per point of ENC of the unit. A 1-ENC unit would have a 75-meter range. This program uses 1 point of sensors for each point of detection range usable by it.

Small versions of these sensors are put into seeker missiles. They can be locked onto a target, and then will direct the missile to the target. They do not have the 360° capability of the regular sensor.

FORCE SCREENS

Any tacpack can project three types of force screen. The size of the pack's generator determines the strength of the screen. Each tacpack contains one generator. If the character is putting up a force screen, using an energy weapon from the generator's energy, and using anything else like EW gear or a jump belt, all must be fed by the generator, and power must be allotted between the different needs.

If both body armor and force screen are present, modify any damage by using both protections. See *armor* under its own heading in this chapter.

Only one of the following three types of force screen may be put up by a character at a time, though the force screen type can be switched from melee round to melee round.

Kinetic Screen – This force screen slows down molecules moving faster than a slow walk. It slows down bullets and heated molecules (as from flame throwers) very well. It has no effect on blasters or lasers. One point of energy put into this screen will stop 1 point of impact damage.

Diffusion Screen – This force screen breaks up the wavelengths of visible light and similar radiation, reducing the effects of lasers. It has no effect on projectiles, missiles, or blasters. One point of energy put into this screen will stop 1 point of laser damage.

Magnetic Screen – This is an anti-blaster fire screen. It breaks up the magnetic bottles containing the plasma, so that the super-hot material releases harmlessly before it hits the target. A magnetic screen has no effect on projectiles, missiles, or light beams and radiation. Even a 1-point magnetic screen is an absolute defense against a force sword. One point of energy put into this screen will stop one point of blaster damage.

GRAV CARS

Frontier and outer worlds use four main types of anti-gravity vehicles. Each has a generator which supplies motive power, force screens (if any), and power for weaponry. Various brands and styles may differ slightly, world to world. All grav cars travel about 10 meters above the local terrain, and they cannot travel up or down inclines greater than 45°.

SCOUT CAR

Carries – 3
Speed – 500 m/MR
Defense – 30-point force screen
Offense – none
Generator – 50 points

Limitations

Each point of energy from this vehicle's generator will move it at 10 meters a melee round. If the 30-point screen is up, it only will go at 200 meters a melee round.

HAULER

Carries – 20 (driver + 19)
Speed – 300 m/MR
Defense – 10 points ceramet armor
Offense – semi-portable support gun
Generator – 50 points

Limitations

Each point of energy from this vehicle's generator will move it at 6 meters a melee round. Energy used for any other purpose will slow it down.

BATTLECAR

Carries – 5
Speed – 200 m/MR
Defense – 40 points of ceramet, 50 point force screen
Offense – various missiles, semi-portables, and one major weapon
Generator – 100 points

Limitations

Each point of energy from this vehicle's generator will move it 2 meters a melee round, due to the heavy armor and weaponry. Energy used for screens and weapons will slow it down every round they are used.

EXPLORER HAULER

Carries – driver + 5, plus one metric ton cargo
Speed – 300 m/MR
Defense – 5 points ceramet (cargo), 10 points ceramet (cab), 30 points force screen, 10 points EW
Offense – mount for semi-portable
Generator – 50 points

Limitations

Each point of energy from this vehicle's generator will move it 6 meters a melee round. Energy used for any other purpose will slow it down proportionately. A full set of passengers and cargo slows it down by half normal speed.

The Explorer Hauler is the workhorse of most gate explorations. It has a cab with two bench seats. There are gun ports for the driver, the middle front seat passenger, and the three back seat passengers. The other front seat passenger works the semi-portable in the mount (if there is one) or uses the mount as a fire platform for whatever weapon he uses.

The cargo section is in the back of the vehicle and can be left open (the walls are a human waist high), covered with a tarpaulin, or enclosed by an armored shell.

JUMP PACK

A jump pack is a small anti-gravity device. Every point of energy put into a jump pack allows the character using it to jump 20 more meters, even if fully encumbered. However, every extra point of ENC the character carries reduces the leap by 40 meters. Thus, a character with 2 extra points of ENC (-80 meters) must put 5 points of energy into a jump pack (+100 meters) to leap 20 meters. Jump packs must be individually tailored to match the SIZ and normal carrying capacity of the individual character.

LIBRARY COMPUTER

This specialized tool computer is used to maintain a reference library for *Future*World* explorers. Core and frontier worlds have many corporate computer libraries where, for a fee, anyone can get general knowledge, background on opened worlds, and answers to specific questions. The information is only as good as the information originally put into it.

In the field, library computers are generally pre-programmed with all that is known about the particular planet being explored, and general information about the equipment provided by the exploration sponsor and the sponsor's policies. It has specialized sensor packs to record information for the library computers at home base. Expedition library computers usually contain an ultraradio, a tacpack-type generator, sensors, and have an ENC of 8. Such computers often are built into hauler vehicles, taking up one seat occupiable by a man.

See also *computers*.

MEDIKIT

A medikit is a very advanced first aid kit. Besides the usual collection of bandages, ointments, and purgatives, it includes a small tool computer, specialized for medical use. The computer has specialized sensors and mechanical effectors which can inject drugs and take readings.

Skill percentage with the medikit is always the character's skill at First Aid. Everyone receives some training with the medikit.

A medikit can restore 1D6 hit points to a character each melee round.

A medikit can bring people back after they have lost more than their total hit points. Every round a character stays below zero hit points, he loses another hit point until he is twice below his CON. For instance, a character with 15 CON has 15 hit points: if he loses 30 hit points, he will be at -15 hit points, and at that point he will be dead. Medikit First Aid successfully applied before then will halt the march of death; sufficient subsequent applications will bring the character to above +1 hit points, where he is able to function again. Each time medikit First Aid is used, the character on whom it is being used must roll equal to or less than his CON x 5 on D100, or the shock of the treatment kills him anyway.

EQUIPMENT TABLE

Item	ENC*	Cost in Credits	Item	ENC*	Cost in Credits
semi-portable tripod	5	300	medikit	1	3000
guided missile pack (6 each)	12	12,000	Scout helmet	1	5000
seeker missile pack (6 each)	18	16,000	nylar armor (P-9, B-4, L-5)	2	300
tacpack (generator/screen)	1 per 2 points of energy	200 per pt of energy	tinsel armor (P-2, B-4, L-9)	1	500
effectors (EW radiators)	1 per 5 points of EW	100 per pt of EW rating	chitin armor (P-5, B-10, L-6)	3	800
sensors (EW detectors)	1 per 5 points of EW	100 per pt of EW rating	ceramet armor (P-7, B-7, L-7)	3	6000**
tool computer	1 per 1 point of EW	300 per pt of EW rating	jump pack	2	5000
scanner goggles	½	2000	10-round clip of ammunition	¼	20
			30-round autogun magazine	½	100
			100-round semi-portable belt	1	500
			gate transponder	1	5000

* see previous ENC rule.

** black market price.

WEAPONS TABLE

Class	Category	Weapon	Base Chance %	Damage	ENC*	Range	Cost in Credits	Energy Used	Notes		
Projectile	Hideout	derringer	20%	1D8	¼	6m	100	—	impales		
		Handgun	light pistol	20%	1D10	½	20m	150	—	impales	
		heavy pistol	20%	2D6	1	20m	150	—	impales		
	Rifle	magnum	20%	2D6+4	1	20m	250	—	impales		
		light rifle	20%	2D8	1	200m	100	—	impales		
		heavy rifle	20%	2D8+4	2	200m	180	—	impales		
	Flechette	light shotgun	30%	2D8	1	20m	180	—	—		
		heavy shotgun	30%	4D8	2	20m	220	—	—		
	Autogun**	light assault	20%	4D6	1	30m	400	—	impales		
		heavy assault	20%	4D6	3	200m	750	—	impales		
	Support**	semi-portable	20%/5%	5D6	7	300m	2000	—	impales		
	Laser	Hideout	flasher	20%	1D6	¼	10m	100	1	—	
Handgun			light pistol	20%	1D8	½	60m	150	2	—	
heavy pistol			20%	1D8+2	1	60m	150	2	—		
Rifle		magnum	20%	2D6+2	1	60m	250	3	—		
		light rifle	20%	2D6	1	300m	100	3	—		
		heavy rifle	20%	3D6	2	300m	180	4	—		
Autogun**		light assault	20%	2D6	1	100m	400	2	—		
		heavy assault	20%	2D8+4	3	300m	750	4	—		
Support**		semi-portable	20%/5%	3D8+1	7	300m	2000	6	—		
Blaster		Hideout	blazer	20%	2D8	½	3m	120	3	—	
			Handgun	light pistol	20%	1D10+3	½	10m	150	3	—
			heavy pistol	20%	2D8+3	1	10m	150	4	—	
	Rifle	magnum	20%	2D10+4	2	10m	250	4	—		
		light rifle	20%	2D8+3	2	60m	150	4	—		
		heavy rifle	20%	2D10+4	3	60m	200	5	—		
	Autogun**	light assault	20%	2D8+3	2	20m	400	4	—		
		heavy assault	20%	3D8+6	4	60m	800	5	—		
	Support**	semi-portable	20%/5%	5D8	7	100m	2400	7	—		
	Missile	Support	guided missile	20%	5D8	2	LOS†	1800	—	—	
			seeker missile	NA	3D8	3	LOS†	2500	—	—	
	Grenade	Throw	concussion	45%	3D6	½	15m	300	—	3m radius	
fragmentation			45%	4D6	½	15m	300	—	6m radius		
photon			45%	††	½	15m	600	—	10m radius		
Melee	1-Hand	force sword	10%	2D10	½	—	1000	3	—		

* see ENC rule.

** Autoguns and Support guns can fire one shot or a burst of three shots at the discretion of the character. If firing a burst, roll 1D3 to see how many hit. If an impaling roll is made, only the first bullet impales.

† LOS means line of sight; the target must be seen to be fired at with these missiles.

†† A photon grenade blinds anyone within the specified radius for 1D6 melee rounds unless the attacked character makes a luck roll. Special equipment and circumstances may modify this result at the discretion of the referee.

Range — all ranges given are in meters.

Energy Used — the weapon must use this many points from a tacpack generator if the user is not discharging the regular ammunition. The energy cost is per shot: an Autogun or Support gun firing three shots must use three times the energy shown.

Semi-portables — the semi-portable's base chance is 20% if on a tripod or other mount; 5% if hand-held.

Medikits are race-specific: a human kit will not work on a Rumahl, for instance, nor will a Rumahl kit work on a Sauriki. All Empire races have their own medikits, with the same general characteristics.

For the purposes of this game, a medikit has an endless series of applications, but referees may wish to limit this for their campaigns. The knowledge of First Aid and improvised materials are enough to heal someone who still clings to life.

RADIOS

Radios and ultraradios are the two forms of electronic communication available to the people of *Future*World*.

Radios resemble the devices of the 20th century. A radio's ability to send a message equals its size. Simple radios capable of transmitting messages up to 10 kilometers away are lightweight, and need not be figured into tacpack weight. A radio capable of signalling greater distances weighs 1 ENC point for every 100 kilometers its beam can travel.

Ultraradios are similar to radios, but are made to send messages through an inter-world gate. Ultraradios generally are built into the mechanism of a gate; exploration teams carry a smaller version. These latter devices tend to be bulky, weighing 3 ENC points. They have a range of 10 kilometers and effectively are extensions of a gate transponder. But, no transponder, no ultraradio.

SCANNER GOGGLES

These goggles allow the wearer to use available radiation to see in darkness. The wearer may choose infrared, light amplification ['starlight'], or natural background radiation as modes for vision. By themselves, these goggles are not proof against a photon grenade.

SCOUT HELMET

The Scouts use this all-purpose helmet, but so do most explorers. It can be non-protective or armored with any of the armors available (see *armor*, this chapter). A Scout helmet has the following qualities:

1. Light amplification goggles letting the wearer see in darkness, so long as some faint light is present.
2. A 2-point sensor which, if plugged into a tacpack generator, will post a continuous detection pattern around the user.
3. An automatic flash defense shield to protect the user from the effects of a photon grenade.
4. Radio comlinks with which to keep in contact with other radio users.
5. Telescopic lenses capable of magnifying the vision of the user up to 10 times normal.

Scanner goggles can be attached to a Scout helmet, and link to its circuitry that defeats photon grenades.

TACPACK (Tactical Combat Pack)

All gate-faring races have developed some form of the tacpack. This gear comes in all sizes. A basic tacpack has 1 ENC point, contains a tiny fusion generator which puts out 2 points of energy, has force screen generators capable of erecting any of the three kinds of force screen, includes a computer, and has sensors and effectors capable of electronic warfare. Each additional ENC point of a tacpack means that its generator puts out 2 additional points of energy, but has in itself no other effect on the capabilities of the tacpack.

Energy from the tacpack can power force screens, jump packs, electronic warfare devices, or any weapons plugged into the tacpack; the amount of energy generated determines how strong such components may be.

WEAPONS

Weapons are organized into six classes: projectile, laser, blaster, missile, grenade, and force sword. All of these classes are discussed in this entry.

The other fighting systems in this game are armor, electronic warfare, and force screens. Electronic warfare is found under computers in this chapter; armor and force screens will be found under their own entries in this chapter. Weapons, combat systems, and equipment are summarized by tables in the front of this chapter.

*All races in Future*World have all weapons and fighting systems available to them.*

The three main weapon types available to the Empire, its allies, and its enemies have passed down from the days of the First Empire, apparently, and simply have been refined over the centuries.

Projectile Guns – A 20th century soldier would be familiar with these weapons in half an hour. Each fires a metal slug propelled by a chemical explosive. Unlike lasers or blaster, projectile weapons do not need to be powered by a tacpack. A character must, however, carry ammunition for projectile weapons.

Lasers – Lasers shoot a beam of coherent light in an absolutely straight line; they are very accurate at long ranges. The very small holes they burn in their victims do not do as much damage as the impact of a projectile or as the burn of a blaster. At the referee's option, bad weather or heavy dust may lower the range of a laser, or lower the damage it does.

Lasers may be powered by a tacpack or be fueled with individual charges. Individual charges are carried and expended in the same manner as projectile ammunition, and their ENC and cost is identical by category to projectile ammunition.

Any laser weapon without individual charges can draw energy from a tacpack for firing. A single point of energy from a tacpack generator produces 6 points of a laser weapon's rated damage output, but the entire output of the weapon must be available from the generator before the weapon will fire. For instance, a heavy laser rifle does 3D6 damage, a maximum of 18 points. The tacpack generator powering it must give it 3 points of energy (3 x 6 = 18) before the rifle can fire.

Blasters – These weapons create masses of plasma, concentrate the plasma in a magnetic force field (called a bottle), and then propel it out to wreak havoc. The magnetic bottle quickly loses coherency, so that the blaster is a deadly but short-ranged weapon. It is fed by a tacpack, or fires individual charges.

Missile, Guided – This missile is guided by the sensors of the user's tacpack. The chance of it hitting its target depends upon the user's percentage skill with the missile. CM defence of the target decreases the missile's chance to hit by decreasing the character's success roll for his skill with the missile: for every point of CM used, lower by 10 the character's success roll on D100.

A launched guided missile can be defended and guided with DCCM (see under *computers*).

At the end of the melee round, the missile drops and explodes if it has not reached a target.

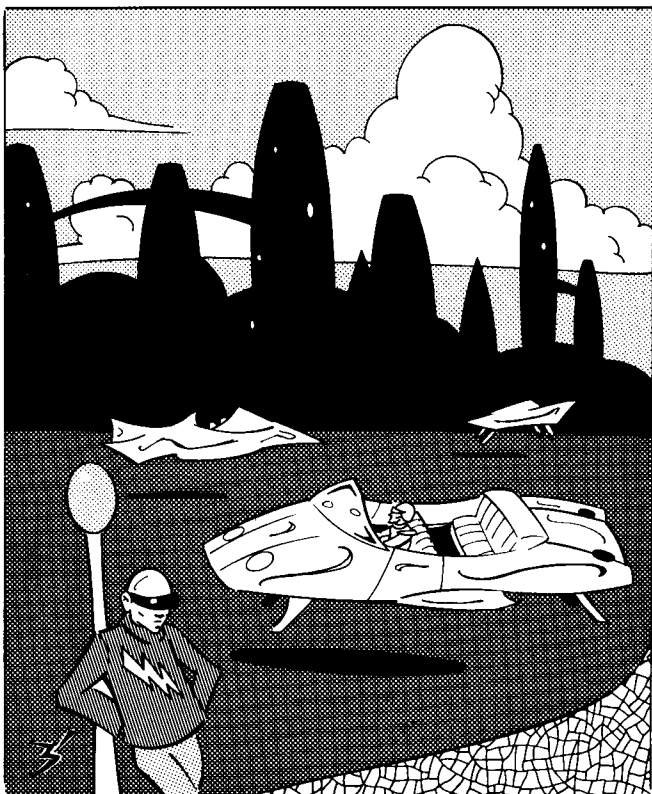
Missile, Seeker — A seeker missile can home in onto a particular figure in the line of sight of the user, using a modified sensor pack to follow force screen emissions, body heat, and radio noise. The missile has a 90% initial chance to hit its assigned target. Movement of the target, protection of or cover of the target, and the target's CM can reduce the chance of hitting. Seeker missiles must find their targets by the end of the melee round in which they are fired, or they will drop to the ground and explode.

Grenades — Hand grenades have not changed much over the years. They can be thrown to a distance of 20 meters, or fired from a heavy projectile rifle. If fired from a rifle, they have a maximum range of 200 meters, and the rifleman has half his normal chance of hitting his target.

Concussion and flechette grenades do impact damage and can be protected against by kinetic force screens and nylar or ceramet armor. A photon grenade is an attack intended to blind, but anyone wearing a diffusion screen or a Scout helmet will take no effect from a photon grenade.

Force Sword — This device was developed as an easily-carried hand-to-hand weapon. It must be powered by a generator and takes 4 energy points per melee round to maintain. It creates a line of force which can pass effortlessly through any armor, though another force sword can parry it. If even 1 point of magnetic screen is up, the force sword is useless against the wearer of that screen. The development of the magnetic screen caused the force sword to be dropped out of most military arsenals, but it is still a great favorite among duelists, and among explorers and exploiters of primitive worlds, whose inhabitants see it as a magnificent magic sword.

Melee Weapons — With need, *Future*World* armies will use whatever they can from the roster of weapons shown in *Basic Role-Playing*.



V. Scenario: Exploring Gorachan III

You have been hired by the Imperial Accomplishment Corporation ("Serving the Emperor for 300 Years") as a member of an exploration team to investigate a newly-opened planet.

You have been provided with all the equipment you know how to use. IAC is cost-conscious; there is little back-up instrumentation or gear. As you step through the gate to the new world, you groan in frustration at what you see.

THE CAMP

The gate has focussed on a dry hummock which is totally surrounded by swamp, stretching as far as you can see. The actual gatesite is firm and dry, but there is barely enough room for the 20 explorers, a combined human/robot/Rumahl party. The expedition commander orders twelve of you, split into two parties of six each, to take two of the three explorer haulers, go in opposite directions, and see what there is to see. If you have five comrades (other rolled-up characters played by friends), the six of you are one of the teams. If there are not enough of you, some of the following five fellow-explorers will join your group.

(1) John Steel is a veteran of a few previous expeditions, one of the few such in the group. He is a veteran ICE man, and may lead the party, though others participating may take that place if better-qualified. John carries two guided missiles with him, and has five more loaded in the hauler. He wanted to bring more, but the expedition leader allowed only the five extras. John complains about the situation, but in a good-hearted way.

(2) Sheldon Shoremaster is a scientist. He is anxious to get out of the swamp, to where more interesting plants and minerals may appear. He specializes in pharmaceutical plants and minerals.

(3 & 4) Rorgagh and Barfal (ROR-gag, BARF-ul) are Rumahl, those large, bear-like citizens of the Empire. They have each served all their terms in the Imperial Army, and are good people to have in a fight. They are good-natured and gentle and like to sing. This last proclivity is discouraged in camp, as a Rumahl song sounds more like a challenge to battle.

(5) Avon 78371 is a robot with ICE experience, and a period of Civilian work which equipped him with excellent trading skills. He spent some of his terms as a trader working among the outer worlds, and is familiar with the principles of trading with other creatures.

JOHN STEEL, human male, age 26; his background terms were Scout/Scout/ICE/ICE/ICE/ICE.

STR 16 CON 17 SIZ 12 INT 15 POW 16 DEX 14 CHA 12

HIT POINTS — 17

ARMOR — chitin (P-5, B-10, L-6)

TACKPACK — ENC 10, Energy 20.

WEAPON	Attack	Damage	Range	ENC	Rounds
Hvy laser rifle	55%	3D6	300	2	30
Guided missile	50%	5D8	LOS	4	2
Hideout blaster	50%	2D8	3	¼	10

SKILLS — First Aid 50%, Int/Cint 25%, Hide 55%, Move Quietly 65%, Jump 75%, Climb 70%, Fist 80%, Spot Hidden 65%, Throw 70%, Gate 45%.

EQUIPMENT (ENC) — chitin armor (3), heavy laser rifle (2), hideout blaster (¼), tackpack (10), clip for blaster (¼), magazine for rifle (½).

SHELDON SHOREMASTER, human male, age 35; his background terms were Civil/Science/Science/Science/Science/Science.

STR 10 CON 15 SIZ 10 INT 18 POW 12 DEX 13 CHA 15

HIT POINTS – 15

ARMOR – none.

TACPACK – ENC 8, Energy 16.

WEAPON	Attack	Damage	Range	ENC	Rounds
Light proj. rifle	35%	2D8	200	1	10

SKILLS – Biosciences 75%, Geosciences 70%, Physical Sciences 35%, Computer 95%.

EQUIPMENT (ENC) – rifle (1), 4 ammunition clips, 10 rounds each (1), tacpack (8).

RORGAGH, Rumahl male, age 26; his background terms were Army/Army/Army/Army/Army.

STR 18 CON 16 SIZ 19 INT 10 POW 13 DEX 10 CHA 12

HIT POINTS – 16

ARMOR – chitin plus skin (P-8, B-11, L-7).

TACPACK – ENC 7, Energy 14.

WEAPON	Attack	Damage	Range	ENC	Rounds
Semi-port. blast.	50%	5D8	100	7	100
Hvy proj. pistol	35%	2D6	20	1	10
Claw	80%	2D6	–	–	–

SKILLS – First Aid 60%, Hide 85%, Move Quietly 55%, Jump 75%, Climb 85%, Fist 80%, Listen 75%, Spot Hidden 55%, Throw 75%, Communications 35%, Maintenance 35%.

EQUIPMENT (ENC) – armor (3), semi-portable blaster (7), pistol (1), tacpack (7).

BARFAL, Rumahl male, age 26; his background terms were Army/Army/Army/Army/Army.

STR 17 CON 18 SIZ 19 INT 11 POW 14 DEX 9 CHA 12

HIT POINTS – 18.

ARMOR – chitin plus skin (P-8, B-11, L-7).

TACPACK – ENC 10, Energy 20.

WEAPONS	Attack	Damage	Range	ENC	Rounds
Hvy assault, proj.	80%	4D6	200	3	30
Hvy laster pistol	65%	1D8+4	60	1	10
Claw	80%	2D6	–	–	–

SKILLS – Jump 75%, Climb 85%, Fist 80%, Listen 75%, Spot Hidden 55%, Throw 75%, Engineering 35%, Maintenance 20%.

EQUIPMENT (ENC) – assault gun (3), chitin armor (3), two 30-round autogun magazines (1), three 10-round clips for pistol (4).

AVON 78371, robot, age 6; his background terms were Civil/Civil/ICE/ICE/ICE/ICE.

STR 9 CON 19 SIZ 12 INT 10 POW 10 DEX 17 CHA 3

HIT POINTS – 17

ARMOR – chitin plus skin (P-8, B-13, L-9).

TACPACK – ENC 5, Energy 10.

WEAPON	Attack	Damage	Range	ENC	Rounds
Lt. laser rifle	40%	2D6	300	1	30

SKILLS – Jump 35%, Climb 35%, Fist 35%, Listen 35%, Spot Hidden 35%, Throw 35%, Communications 50%, Gate 20%, Pilot 50%, Robotics 35%, Trade 75%.

EQUIPMENT (ENC) – armor (3), rifle (1), tacpack (5).

PARTY EQUIPMENT

The equipment provided by the main expedition consists of an explorer hauler and 200 rounds of extra ammunition for each person's weapons (except for John Steel's guided missiles and hideout blaster). The hauler mounts a radio good for communication for up to 200 kilometers and, if Rorgagh is coming along, there is a mount for his semi-portable. The expedition leader will not sign out a semi-portable for the party unless a member of the party knows how to use one.

The party has rations for two weeks, and is instructed to be back in one week if possible.

SWAMP CREATURES

One day out of camp, the exploring party is moving slowly across the water, about 3 meters above the surface. The atmosphere is thick with mist, forcing the driver to be wary of the hardwood trees rising out of the mire.

Suddenly three huge shapes appear out of the fog. Anyone with biological training recognizes them as similar to earthly carnivorous dinosaurs, about allosaurus size. Seeing the hauler, they charge it! Something, perhaps the ultrasonic whine emitted by the grav engines, infuriates the beasts.

These carnosaurus have hides of thickness 15 and 45 hit points. Their Dexterities are rolled on 3D6. If the party chooses to outrun them, the driver must make successful Pilot rolls each melee round or they will run into a tree, doing 4D10 damage to the vehicle and to whomever is driving. Kinetic screens will protect against this damage, as will the kinetic component of any armor worn.

If the car is wrecked, the carnosaurus have a 20% chance of pursuing the individual explorers. If the party engages the carnosaurus in combat, they do 5D6 damage per bite, and have a 75% chance to hit.

THE NATIVES

Emerging from the swamp, hopefully with grav car intact, the party almost immediately encounters a part of natives. They are obviously saurian-evolved, and are warm-blooded. Those in the party with some Sauriki experience will see that, though their evolution is similar, these are not Sauriki. In fact, their characteristics are rolled up exactly like humans.

Using sign language, these curious and friendly beings invite the party to their village, up the river flowing into the swamp, and away from the marsh. Since making friends with the natives is part of the party's mission, the party should go with them.

At the village, the party is offered many things, and the natives look over the party's offerings. While common trade goods are appreciated, they really want one of the far-shooting sticks the party has – the guns. They offer some plants which any bioscientist will recognize as potentially great pharmaceutical items. The plants offered are dried and obviously well-travelled. If asked, the natives, who have never heard of the principle of protecting one's sources, gladly will inform the party that one can get much more of the plants for healing from the equally friendly natives on the far side of the hill, who cultivate the stuff and trade it to the local folk for food-stuffs which the locals grow.

The chief insists that the party stay for what turns out to be a three-day party. Fortunately, the native food and beverages are compatible with Empire digestive systems; that makes the Rumahls very happy.

If for any reason the party chooses to attack the villagers, the warriors wear armor which protects against two points of damage from any type of weapon, and they wield spears and bows like those in *Basic Role-Playing* at abilities ranging from 40% to 80% (roll 1D3+1 and multiply the result by 20%). If more than three of them are killed or badly wounded, the rest will abandon the fight unless they have already killed more of the party than their losses. There are about 25 fighters in the village.

THE PASS

If the party chooses to go after more plants, they must travel over the gentle pass – the only one that the grav-car can negotiate through the surrounding hills. The explorers do not know that there are other visitors to this planet.

Four Sauriki have been operating on the other side of the hill. They also are a trading party, but have lost their vehicle to an accident and are reduced to travelling on foot. They are also part of one of the various warrior societies of the Sauriki who are dedicated to the destruction of the Empire.

SSORIZ, Sauriki male, age 39; his background terms were ICE/ICE/ICE/ICE/ICE/ICE.

STR 13 CON 9 SIZ 9 INT 13 POW 11 DEX 14 CHA 10
HIT POINTS – 09

ARMOR – ceramet plus skin (P-8, B-8, L-8).

TACPACK – ENC 6, Energy 12.

WEAPON	Attack	Damage	Range	ENC	Rounds
Hvy laser rifle	80%	3D6	300	2	30
Force sword	70%	2D10	–	½	–

SKILLS – First Aid 55%, Int/Cint 50%, Hide 40%, Move Quietly 45%, Jump 55%, Climb 60%, Fist 50%, Listen 60%, Spot Hidden 55%, Throw 50%.

EQUIPMENT (ENC) – rifle (2), sword (½), magazine (½), armor (3), tacpack (4), jump pack (2).

SSIKSAR, Sauriki male, age 35, his background terms were Science/Science/Science/Science/Science.

STR 11 CON 10 SIZ 11 INT 16 POW 10 DEX 13 CHA 10
HIT POINTS – 10

ARMOR – ceramet plus skin (P-8, B-8, L-8).

TACPACK – ENC 4, Energy 8.

WEAPON	Attack	Damage	Range	ENC	Rounds
Hvy laser rifle	50%	3D6	300	2	30

SKILLS – Biosciences 75%, Relationsciences 75%, Computer 50%.

EQUIPMENT (ENC) – armor (3), rifle (2), jump pack (2), magazine (½).

SHUSSAN, Sauriki female, age 32; her background terms were Civilian/Civilian/Civilian/Civilian/Civilian.

STR 12 CON 8 SIZ 8 INT 16 POW 14 DEX 20 CHA 15
HIT POINTS – 8

ARMOR – ceramet plus skin (P-8, B-8, L-8)

TACPACK – ENC 5, Energy 10

WEAPON	Attack	Damage	Range	ENC	Rounds
Lt proj. rifle	65%	2D8	200	1	30
Hideout blaster	50%	2D8	3	¼	10

SKILLS – Communications 50%, Pilot 50%, Trade 75%.

EQUIPMENT (ENC) – armor (3), rifle (1), hideout gun (¼), magazine (½), clip (¼), jump pack (2).

SAARSAN, Sauriki male, age 38; his background terms were Scout/Scout/Scout/Scout/Scout.

STR 15 CON 11 SIZ 7 INT 16 POW 9 DEX 15 CHA 8
HIT POINTS – 11

ARMOR – ceramet plus skin (P-8, B-8, L-8)

TACPACK – ENC 4, Energy 8

WEAPON	Attack	Damage	Range	ENC	Rounds
Hvy assault, proj.	65%	4D6	200	3	30
Guided missile	55%	5D8	LOS	2	1

SKILLS – Hide 70%, Move Quietly 75%, Jump 50%, Climb 50%, Fist 55%, Listen 60%, Spot Hidden 55%, Throw 50%, Engineering 20%, Maintenance 35%.

EQUIPMENT (ENC) – armor (3), jump pack (2), assault gun (3), two magazines (1), guided missile (2), tacpack (4).

A traveller from the village on the other side of the hill, who had to miss the party to run a family errand, has told them all about the funny non-scaled creatures in the next val-

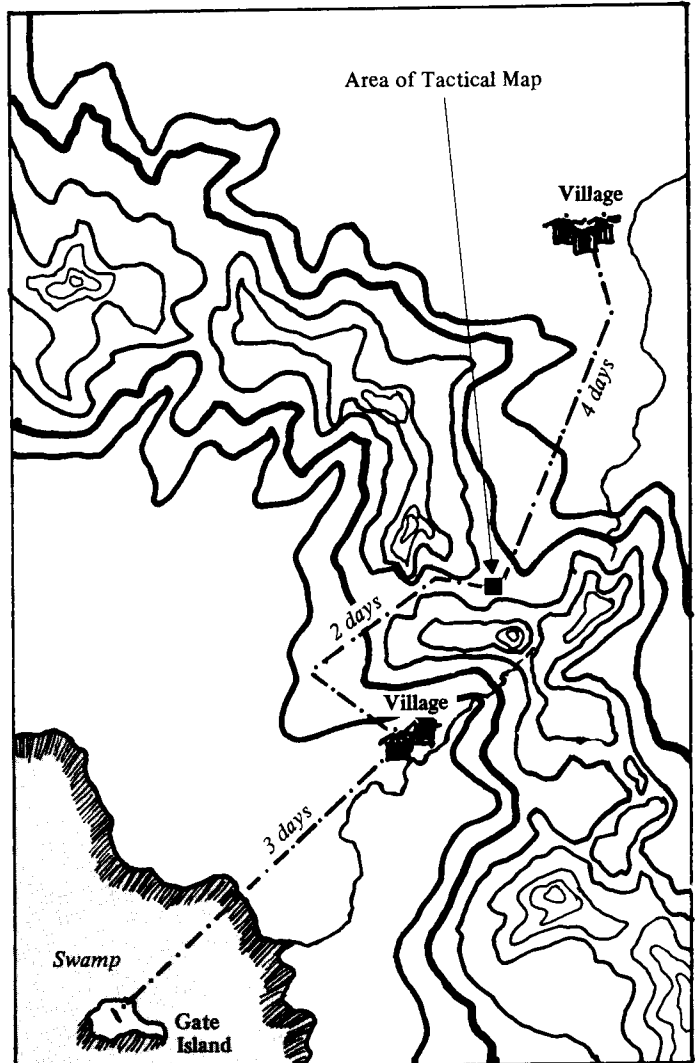
ley, and the Sauriki have decided to incite their friends in the village to attack them.

From their stores in the wrecked vehicle, the Sauriki provide a light laser rifle to each of their allies, who number ten. Each of the natives is 20% with the weapon and has 30 rounds of ammunition. The Sauriki are described above. The natives are otherwise equipped just like their brothers in the other valley, and will switch to their native weapons if the light rifles do not prove useful.

The Sauriki intend to let the natives do most of the work, then use their jump belts to surprise the Empire explorers when they think they have the upper hand. If the humans prove to be too powerful, the Sauriki will depart without bringing themselves to the humans' notice, hoping that they have begun to poison relations between the natives and the Empire, and that the Sauriki can later profit from the conflict.

If the Empire party stops to negotiate, and doesn't start shooting immediately, the attacking natives may stop to listen, and perhaps turn on their Sauriki patrons. But the Sauriki are similarly evolved with the natives, and this will give them a plus in any negotiations with them.

Given a choice, the Sauriki scientist Ssiksar will try to convince his fellows to abandon the venture, but he has little influence with the others.



Continued from p. 1

ICE is known as the enforcer of the Empire. Even a dishonorably discharged ICE man cannot go directly into a criminal career, for criminal elements correctly distrust this sort of ploy as a trap.

ICE does not patrol individual worlds as policemen; that is up to the individual world authority. ICE will, however, often use undercover operations to discover illicit gate use, thus giving the criminal element justification for its paranoia.

Any ICE man who has left ICE normally is considered available for duty in case of emergency. Many ICE men leave ICE to become gate techs for corporations, supervising the corporate liaison with ICE.

Former ICE men are under great demand as corporation security experts and outer world explorers.

EMPIRE OUTLINE

The Empire consists of the core worlds, the frontier worlds, and the outer worlds.

CORE WORLDS

Numbering about 30, they are the center of the civilization and tend to be heavily built-up with enormous buildings for homes, industries, and government. Each world has a population of about one billion, of which about 1% is poverty-level. Most surplus population has been shipped off to various frontier worlds. The remaining citizens of the core worlds look down on emigrants and emigration.

Every core world has a number of gate bases, some focused on other core worlds, and some focused on frontier worlds. Every core world has at least one gate focused on GateHome, the frontier world which acts as central transshipment and exploration terminal for all the outer worlds.

FRONTIER WORLDS

Numbering about 200, these are fully colonized/exploited worlds which contain no known threat to the Empire. Some are industrializing and may be soon considered for membership in the core worlds.

Some frontier worlds are special exile worlds, either by choice of the inhabitants or because they have been established as penal colonies; they have no gate bases, just focus areas for off-world gates. Most frontier worlds have at least one gate that leads to GateHome. Frontier worlds which are the fiefs of individual companies have only a focus point for gates based on the core world corporate headquarters of the company. Many of these frontier worlds act as gate bases for gates going to outer worlds being explored/exploited by their companies.

GateHome is a gate-specialty world which is used both for central inter-company shipping and as the main base for exploration. In this way, all the necessary astrophysical computers and other tools are economically centralized for general use. Once a planet has been found and contacted, however, special gates for it are established by the companies using it, if any.

OUTER WORLDS

They number in the thousands, and more are discovered each year. Many are not suitable for exploitation. Some have indigenous races who would actively resent exploitation; other worlds have shown no special value from initial probes and explorations. The coordinates of each world are kept on file, in case anyone finds a use for them later.

No outer world is allowed to have a gate base. All are reached by focuses from gate bases on frontier worlds. This is a security measure to keep surprises from wiping out anyone but the people on the outer world.

As it costs money for a continually-open gate or even for a transponder to maintain a carrier beam for a gate, many companies just have specific times when the gate will be open, leaving the exploration teams with the job of staying alive until the gate reopens. For the most part, the teams succeed.

EMPIRE GOVERNMENTAL STRUCTURE

The Imperial Family of the Third Terran Empire has little actual power in the Empire. Originally, they were the royal family of Nalbion, the core world from which the Third Empire sprang, and their fortunes rose with the Empire's. They are almost never seen by the citizens of the Empire, and rarely step outside their gate-connected mansions and villas on a dozen of the core worlds. Being presented at court is considered a high honor, and is only done once every two or three months.

Being presented to the Emperor and his court can be a wallet-slashing proposition. Presentation outfits cost hundreds of thousands of credits and are far more ostentatious than even the normally luxurious court dress. Presentation outfits have no use except for being presented to the Emperor. Heroes have been known to beg off their privilege, unless the purse of a grateful public supported them.

There is an extensive black market in used presentation costumes.

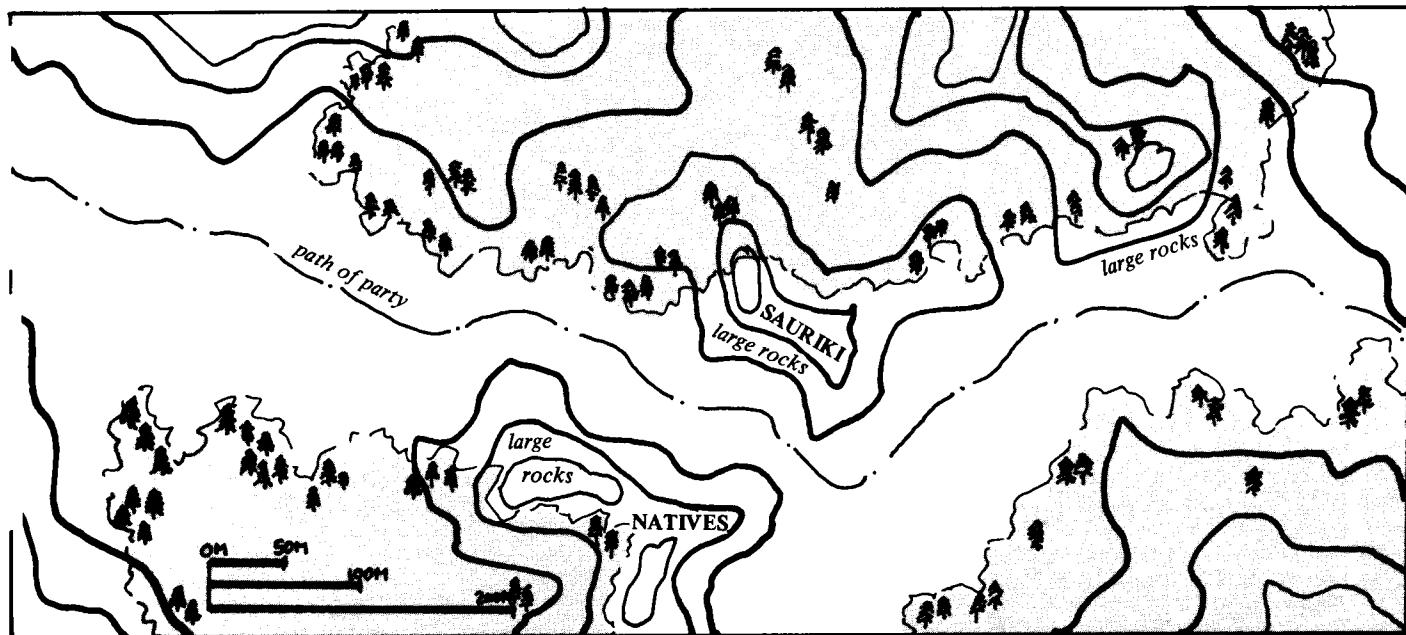
THE ADMINISTRATION

The Administration controls the use of gates through their enforcement arm, ICE. The Administrator (the head of the Administration) is appointed by the Emperor on the advice of his council; the Administrator is actually the appointee of the major corporations of the Empire.

The Administration regulates the use of the gates and maintains service to all Empire worlds. Without the gates, there would be no Empire. The core world of Nalbion is the headquarters world of the Administration; they have major regional outposts on many of the frontier worlds, and a large complex on GateHome.

WORLD GOVERNMENTS

Individual worlds within the Empire each have their own forms of government, although they all have Imperial Governors. Often the Governor has nothing to do but to represent the Empire upon ceremonial occasions, but some frontier world Governors are the sole source of authority on their planets.





Future-World

Character Name _____ Player _____

Sex _____ Age _____ Race _____

Background: (1) _____ (2) _____ (3) _____ (4) _____ (5) _____ (6) _____

STR _____	Damage _____	===== HIT POINTS =====														
CON _____		-14	-13	-12	-11	-10	-09	-08	-07	-06	-05	-04	-03	-02	-01	00
SIZ _____		01	02	03	04	05	06	07	08	09	10	11	12	13	14	15
INT _____	Idea _____	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
POW _____	Luck _____															
DEX _____	Dodge _____	ARMOR _____ vs. Projectile _____ Laser _____ Blaster _____														
CHA _____	Persuasion _____															

===== WEAPONS =====					Attk%	Damage	Range	ENC	Rounds	===== TACPACK FUNCTIONS =====				
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	ENC _____	Energy generated _____			
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	points allotted _____	to _____			
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	Force Screen _____	K_ D_ M_ _____			
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	Electrn. War. _____	S_ CM_ _____			
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____		DCCM _____			
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	Jump Belt _____				

===== CHARACTER SKILLS =====

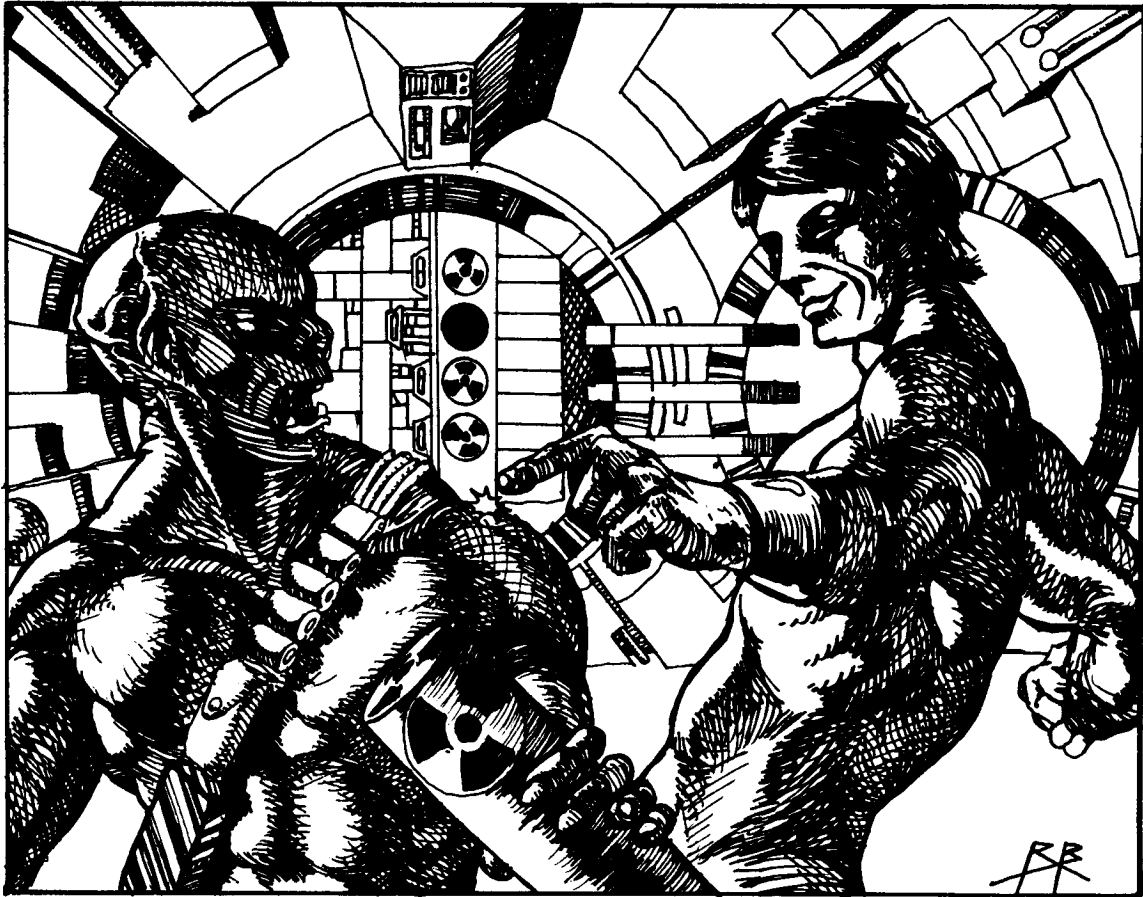
■ Common Skills	Relationsciences (00%) _____	Spot Hidden (20%) _____
_____	_____	Throw (20%) _____
_____	_____	_____
_____	_____	■ Technical Skills (05%)
First Aid (10%) _____	■ Stealth Skills (10%)	Communications (05%) _____
_____	Hide (10%) _____	Computer (05%) _____
Intell./Counter-Int. (05%) _____	Move Quietly (10%) _____	Engineering (05%) _____
_____	_____	Gate (05%) _____
■ Science Skills (00%)	■ Survival Skills (20%)	Maintenance (05%) _____
Biosciences (00%) _____	Jump (20%) _____	Pilot (05%) _____
Geosciences (00%) _____	Climb (20%) _____	Robotics (05%) _____
Physicalsciences (00%) _____	Fist (20%) _____	_____
_____	Listen (20%) _____	Trade (15%) _____

===== EQUIPMENT =====

===== NOTES =====

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
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_____	_____
_____	_____

Superworld



STEVE PERRIN STEVE HENDERSON

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It is a twentieth-century world like our own, with a difference. The close observer sees that the streets and skies are patrolled by garishly-costumed men and women with powers far beyond those of ordinary mortals. This is the world of comic book superheroes, where costumed crimebusters fight powerful supervillains in the never-ending battle between good and evil.

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II. The Setting

RATIONALE

Assume that for centuries the solar system crossed a strange force field. No one noticed its effects because it influenced everything we observed.

Suddenly, Earth and sun emerged from the field. Reaction times and physical laws snapped back to what they were thousands of years before, during the Golden Age of the gods, when humans had fantastic powers whose extent is only hinted at by myth and legend.

In *Superworld*, the laws of the universe have changed to allow the fantastic abilities of superheroes.

TIME FRAME

Comicbook superheroes were first popular during World War II. You might assume that *Superworld* came out of its force field at that time, and that modern-day heroes have forty years of previous superheroes from which to build their own careers. Alternately, you can assume that the world has just emerged from the field, and the only previous experience for the burgeoning collection of caped crusaders is in the comic-books.

The third possibility is to set your *Superworld* adventures during World War II, providing a ready-made set of villains and world-conquering plots for superheroes to battle.

III. Creating a Superhero

The superhero comes from a background in which most of the skills of *Basic Role-Playing* are still valid. The noticeable differences concern the use of weapons and First Aid. Such skills are highly developed in twentieth-century America, but the number of people using them is not as general as in a primitive culture, due to our reliance on specialists.

However, anyone active enough to contemplate a superhero career will have all other *Basic Role-Playing* skills at the given percentages.

To turn your *Basic Role-Playing* character into a superhero, determine what sort of character you want him to be. Is he a mutant, with strange abilities beyond those of normal humanity? Did he get caught in a laboratory accident which changed him into a super-powered freak? Did some devious sage whisper an ancient word of power to him? Did he come from some far-off planet? Has he trained his body to perfection? Did he invent devices which provide all his powers? Develop this origin and try to attach some supporting cast members (wives, sweethearts, crippled relatives, bosses, subordinates, etc.) to his story, to give the character some breadth and richness.

What is the character's profession in his day-to-day identity? This is developed in more detail below, but when picking powers and abilities for the character, keep his origins in mind.

ASSIGNING SUPERPOWERS AND SKILLS

To create a superhero, roll the character's STR, CON, SIZ, INT, POW, DEX, and CHA on 3D6, just as shown in *Basic Role-Playing*. If any of the characteristics are below 11, you may add three to the characteristic. If the character is still not satisfactory, you can always roll up another character.

Once all the characteristics have been established, add them all together. This gives you the *Hero Points* of the character.

The Hero Points are used to "buy" superpowers and skills for the superhero. Superpowers and increased characteristics are bought in *levels* of powers or characteristics, and skills are bought in 5% increments. Left-over Hero Points can be saved for future use. Characters never improve during a game. All improvements or purchases of superpowers, skills, or increased characteristics occur between games.

Before we get into the exact mechanics, we should decide what sort of superhero we want this character to be and think up an origin and rationale for him. As an example, let us examine Kent Fraser, mild-mannered photographer.

EXAMPLE

Kent Fraser, a professional photographer for Big City Life Magazine has characteristics of STR 13, CON 16, SIZ 12, INT 14, POW 16, DEX 14, and CHA 15, totalling 110 Hero Points. When he tried to photograph San Francisco from the top of the Transamerica Building, he was struck by lightning. When he awoke, he discovered he had developed many strange electrical powers. He decided to use these powers for good as "Captain Stormcloud."

ENERGY SUPPLY

For all but a few physical and sensory powers, the hero will need energy to fuel his powers. One Hero Point will give a character 10 points of energy. Energy supply must be purchased to be used; energy supply is a superpower — see it in the Superpowers list.

EXAMPLE

Being a superhero who uses lightning, Captain Stormcloud's player realizes that his character will need lots of energy, and uses 16 Hero Points to give him 160 points of energy. This leaves him with 94 more Hero Points to spend.

SUPERPOWERS

The myriad superpowers available to superheroes are described in detail later. One or more Hero Points allow the character to obtain one level of a power. To be useful, most powers need several levels. The individual cost of each power is listed with the description.

EXAMPLE

A character with lightning as an origin should be able to throw Lightning. It costs 3 Hero Points for each 1D6 of damage done with an Energy Projection like lightning, and Captain Stormcloud's player spends 18 Hero Points to get a Lightning attack which will do 6D6 damage. He now has 76 Hero Points to spend.

The player also decides that Captain Stormcloud should fly. With his SIZ of 12, he needs 12 levels of Flight, but he wants to be able to pick up and carry the largest possible person, so he adds 18 more, for a total expenditure of 30 Hero Points for 30 levels of Flight. He has 46 Hero Points left.

SUPER CHARACTERISTICS

A superhero must be expected to have superior characteristics. The physical characteristics of STR, CON, SIZ, and DEX can be built up by one characteristic point for one Hero Point. INT, POW, and CHA can be built up at a cost of three Hero Points per characteristic point. In neither case do the increased characteristics increase in turn the available Hero Points, though it is possible to increase Hero Points by other methods.

EXAMPLE

The player decided that the lightning bolt energized Captain Stormcloud's muscles, so that he can deal massive blows, and also increased his reflexes so he can get in the first blow. He adds 12 to the character's STR of 13 to give him a STR of 25 (just enough for a 2D6 damage add) and 6 to the character's DEX of 14, to give him a DEX of 20. This costs a further 18 Hero Points, leaving him with 28 Hero Points.

SUPER SKILLS

There are many skills available to modern day superheroes besides the ones in *Basic Role-Playing*. Full descriptions are given in a following chapter. Any skill, including the *Basic Role-Playing* skills, can be increased in the beginning character by spending one Hero Point for a 5% increase.

EXAMPLE

Captain Stormcloud's player decides to give his character a bit of acrobatic experience from his college days as a gymnast. He spends 2 Hero Points on Acrobatics, raising the character from his normal 5% to 15%. He now has 26 Hero Points left.

DISABILITIES

A character as conceived by his player may not have sufficient Hero Points to meet the needs of the concept. In other words, the player may need more Hero Points to fix up the character as he wants him than are available from the character's original characteristics.

The player may apply disabilities, as described later in this chapter, to give the character more Hero Points. These disabilities must be true problems which give the character a challenge to overcome. An acute hangnail is not a problem worthy of extra Hero Points for a superhero.

EXAMPLE

Captain Stormcloud's player wants to give his character the ability to absorb 18 points from electrical attacks a melee round to refuel his energy (a cost of 18 Hero Points), 12 points of physical armor to absorb kinetic energy from fists, bullets, heat, cold, sonics, etc., (a cost of 12 Hero Points), 12 points of radiation armor against lasers and hard radiation (a cost of 12 more Hero Points), and 4 extra points of CON (4 more Hero Points). The total cost in Hero Points is 18+12+12+4, or 46 Hero Points. However, he has only 26 Hero Points left.

To get the other 20 Hero Points, he must accept some disabilities. Reviewing the origin of the character, he decides that the lightning bolt adversely affected Captain Stormcloud's vision and hearing. He gives him a permanent limit of 5% on his Spot Hidden Item roll (reducing his Basic Role-Playing chance from 25% to 5%) which is worth 4 Hero Points, and a permanent limit of 15% on his Listen Roll (reducing his Basic Role-Playing chance from 45% to 15%) which is worth 6 Hero Points. For the remaining 10 points needed, he decides that water, such as a rainstorm, leeches away Captain Stormcloud's energy at a rate of 10 energy points a melee round. This limitation is worth a further 10 Hero Points, giving him the full 20 extra Hero Points he needs to buy the powers he wants for the character.

LIMITS OF CREATION

When building a character, the player must keep the reality of the character in mind. Powers should have a consistent rationale. Build on the character's origin, his background before he became super, and the "style" of his powers. Characters with great strength rarely need to be martial artists. A stealthy character, using powers like Invisibility, has little use

for massive armor. Also, disabilities should be real and appropriate to the character. An allergy to oak wood is not a reason for gaining Hero Points, unless the allergy does 1D6 damage every time the character is within 10 meters of it.

INCREASED HERO POINTS

As with *Basic Role-Playing* and all of the other Chaosium role-playing games, a character may improve with each skill he possesses. These include the Throw and Fist skills so necessary to the successful superhero, and the new skills introduced in this game.

But is it possible to increase in superhero powers? Can one improve the damage done by a lightning bolt, increase the amount of armor available, etc?

The answer is yes, and the ability to increase depends on luck and POW. Every time a character (1) makes a luck roll by rolling POW as a percentage, or (2) successfully overcomes another's POW on the resistance table, or (3) successfully resists another's POW on the resistance table, he has a chance of increasing his POW by 1D3. This automatically raises his Hero Points by the amount rolled on the 1D3, and those points may be used immediately anywhere the character wants another level of power, or maybe saved from increase to increase for later use.

The chance of raising the POW of the character is found by subtracting the current POW of the character from 25 and then rolling the result or less on 1D20. If successful, the POW has been increased.

By logical extension, any character making an idea roll, a dodge roll, a persuasion roll, a CON roll, or a STR roll by rolling the current value of the appropriate characteristic as a percentage, may also attempt to increase that attribute and gain in Hero Points, just as can be done with POW. SIZ cannot be increased in this way, though Hero Points gained elsewhere can be used to increase SIZ.

DISABILITY POINTS

Disabilities which provide extra Hero Points fall into two categories:

1. **CHARACTER FAILINGS** — These are physical, mental, or cultural problems besetting the character which take away from his total capability. These failings are generally worth 5 to 10 Hero Points.
2. **POWER MODIFIERS** — These are modifications to powers as they are described in the rules. Each modification's worth is based on how much it limits the power.

OTHER DISABILITIES

There are many possible disabilities a character might have. Referees should feel free to invent more disabilities for heroes, always keeping the reality and rationale of each character in mind. If the character takes 2D6 damage from proximity to fire, why? Is he an alien from another planet who has never seen an open flame? The disabilities should come out of the hero's powers or from logical extrapolation from his background before he became a superhero.

In any case, the disability total should never get above the original Hero Points of the character. More than that, many disabilities will make the character virtually useless, no matter what sort of incredible powers have been bought with the

SAMPLE CHARACTER FAILINGS

Failings	Hero Points Gained
Superhero identity must be "turned on." It is not in action full time.	+5
Superhero identity must be turned on in an obvious and preventable manner, such as; by gagging to prevent a magic word being said, strapping the wrists which must be clashed together, taking canes, briefcases, armor, weapon away ...	+5
Superhero identity is on full time, making a normal life impossible, such as; always giant-sized, always burning, etc.	+10
Normal skills are limited because of super-powers, such as normal <i>Basic Role-Playing</i> skills limited permanently to less than their normal chance. An example is a limit to Spot Hidden Item of 5%, etc.	+1 Hero Point for every 5% reduction in <i>Basic Role-Playing</i> Skill
Physical frailty of character, either impaired or totally disabled, such as character is blind, missing one eye, minus a leg, gets epileptic fits, etc.	+5 for partial problem +10 for full-time problem
Psycho-social frailty of character, giving the character a mental or cultural problem such as recklessness, a major phobia, acute anti-Communism, a moral code against taking life, etc.	+5 each (maximum of 20)
Special weakness of character, giving him damage by being within 10 meters of a certain class of item.	
1D6 per melee round	+5
2D6 per melee round	+10
Item is very common (fire, water, steel, etc.)	+5
Item is very rare (certain meteoric minerals)	-5
Special added damage from certain attacks such as cold, sonics, lightning, gas, etc.	
+1 per die	+3
+2 per die	+5
+3 per die	+8
+4 per die	+12
etc.	etc.

SAMPLE POWER MODIFIERS

Modifier	Hero Points Gained
Power only works under certain conditions, such as under water.	+5
Power does not work against certain objects:	
Common items (yellow, plants, organic beings)	½ point cost
Uncommon items (Druidic magic, red sun radiation)	1/10 point cost
Power has limited number of uses per day, but has at least one.	6 minus number of uses
Power available for limited time per use (only applies to powers with duration after activation, such as Flight or increased characteristics, not one melee round powers like projections).	6 minus number of minutes divided by 10
Power does not have a normal attribute:	
Projection power has no range, must be used with touch	1 per level
Flight is limited as to height or where it will work	½ cost
Power costs energy to activate which usually does not	½ energy cost
Power which usually costs energy to activate now costs energy each melee round	½ energy cost
Power which usually has no energy cost costs energy each melee round	energy cost per melee round
Energy is dissipated involuntarily:	
Under special circumstances (in rainstorms)	energy per melee round
Continually	twice energy cost per melee round

extra points. Players and referees will find that characters with totals around 150 points will provide the maximum play balance and enjoyment for everyone.

EXPLANATION OF POWERS

Superpowers come in levels of effect. Each level costs Hero Points and represents an increase in the superpower. Generally, if the power costs energy to use, increased power will cost increased energy. The exact special effect of the levels of powers will be explained in each power description.

THE POWERS

ABSORPTION

Cost to Buy – 1 Hero Point per level
Energy Cost – None

Each level of Absorption gives the character the ability to absorb one damage point of one type of energy and store it in the character's energy supply. This supply can either be the character's own energy reserve or some device used to fuel his powers. The source must have space for the points, or the energy will affect the character normally.

EXAMPLE

Captain Stormcloud has 18 points of Absorption against electrical energy. He is hit by Dynamon, the electrical villain, for 18 points of electrical energy, but Stormcloud has used only 12 points of his energy supply so far. He absorbs the 12 points of electrical energy and takes the remaining 6 points as damage.

Special Notes

A character cannot take energy out of an energy supply and use his powers to put it right back in. For instance, Captain Stormcloud cannot hit himself with a lightning bolt to give himself back the power expended in the lightning bolt. However, if a character is carrying a device (such as a gun) that produces energy he can absorb (like the impact force of a bullet), it is legitimate to shoot oneself for the energy. In all cases, the energy absorbed must be energy which would ordinarily do damage. Absorbing sunlight is not a valid absorption.

Types of Energy

For the purposes of this game, there are six types of energy which can be absorbed:

1. PHYSICAL IMPACT – Punches, falls, bullets, etc.
2. ELECTROMAGNETIC – Lightning, magnetic attacks, wall sockets (about 2D6 per melee round)
3. FIRE/HEAT – Open flame, radiated heat, etc.
4. COLD – Any source of freezing.
5. RADIATION – Lasers, light, hard radiation.
6. SONIC – Ultrasound or other sound attacks.

ADAPTABILITY

Cost to Buy – 1 Hero Point per level

Energy Cost – 1 energy point per SIZ point to activate power
Each level allows a character to alter 1 SIZ point of his body to exist in a new environment, such as poison gas, water, vacuum, etc. Thus, to adapt to vacuum from atmosphere in one melee round, a SIZ 9 character would have to have 9 levels of Adaptability.

Adaptability allows the character to live comfortably in very hot or cold environments, but offers no protection against Heat and Cold attacks.

The player should keep in mind that Adaptability is not necessarily just a superpower within the character. It can just as easily be life support equipment, providing a self-contained atmosphere and protection against pressure differences for the character.

ARMOR

Cost to Buy – 1 Hero Point per point of protection per energy type

Energy Cost – None*

Each level of Armor gives one point of protection against a particular type of attack. This armor can be in the form of steel plate, tough skin, mylar, or what-have-you.

EXAMPLE

Thunderfist has 5 levels of Armor, each versus kinetic energy, electromagnetic energy, and radiation. The total cost is 15 Hero Points.

Types of Energy

There are three types of energy to be armored against:

1. KINETIC – Blows, falls, sonic attacks, heat, and cold attacks.
2. ELECTROMAGNETIC – All magnetism and electrical attacks, such as lightning.
3. RADIATION – Light, hard radiation, and gravity attacks.

***Special Notes**

A character wishing to purchase Armor as a forcefield needing energy to activate, may do so for 2 levels per Hero Point. The energy cost is one energy point per level to activate the field. The field will last for 10 melee rounds.

A character also can purchase Armor as a shield or partial protective device at 3 levels per Hero Point. Such a device can only protect a character from one attack a melee round, and in order for the protection to work the character must make a successful parry with the device (see *Basic Role-Playing* combat rules).

A superhero can parry a missile or projection attack, an impossible feat for a normal shield-user.

CHARACTERISTICS Cost to Buy – 1 Hero Point for each point of STR, CON, SIZ, or DEX; 3 Hero Points for each point of INT, POW, or CHA
Energy Cost – None

The Hero Points expended as shown above add to the character's rolled characteristics. They can only be added after the Hero Points of the characters have been determined.

Special Notes

Every ten points of STR or SIZ over 14 (or fraction thereof) adds 1D6 damage to any attacks with fist or hand-held weapon.

The idea, luck, dodge, and persuasion rolls will increase with the increased characteristics. However, they can never exceed 95, no matter how high the characteristic is raised. Also note that characteristic x 5% is a base, which can be raised and lowered by the referee depending on the circumstances.

ENERGY SUPPLY Cost to Buy – 1 Hero Point per 10 points of energy
Energy Cost – None

This is the energy reserve a character probably needs to use most of his powers. Some physical and sensory powers do not need energy to operate.

This energy source may be personal energy from within the character, or battery energy, an external energy storage device. Internal energy can be used to fuel either personal or external powers, and batteries can be used to fuel personal and external powers. This all depends on the character. A character may have two sources, each fueling different powers.

Expended personal energy will return to the character at a rate of his CON in energy points every game hour. Battery energy must be regained by recharging. One common way is by wall socket, which will pour 2D6 energy points into a battery every melee round.

The power of Absorption can be used to recharge either personal or battery energy.

Superpowers use energy in one of two ways:

1. The energy is used simply to activate the power and the power costs no more energy until the power must be activated again
2. The energy must be used each round the power is in operation.

DENSITY Cost to Buy – 1 Hero Point per SIZ point per level
Energy Cost – 3 points per level per melee round
Each level of this power allows a character to increase or decrease his SIZ, purely as weight, not height.

Each level of increase adds the character's original SIZ and STR to those characteristics again. Each level also slows the character's normal movement by two meters and gives him one point of kinetic armor.

EXAMPLE

Neutron has a STR of 14 and a SIZ of 12. At Density level three, he would have a STR of 56 and a SIZ (as weight) of 48. He would only be able to move 18 meters walking, and 36 meters running. He would also have 3 points of kinetic armor.

Each level of decrease in Density halves the character's STR and SIZ (in weight). At level four of decrease, a character can fly by gliding on the wind, as long as he goes in the wind direction and goes no faster than the wind.

ENERGY PROJECTION Cost to Buy – 3 Hero Points per level
Energy Cost – 3 energy points per level used
This is the ability to project 1D6 energy damage at a target. The energy can be kinetic force, cold, heat, lightning, light, sonics, or some other sort of energy. It can always be armored against or absorbed by one of the various sorts of armor or absorption powers.

Each level allows the character to project 1D6 damage of one of these energies 15 meters. Additional levels allow the character to increase the damage by another 1D6 or increase the range by 15 meters. Individual energies also have other properties.

1. COLD can be used to form a structure of a SIZ equal to the points of damage rolled, which can be treated like any other structure for damage, etc. Every level also allows a 10% chance that a metallic structure will become brittle and only have half of its former SIZ points.
2. Every level of HEAT used has a 10% chance of starting a flammable object burning.
3. Every level of LIGHT can also be used to create a 15-meter-radius dome of light around the character, doing nothing but illuminating an area.
4. Other projections might have similar powers, at the discretion of the referee and player, working together.

No character may have more levels of one of these projections than half his POW rounded down to the nearest even number. Thus, a character with a POW of 13 can only have 6 levels of any one of these projections, though he could have several of the projections at six levels each.

DARKNESS Cost to Buy – 3 or 4 Hero Points per level
Energy Cost – 3 energy points per level
One level of this power creates a volume of darkness two meters in radius. Within this volume, all creatures without Infravision or Super-touch will fight at 1/5 their normal ability.

If this power is used as a projection power, the range is 15 meters.

Additional levels may either increase the range by 15 meters or add another one meter of radius to the volume of Darkness, as the occasion demands.

Darkness can also be taken as a device, such as a bomb emitting a cloud of darkness, or an aerosol spray. In this case, the range is always 15 meters, there is no energy cost for the use of the power, and the device costs one extra Hero Point per level. Thus, a Darkness bomb capable of darkening 5-meter-radius area would cost 4 Hero Points for the first level, and 12 more for the other three levels needed to give it a 5-meter-radius.

Remember to record the number of bombs carried. If less than six bombs are carried at a time, the extra points for a power modifier should be given to the character. The Hero Point cost for the device is simply for having possession of the device, not per device.

The Darkness effect will dissipate in ten melee rounds.

FLIGHT Cost to Buy – 1 Hero Point per level
Energy Cost – 1 point per SIZ point flying to activate
Each level of Flight moves 1 SIZ point at 500 meters per melee round. It is also possible to go slower or even hover. To fly, a character must have 1 level of Flight for each of his SIZ points. If he wishes to carry anything, he must have additional levels of Flight equal to the SIZ of the carried item and the STR to carry the item.

For each level of Flight over that necessary to carry the SIZ moving, the character may go an extra 100 meters per melee round.

<i>Power</i>	<i>Hero Point Cost Per Level</i>	<i>Energy Point Cost Per Level</i>
Absorption	1 per energy type	None
Adaptability	1 (affects 1 SIZ point)	1 per SIZ point per activation
Armor	1 per energy type	None unless for force field
Characteristics	1 per STR, CON, SIZ, or DEX	None
	3 per INT, POW, or CHA	None
Darkness	3 (affects 2 meter radius)	1 per activation
Density	1 per hero's SIZ point	3 per melee round
Energy Projection	3 per 1D6 damage	3 per activation
Energy Supply	1 per 10 point of energy	None
Flight	1 (affects 1 SIZ point)	1 per SIZ point per activation
Gas Projection	3 per 1D6 potency	3 per activation
Gravity Projection	3 (affects 3 SIZ points)	1 per SIZ point per activation
Insubstantiality	20	1 per SIZ point per melee round
Invisibility	1 (affects 1 SIZ point)	1 per CON point per melee round
Leap	1 (adds 2 meter horizontal)	None
Martial Arts	20	None
Mindblock	1	1 per melee round
Perception	1 per hero's POW point	3 per melee round
Regeneration	1 per hero's CON point	1 per melee round
Shape Change	1 per hero's CON point	1 per activation
Silence	3 (affects 2 meter radius)	1 per activation
Size Change	1 per hero's SIZ point	1 per SIZ point per activation
Snare Projection	3 per 1D6 points of SIZ	1 per activation
Speed	20	1 per melee round
Stretching	3 (adds 1 meter stretch)	None
Supersenses	3	None
Telekinesis	1 (affects 1 SIZ point)	1 per melee round
Telepathy	1 (affects 1 POW point)	1 per point of target's POW
Teleport	1 (affects 1 SIZ point)	1 per SIZ point teleported
Wall Walking	1 (affects 1 SIZ point)	None
Wind Projection	3 per 1D6 damage	3 per activation
X-Ray Vision	3 per 5 cm penetration	1 per melee round



FIREARMS

<i>Skill</i>	<i>Weapon</i>	<i>Base chance</i>	<i>Damage</i>	<i>Range* in meters</i>	<i>Notes</i>
Handgun	Light pistol	20%	1D6	10	Impales
	Heavy pistol	20%	1D10+2	20	Impales
	Magnum	20%	2D6+2	20	Impales
Rifle	Light rifle	10%	1D6+2	100	Impales
	Heavy rifle	10%	2D6+3	100	Impales
Shotgun	Light shotgun	30%	2D6	20	
	Heavy shotgun	30%	4D6	20	
Autoweapon†	M-16	30%	1D8+2	10	Impales
	Thompson	30%	1D10+2	10	Impales

*Range for snubnosed weapons, including sawed-off shotguns, is only 5 meters. Base chance at twice the given range is half the chance given. At three times the given range, chance is one-fourth of that given, etc. Sawed-off shotguns have no ability to hit past 5 meters.

† An automatic weapon is fired in bursts of 3. Roll 1D3 to see how many rounds hit the target, then roll each damage individually. Only the first of the rounds will impale if an impaling roll (1/5 of the needed roll to hit) is rolled.

EXAMPLE

Swift, a SIZ 9 heroine, has Flight at level 20. If unburdened, she can fly at 500 meters per round, plus 11 times 100, or 1100 meters per round more, for a total of 1.6 kilometers per round. This is approximately 480 km per hour, or 300 mph.

If this power is used in conjunction with Speed, increase the number of meters the character can fly each melee round, just it does the number of meters run each melee round.

GAS PROJECTION

Cost to Buy – 3 Hero Points per level

Energy Cost – 3 points per level of potency of the gas
Each level of this power allows the character to generate gas of 1D6 potency in a 1-meter radius volume. Additional levels can be used either to increase the volume of the gas cloud, increase the potency of the gas, or extend the 15-meter range another 15 meters.

Just how the actual gas is formed is not significant. It could be a gas gun, a gas bomb, the ability to transmute air into gas, or whatever.

Adaptability will negate the potency of this gas. Anyone without Adaptability hit by the gas must overcome the rolled potency of the gas by matching his CON against the gas on the resistance table. If this roll is unsuccessful, there are two possible effects, depending on how the user of the gas has established its abilities.

1. The target goes to sleep, and must make a CON roll as a percentage to awaken.
2. The target takes the potency of the gas in points to his CON.

There is no effect if the resistance roll is successful.

No character may have more levels of this power than half his POW, rounded down.

GRAVITY PROJECTION

Cost to Buy – 3 Hero Points per level

Energy Cost – 3 energy points per level used

Each level of this radiation power will alter the weight of 3 SIZ points of an object within 15 meters of the user. It will alter the weight by either doubling the weight or halving the weight of the object. Each additional level will either affect a further 3 SIZ points, increase the range by 15 meters, double the current weight again, or halve the current weight.

If the power is turned off the target, the target immediately regains its normal weight.

A character involuntarily under double or half weight conditions has only half his normal chance with melee and Throw maneuvers because of his unfamiliarity with his current weight.

No character may have more levels of this power than half his POW, rounded down.

INSUBSTANTIALITY

Cost to Buy – 20 Hero Points per level

Energy Cost – 1 energy point per point of SIZ per level

Each level allows the character to move himself through 15 centimeters of wall per melee round. Each extra level adds another 15 cm traversed in one melee round. One level allows the character to fly at normal walking speed. This is what keeps him from dropping through the ground.

When insubstantial, the character cannot be affected by kinetic forces, and cannot use any kinetic forces.

EXAMPLE

The Ghost has one level of insubstantiality. Captain Stormcloud finds that his mighty punches cannot even touch the Ghost. However, turning to his lightning bolts, he finds that the Ghost is still vulnerable to electromagnetic energy, and the villainous burglar is felled again.

INVISIBILITY

Cost to Buy – 1 Hero Point per level

Energy Cost – 1 energy point per melee round per CON point

Each level of this power turns one SIZ point invisible. The power can be used on the character or on another item within 15 meters, but any sentient item must have its POW overcome on the resistance table for the power to work.

An invisible character may be fought as if the attacker were in total darkness, at 1/5 normal ability with fist, kick, or other touching weapons. An invisible character cannot be shot at or projected at successfully.

However, an invisible character using a projection power or weapon will disrupt the invisibility field for that melee round and becomes completely visible.

While invisible, the character cannot use any light forces, and cannot be affected by light forces.

Basic Invisibility renders the character invisible to normal vision. An additional level of Invisibility must be taken to make a SIZ point invisible to infrared radiation, or to hearing, or to smell, etc.

LEAP

Cost to Buy – 1 Hero Point per level

Energy Cost – None

Each level of this power allows a character to jump 2 meters horizontally or 1 meter vertically. This is in addition to one's normal ability to jump one's height horizontally and one-half one's height vertically.

A Leap counts as an action or a full "unengaged character movement" in a melee round.

MARTIAL ARTS

Cost to Buy – 20 Hero Points per level

Energy Cost – None

Each level of this power allows the user to:

1. Add 2 points of damage to any successful fist, kick, or grapple attack.
2. Avoid 2 points of damage from a melee, missile, or projection attack if a parry is made. The 2 points are also subtracted from the damage for determining a knockback (see combat rules on page 13).
3. Subtract 5% from any one attacker's chance of hitting the character in a melee round.
4. Add 5% each to the character's fist, kick, and grapple attacks.

EXAMPLE

Fury the Martial Artist bought three levels of Martial Arts for 60 Hero Points. She is now facing the Mighty Mauler and hits him with a fist attack. This does 1D3 (for the fist) + 1D6 (STR damage bonus) + 6 (three levels of Martial Arts) which rolls out to a total of 13 points of damage. Mauler grunts slightly and punches at Fury. Fury does not subtract from Mauler's chance of hitting her because she knows that Mauler's three henchmen are about to shoot at her. She parries, and avoids 6 points of Mauler's 12 point blow. Fury's kinetic armor absorbs the other 6 points, and, in testing for knockback, only the 6 points which got through the parry are matched against Fury's SIZ of 13, and no knockback is rolled.

In the meantime, Mauler's three henchmen are trying to shoot Fury. She can either place her 3 levels of 5% avoidance against one of the shots, reducing that crook's chance by 15%, or put 5% against each of the attackers, reducing each of their chances by 5%.

Special Notes

When a Martial Artist fights another Martial Artist, he must make a successful roll of his level against the level of the other on the resistance table each round, or he will not be able to use his Martial Arts for extra damage, damage avoidance, and success chance avoidance.

MINDBLOCK

Cost to Buy – 1 Hero Point per level of block

Energy Cost – 1 energy point per level per melee round

Each level of Mindblock increases the POW of the user by 1 point, purely for defensive purposes.

EXAMPLE

Mentat the Mentalist attempts to telepath Oswald the Mystic. Oswald has 10 levels of Mindblock and a POW of 15. Together they give him a defensive POW of 25. Mentat has a POW of 20, and therefore a 25% chance of successfully telepathing Oswald, rather than the 75% chance he would have if Oswald did not have the Mindblock.

The block must be up at the time the telepathing is attempted. If a character is successfully telepathed and is being mind controlled or having his mind read, he may put Mindblock up at his DEX in the next melee round.

PERCEPTION

Cost to Buy – 1 Hero Point per POW point of the character per level

Energy Cost – 3 points per level used per melee round

Each level of this power allows a character to look and listen into an area within 15 meters of the character as if he was there. During the melee round that he does this, he can do nothing but use Perception on that area. Each additional level allows the characters to increase the range by 15 meters or perceive back in time up to one hour per extra level to see what happened in the area before.

REGENERATION

Cost to Buy – 1 Hero Point per point of SIZ per level

Energy Cost – 1 energy point per hit point healed per melee round

This power gives the character the ability to draw on his energy to repair his body. Each level allows the character to heal 1 point of damage every melee round, as long as there is energy to fuel the power. This power will normally operate automatically. It will not bring a character back from the dead, but it will heal damage that normally would require hospitalization.

SHAPE CHANGE Cost to Buy – 1 Hero Point per CON point per level

Energy Cost – 1 energy point per CON point changed per activation

Each level of this ability allows the character to change himself to one other shape. Each shape the character wishes must be bought separately with another level's worth of Hero Points.

The new shape will have all the outward attributes of the shape, but the characteristics for the shape will remain the same. Thus, in changing to a hawk shape to fly, the character will be a very large hawk. Of course, the power can be combined with the size-change power to allow the character to diminish to a proper hawk-size or grow to a proper elephant-size, etc.

When assessing the damage an animal shape can do, assume that the standard claw will do 1D6 damage, plus any damage bonus the creature might have. A bird's peck might do 1D4, an animal kick might do 1D8, etc.

SILENCE

Cost to Buy – 3 or 4 Hero Points per level

Energy Cost – 3 energy points per level

Each level of this power creates a total suppression of sound in a sphere 2 meters in radius. Any sounds are transmuted either into ultrasonic or infrasonic vibrations and cannot be heard by the most sensitive human ears.

This power used as a projection power has a range of 15 meters and each additional level will increase the range by 15 meters or add another 1-meter-radius volume to the silenced area.

Silence could also be taken as a device, such as a bomb emitting sound-deadening gas, or a special anti-sound electronic device. In this case, the range for throwing is always 15 meters, there is no energy cost for the use of the power, and each level costs one extra Hero Point per level. Thus a Silence bomb capable of silencing a 5-meter radius area would cost 4 Hero Points for the first 2-meter radius, and 12 more for the other three levels necessary to give it a 5-meter radius.

Remember to record the number of bombs carried. If less than six bombs are carried at a time, the extra points for the device is simply for having possession of such devices, not per device.

The Silence effect will dissipate in ten melee rounds.

SIZE CHANGE

Cost to Buy – 1 Hero Point per original point of SIZ of the character per level of the power

Energy Cost – Energy points equal to the original SIZ of the character per level used

Every level allows the ability to either reduce or enlarge the character by half of current SIZ. One level allows either reduction or enlargement, not both. Round up any fractions.

EXAMPLE

Firebug, with a SIZ of 8, must reduce herself to SIZ 1 to use her other powers of Flight and Fire Projection. She needs one level of Size Change to get herself down to SIZ 4, another to get down to 2, and another to reduce herself to 1. Since her original SIZ is 8, the three levels of Size Change cost her 24 points, and it will cost 24 energy points to make the whole change.

Special Note

Each level increase in SIZ also increases STR by half of current STR. Every 10 points or fraction thereof of STR increase over 14 gives the character a 1D6 damage bonus.

A character who increases in SIZ over 20 points is twice as easy to hit with a missile and projection attacks.

A character whose SIZ is 1 or below is half as easy to hit with missile and projection attacks.

SNARE PROJECTION

Cost to Buy – 3 Hero Points per level

Energy Cost – 1 energy point per point of SIZ of snare

Each level of this power allows the character to create an entrapping force (webbing, lines of force, blobs of glue, a rope, etc.) which is 1D6 in SIZ. Anyone caught in this force must make a roll of his STR versus the SIZ of the force on the resistance table to break free of it, at which time the force goes away.

SPEED

Cost to Buy – 20 Hero Points per level

Energy Cost – 1 energy point per level used per melee round

One level of Speed allows a character both to move his full movement of 24 meters and to perform an action. Each additional level allows the character to move another full movement and still perform an action. Alternately, the character can simply perform a full movement for each level plus his normal full movement, and never perform an action in the round. No matter how many levels of Speed the character has, he can only perform one action in the melee round.

Each level of Speed used in a melee round also reduces an attacker's attack chance with missile, projection, or melee by one half. Thus, if the Mighty Mauler with an attack ability of 60 is attempting to hit the Yellow Streak, who has a Speed level of 3, the first level of Speed reduces his attack to 30, the second level reduces it again to 15, and the third reduces it again to 7.5 (round up to 8). However, if the attacker is also moving at Speed, the target's defense is only as good as the difference between his Speed and the attacker's. There is no reduction for Speed if the attacker is just as fast or faster than the target.

When a character is performing an action under Speed, he does it at his usual DEX, just as he would normally. However, his Speed still gives him the reduction of others' chances to hit him. These reductions are also cumulative with reductions for partial cover, using acrobatics, and being airborne, but not with movement reduction (see combat later in this book).

The extra full movement turns can be taken before, after, or on either side of the character's action for the round. If the character is running all-out, he cannot perform an action in the same round.

STRETCHING

Cost to Buy – 3 Hero Points per level

Energy Cost – None

Each level allows the user to stretch his body 1 meter in any direction.

If the total levels of Stretching are equal to twice the CON points of the character, he is capable of going through keyholes, gliding like a kite on the wind, twisting his body to mimic articles of furniture, etc.

EXAMPLE

Captain Stretch has a CON of 13. He spends 78 Hero Points (13 x 2 x 3 = 78) and becomes capable of Stretching himself 26 meters and/or going through keyholes, etc.

Special Note

The meters a character stretches subtracts from his STR in figuring resistance table contests and damage bonus effects.

EXAMPLE

Captain Stretch has a STR of 23. If he stretched 10 meters, his effective STR is 13, so he must match a STR of 13 against any SIZ he wants to lift and loses the normal 1D6 damage bonus he would have with a STR of 23.

SUPERSENSES

Cost to Buy – 3 Hero Points per level

Energy Cost – None

Each of this group of powers gives increased sensitivity to the world. These powers are not useful for smashing villains but in a well-run campaign they will be invaluable in a variety of situations. Each level of each power must be bought separately.

1. **HEARING** – Each level doubles the range at which a character can use his Listen ability and at which he can understand words spoken in a conventional tone. Normal range is 15 meters, assuming there are no intervening walls. A normal wall counts as 15 meters distance.
2. **INFRAVISION** – Each level of this power gives the character 15 meters of range of seeing in the dark by heat sources. Extra levels increase the range by 15 meters per level. Everything outside the range is an indistinct blue blur.
3. **SMELL** – Each level of this power gives the character a 10% chance of distinguishing a particular scent which is normally undetectable by a human.

EXAMPLE

Black Hound has paid 15 Hero Points for 5 levels of super-smell. While at a party, he has a 50% chance of detecting the smell of the well-oiled pistol a villainess has in her purse.

4. **TASTE** – Each level of this power gives the user a 10% chance of distinguishing a particular taste which is undetectable to normal humans.

EXAMPLE

Black Hound also has 5 levels of taste for 15 more Hero Points. Pursuing the villainess into the grand ball, he investigates the punchbowl the lethal lady has just left and, taking the merest drop on his tongue, discovers the presence of a normally undetectable nerve poison!

5. **TOUCH** – Each level of this power gives the character a 10% ability to detect subtle differences in texture. It also gives him the ability to “see” with his skin and act in the dark as if he were in the light. This will give him a 10% chance per level that he will feel incoming missiles or assailants in time to respond to them. The range of this sense is 15 meters. Each level of the power can be used to extend the range by 15 meters or increase the chance by 10%.
6. **ULTRASONIC HEARING** – Each level of this power gives the character 15 meters of range for hearing sounds pitched too high for normal hearing to pick up. Five cm of material will block one level of this sense. Extra levels can increase the range (everything outside the range is indecipherable background noise) or increase the penetrating power, as the occasion demands.
7. **VISION** – Each level of this power doubles the distance the character can see detail in. Normal range is 15 meters. It also doubles the degree of magnification the character can perceive.

EXAMPLE

Black Hound, with 5 levels of super vision, can see detail at 480 meters and has microscopic vision like a 32 power microscope.

TELEKINESIS Cost to Buy – 1 Hero Point per level

Energy Cost – 1 energy point per level used per melee round
Each level of this power allows the user to lift one SIZ point and move it in the air or along the ground at normal walking speed. The object must stay within 15 meters of the user. Every level of the power in excess of the SIZ of the object to be moved can extend the range by 15 meters, or increase the speed by another multiplier of normal walking speed of 24 meters per melee round. If attempting to pick up a living being, the user must overcome the other's POW on the resistance table.

To hit someone with an object, the user must make a normal Throw roll. For every level of Telekinesis he has over the SIZ points of the object he has an additional 5% chance of hitting. Object used in this fashion will do 1D6 per 10 points of SIZ.

EXAMPLE

Oswald the Mystic is trying to smash Mentat the Mentalist. Using his Telekinesis, he picks up Omar, Mentat's henchman, overcoming his POW of 10 on the resistance table with his own POW of 15. Omar is SIZ 12, so Oswald uses 12 points of energy to pick him up. He has a normal Throw roll of 60% so he adds his remaining 6 points of Telekinesis to increase his chance to 90%. He rolls a 72, and Omar smashes into his boss for 2D6 damage.

Special Notes

Telekinesis can also be used as armor. Each level of Telekinesis can act as 1 point of kinetic armor.

Variants of this power can be used with power modifiers to simulate supermagnetic powers, etc.

TELEPATHY Cost to Buy – 1 Hero Point per level

Energy Cost – 1 point per melee round per point of POW of target
Each level of this power allows the character to attempt to overcome 1 point of POW of a target by matching the character's POW against the target's on the resistance table. There must be enough levels of the power available to affect every point of POW of the target, or it will not work.

Range of the power is 15 meters, plus 15 meters for each level of Telepathy over that needed against the target.

Successful use of this power allows the user to do one of three things.

1. Put the target to sleep (he can awaken normally)
2. Read his current surface thoughts and emotions
3. Control the target's actions by seizing control of the nerve centers

The POW versus POW roll must be made on the resistance table each melee round the power is used. If the character has enough levels of this power, he can attempt to read/sleep/control more than one mind at once, but he must have enough levels of the power to match the total POW of the two targets.

Remember, no matter what the level of the power a character has, he must overcome the target's POW with his own POW, not the level of the power. Also, the character with enough levels to affect more than one target may perform one action on one and another on the other, if both POW vs. POW attacks are successful.

While Telepathy can go right through walls and such, the telepath must be aware of the presence of a target before he can use his power against him.

TELEPORT Cost to Buy – 1 Hero Point per level

Energy Cost – 1 point per point of SIZ to be transported.
Each level of this power transports one SIZ point of the character instantaneously up to 200 meters away. If the character wishes to transport anything else with the Teleport, he must have sufficient levels to carry the extra SIZ points.

The teleporter must go with the teleporte. He cannot move another character or object unless he accompanies it, and he must be touching it to take it with him. To teleport unwilling living beings, the teleporter must overcome their POW with his on the resistance table.

The teleporter cannot teleport blind. He must teleport to an area he is very familiar with, taking at least an hour to memorize the area's features.

If the teleporter has more levels available than SIZ points to carry, he can increase the length of his teleport by 200 meters for each level.

WALL WALKING Cost to Buy – 1 Hero Point per SIZ point

Energy Cost – None

To walk walls, a character must have one level of this ability for each SIZ point he has. If he wishes to carry other objects, he must have 1 level for each of their SIZ points. He must also be strong enough to normally carry the object.

WIND PROJECTION Cost to Buy – 3 Hero Points per level

Energy Cost – 1 energy point per point of damage done
This kinetic power creates a great wind which can be used either as

1. A straight kinetic attack, just like a fist blow, or
2. An attempt to pick someone up and keep him in the air.

To accomplish the pick-up-and-hold maneuver, the hero rolls the usual damage dice and compares the total against the SIZ of the object on the resistance table. If a successful roll is made, the target is picked up. Each following round, another successful roll of damage rolled versus SIZ will either hold the victim in one place, or send him up another 10 meters.

While a target is held in the air, he may do something on his own only if he makes a roll of POW as a percentage.

Special Notes

A flying character may break away from the hold by a successful roll of his Flying level versus the level of the Wind.

This wind may be generated in a number of different ways, such as by use of super speed, elemental control, or super breath.

A character using it as super breath can only have levels of Wind equal to his damage bonus from STR. For each 1D6 of damage he can do with a fist, he may buy 1 level of Wind as super breath.

X-RAY VISION

Cost to Buy – 3 Hero Points per level

Energy Cost – 1 point per level

Each level of this power allows the character to see through up to 5 cm of any substance but lead, gold, and the higher density substances. The range is 15 meters, and extra levels can either increase the range by another 15 meters or the penetration of the power by another 5 cm.

EQUIPPING THE HERO

An integral part of many costumed heroes' identities is their equipment. Boomerangs, webshooters, distinctive vehicles, special guns, and many more items form part of the overall image of the character. The following guidelines should be used for the creation of equipment for the hero.

COMMONPLACE ITEMS

Standard items a hero might find in any variety store, with no real damage potential, can be bought free. The player may simply state that the hero is equipped with a length of rope, a butane lighter, a flashlight, etc., and, with his referee's approval, pay nothing for it in Hero Points.

SPECIAL VEHICLES

Distinctive vehicles which actually do not add to the hero's battle gear are also free. They form part of the image of the character and have no real effect on play. If the vehicle has projection powers, serves as armor for the character, or some other game function, then those powers must be bought for the vehicle with Hero Points, just as they are for the character.

SUPERPOWERED EQUIPMENT

Any piece of equipment which duplicates a superpower, such as infrared goggles or a flamethrower, must be paid for at the same price in Hero Points as the superpower. Remember that a superhero's powers do not necessarily come from within himself, but can just come from a suit of armor, a utility belt, etc.

MODERN WEAPONS

MODERN GUNS – Every 2 points of maximum damage a gun does costs the hero 1 Hero Point. Thus, if the hero wants an M-16, which does 1D8+2 points of damage (a maximum of 10 points), he must pay 5 Hero Points for it. Buying the weapon assumes the hero has 10 rounds readily available for it. Every extra 10 rounds carried costs an additional 3 Hero Points.

ENERGY POINTS – Energy weapons, such as those in *Future*World*, also cost 1 Hero Point per 2 points of maximum damage, just as modern weapons do. If using *Future*World* weapons, the cost for extra charges is the same as that for bullets in a modern weapon. If the weapon is using a *Future*World* generator for unlimited energy, the cost is 5 Hero Points per 10 points of power the generator is capable of.

MELEE WEAPONS – Again, *Basic Role-Playing* and *Magic World* weapons cost the same 1 Hero Point per 2 points of maximum damage done by the weapon. Missile weapons

such as bows cost 3 Hero Points per ten extra missiles carried. If a melee weapon is used as a delivery system for another power, such as a sword with a lightning projection attack, or a bow shooting gas bomb arrowheads, the price of both the weapon and the power must be paid.

POISON/DRUGS

Poisons and drugs are measured in potency. Each 1D6 of potency costs 3 Hero Points. The points pay for the potency level of the poison and 5 doses of the poison/drug. The character using poisons and drugs will also have to buy a delivery system, such as a knife, a light gun, a syringe, etc., paying the costs in Hero Points per points of maximum damage described above. To introduce the drug into the body of the target, the delivery system will have to get past the kinetic armor, if any, of the target. Absorption of kinetic energy will stop the delivery system at the surface of the skin, not allowing penetration.

The effects of the poison or drug must overcome the target by first rolling the potency, then attacking the CON of the target with the rolled potency of the drug on the resistance table. If the attack is not successful, the character shakes off the effects. If the attack is successful, the drug will have whatever effects has been previously established for the drug. It can put the target to sleep, do its potency in Hit Points damage, make the target laugh insanely until he makes a CON roll, hallucinate, reduce his STR or other characteristic by half, etc.

OTHER EQUIPMENT

The infinite imagination of the players and referees of this game will come up with many more devices for the hero which have not even been dreamed of by the authors. If the equipment is sufficiently and/or useful in a combat situation, the referee and player should jointly settle on a price in Hero Points commensurate with the guidelines given above.

CAPTURED EQUIPMENT

It is very likely that when a superhero captures a supervillain, the villain might have some piece of armor or weaponry which the hero's player would love to have for his character.

Referees should remember that these encounters are not happening in a vacuum. The police authorities will want the villain's equipment as evidence, government agencies will want it to study, multi-national corporations will want to buy it for study, etc. Unless the player can make an excellent case for retaining the gear, including a craft or scientific background sufficient to understand the exotic technology that went into making the gear, the captured equipment should disappear from the campaign, perhaps to be regained by the escaped villain, or used again by some new wrongdoer who stole it from the government agency studying it.

Players should always keep the rationale for their character in mind before coveting this equipment. Is a Martial Artist really going to want a fire gun? The important consideration here is consistency of character. Compare him to an equivalent character in a superhero comics today and ask, "Would (your superhero) really want to impede himself with this kind of gear?" Nine times out of ten, the answer will be "No."

USE OF CHARACTERISTIC ROLLS

In *Basic Role-Playing*, four rolls were established based on characteristics, each governing some part of the character's abilities as he interacts with the world. These were the Idea roll based on INT, the Luck roll based on POW, the Dodge roll based on DEX, and the Persuasion roll based on CHA.

IDEA ROLL – For this game, this is a measure of the character's deductive ability and inventive capacity. If there is a question as to whether the character could really invent a special tool he wants to make part of his superpowers, the referee should call for the Idea roll, modified however he feels it should be considering the item needed. Likewise, if the character must find the clue to lead him to the villain's lair, an Idea roll can be used, especially when the character could be expected to have much better ability at finding clues than the player.

LUCK ROLL – Luck rolls are common in *Super World*. Luck is a great part of the success of any costumed superhero. Some uses include determining whether there is a convenient flagpole to catch when one is falling, seeing whether a henchman is looking your way as you round a corner, etc. If the hero is rushing a group of henchmen, the referee can call for a roll of the character's POW x 5% to see if any even come close, then roll the attacks only if the Luck roll fails.

DODGE ROLL – The Dodge as $DEX \times 5\%$ is only useful as described in *Basic Role-Playing*. That is, it is used to avoid large objects one is aware of and which are unlikely to change course if you jump out of the way. Also, the Dodge is an all-out throwing of oneself to the side or under the oncoming destruction. Nothing else can be done in that round.

Referees with players who wish to Dodge while moving, or Dodge the missile, or hand-to-hand attack of a sentient being should call for Dodge rolls of $DEX \times 2\%$ or even just the DEX as a percentage. In any case, the dodging character should be limited in what he can do at the same time, with perhaps only the moving character capable of doing anything else at all – moving. A dodging character can only move 6 meters (or 60 meters in flight) while dodging.

PERSUASION ROLL – This roll has many uses in *Super World*. It can be used for interrogation, for explaining to the police why the county is going to have to pick up the tab for the broken bank, etc.

SECRET IDENTITIES

Most every superhero has a secret identity. There are a number of logical reasons for this tradition, mainly having to do with protecting the hero's loved ones from criminal retribution. A hero hardly needs the hassle of worrying whether his archenemy is plotting revenge by planning to attack the hero's wife, mother, aged aunt, children, lover, etc.

The secret identity, besides being useful for protecting one's loved ones and providing plot complications (there's never an enclosed phone booth around when you need one), also provides money to the hero. Someone or something has to support the hero's nightflying habits, and his daytime employment may help out.

SALARIES

For this game, we can abstract the job situation by consulting the Hero Income table. This gives the yearly salary of the character. Obviously, if the salary is below \$10,000, the character is a student or just plain unemployed. This does not help him live, but gives him plenty of free time.

HERO INCOME

<i>1D100</i>	<i>Income per year</i>
01-05	Independently wealthy
06-20	1D20 x \$6000
21-50	1D10 x \$5000
51-00	2D10 x \$1000

FREE TIME

The character's salary, no matter what his job may be, gives a good guideline as to the amount of free time a character has to go flying off to right wrongs. When a character gets a call to action, the referee can roll 1D100, attempting to roll the character's salary in \$1000s or higher. If successful, the character has free time at the moment and can go. If not, he has other commitments. If he chooses to go anyway, the referee can attempt to roll again and, if the roll is still under the salary roll, the character may get dismissed from his position for absenteeism, demoted, looked at warningly, etc.

ACTUAL JOBS

Comicbook superheroes have held down every job from unemployed bum to millionaire. For this game, the character should first roll the salary level, then assign himself an appropriate job for the salary. In this time and place, between the regional differences in salary levels and the possibility of inflation changing the figures overnight, we will not give a listing of jobs per salary level. The basic guideline is that the higher the salary, the higher the responsibility and the less free time the character has for heroics.

The character can always resign a high-paying job and take a lower paying one (roll 2D10 and multiply by \$1000) if he feels his heroics are more important than a big paycheck. After all, that's what the game is all about.

THE INDEPENDENTLY WEALTHY HERO

The ideal case is for the hero to have a high annual income from investments and legacies so that he spends no time at all at a job. If a character rolls "independently wealthy" on the Hero Income table, he need not worry about his money or keeping his job. He is one with such millionaire crimebusters as Bruce Wayne, Tony Stark, and Lamont Cranston.



IV. Combat

Combat in *Superworld* is much like that in any other *Basic Role-Playing* game. The major difference is in the flamboyance of the effects. In comicbook combat, foes grapple hand-to-hand, knock each other through brick walls, hurl vehicles at each other (creating a swath of devastation through three city blocks), yet no one is seriously hurt. These combat rules are meant to give that comicbook air of extravagant violence to the game, yet let the super characters survive in a scenario which contains the denizens of *Magic World*, *Future*World*, and any other exploration of the Worlds of Wonder.

GAME SEQUENCE

Superworld game sequence resembles *Basic Role-Playing's*.

STATEMENT OF INTENT — The statement of intent may be stated one of two ways. Either as an active statement like "I will punch out the guy in the red tights," or a reactive statement like "I will wait to see what the guy in red tights does, and blast him if he makes a wrong move." This can also be an opportunity fire statement like "I'll blast the first person who comes through the door ..."

In either case, the statement cannot be altered unless the character is directly attacked, at which time he may make a reactive attack on his attacker and void his previous statement. If he has already carried out his intent for that melee round when attacked, he will have to wait for the next round. A statement can always be voided with no alternate action taken.

MOVEMENT OF NON-ENGAGED CHARACTERS — "Non-engaged characters" are characters whose sole statement of intent was to move, and who were not already engaged in hand-to-hand combat. Such characters may move up to their full movement allowance. Characters whose intent was to move and perform another action must do so during melee resolution.

RESOLUTION OF MELEE — Characters wishing to perform some action, engage in hand-to-hand combat, shoot off a projection or missile, etc., do so during this phase. Note that the above phase and this one happen theoretically simultaneously, and are only broken up for convenience. Someone wishing to shoot at someone who has moved their full movement out of range or out of sight may still do so, as long as that was their stated intent.

No character may move more than 6 meters and still perform another action during the melee round. Powers such as Speed, Flight, and Stretching modify this rule.

GRAPPLE

As well as the usual attack of fist and kick, a character may also grapple. All characters start with an initial ability of 25% with grapple. If one character attempts a grapple, the target may attempt his grapple ability as a parry, or also attempt a grapple when it is his turn. There are four possible results of a grapple:

1. The grappling character may attempt to restrain his target by successfully matching his STR versus the other's on the Resistance Table. If unsuccessful, the grappler still has a

hold on the target, but the target can perform whatever action he wants to.

2. The grappler may attempt to throw the target. After a successful grapple roll, the grappler matches his STR versus the other's SIZ on the resistance table. If successful, the target travels the number of meters equal to the difference between the STR of the grappler and the SIZ of the target in whatever direction the grappler desires. If the SIZ of the target is the same or greater than the STR of the grappler, the target lands no more than 3 meters from the grappler. In either case, the target must make a roll of his CON or less on 1D20 or be unable to do anything else that round.
3. The grappler may also try to break the target. Once a grapple has been made, in any subsequent round where the grappler succeeds in his grapple roll and the target does not, the grappler does damage equal to his normal damage bonus, if any, plus 1D6. This will not take place if the grappler used Throw on the target.
4. The target may also try to grapple the grappler. If the initial grapple is successful, the target may make a luck roll. If successful, he is in position to attempt a grapple attack in the same melee round, before the grappler can use options 1 or 2 above. If the target, too, is successful, then both combatants are grappled and must roll their grapple attack each round until one succeeds and the other fails. At that time, the successful one may attempt one of the options described above. Alternately, one of the grapplers may decide to use his grapple as a parry and, if successful, break away from the confrontation whether the other succeeds in his grapple or not.

PARRYING A FIST ATTACK

A fist can be considered an impaling weapon, like a two-handed spear in *Basic Role-Playing*. If parried by another fist, it does no damage. If parried by a shield or some object used as a shield (such as a nearby table or desk) it will damage the parrying object. However, it does not have the impaling chance that a regular impaling weapon does.

When the STR of the attacker is much greater than the STR of the parrier, subtract the STR of the parrier from the STR of the attacker. If the difference still gives the attacker a damage bonus, damage from the remaining damage bonus will still get through the parry.

PULLING PUNCHES

A character is never obligated to use all his STR or energy in an attack. If he feels that he might kill an opponent with his attack, he can use a lesser level of power, thus "pulling" his punch.

EXAMPLE

Captain Stormcloud has been pounding Dr. Dread and feels that he has the good doctor about on the ropes. He wants to keep from killing his foe and uses a lightning bolt at 3D6 instead of his normal 6D6. The roll is 11. Five goes through the villain's armor and subtracts from his current Hit Points of 5. Dr. Dread drops unconscious (see Life and Death, p. 14).

SMASH ATTACK

Flying characters, acrobatic characters, and characters using Speed have the ability to smash into a foe, using the impact of their hurtling bodies to do extra damage.

Roll 2D6 for every 10 SIZ points or fraction thereof of the character to determine the damage to the target. Roll 1D6 damage for every 10 SIZ points for damage to the attacker. The attacker will be able to move up to half of his normal movement beyond the target after the impact.

KNOCKBACK

In comicbook superhero combat, the bodies fly with great abandon. To simulate this, any time a character is hit by any damage at all, whether or not it penetrated his armor or absorption, the character must make a roll of his SIZ against the number of points of damage on the resistance table. If unsuccessful, he is knocked away from the direction of the attack 1D10 meters.

EXAMPLE

Captain Stormcloud zaps the despicable Dr. Dread. This mighty blow does 28 points of damage (of which only four get through the good doctor's armor and force field). Dr. Dread must then make a roll of his SIZ of 9 against the 28 points of damage, a 05% chance. He rolls a 62, missing the roll, and the referee rolls 1d10, getting 10. Dr. Dread goes flying 10 meters away from Captain Stormcloud.

SECONDARY KNOCKBACK

If a character suffering knockback runs into another character in his line of motion, the remaining distance to be traveled by the original knockbacked character is divided in two, and both characters travel that distance. The second character also takes 1D6 kinetic energy damage for every 10 SIZ points of the original knockbacked character.

KNOCKBACK INTO OBJECTS

If a character is knocked into an object like a wall, chair, door, window, etc., roll 1D6 for every 10 SIZ points of the character, add 1D6 for every 5 points of kinetic armor (or fraction thereof) the character is wearing (unless it is a force field or a parrying object) and add 1D6 for every 2 meters (or fraction thereof) left in his knockback to travel. If the total rolled is higher than the Hit Points of the object, it is broken and the character goes through it and stops his motion. If it does not break the object, the object takes the rolled damage and the character stops in front of it. In either case, the character takes half the rolled kinetic damage.

LIFTING, BREAKING, AND THROWING OBJECTS

In superhero combat, numerous items inhabiting the local environment will be picked up, broken through, or hurled at the hero or villain by his opponent. You may assume that every 10 points of SIZ an object may have will give 1D6 of damage if it is used to hit an opponent. The ability to pick up an object is demonstrated in *Basic Role-Playing*, and involves matching the STR of the character against the SIZ of the object on the resistance table.

The ability to lift an object does not mean it can be thrown. To throw an object more than 3 meters, it must have no more SIZ than the thrower has STR. For each point of SIZ less than STR, add 1 meter to the range.

Breaking an object involves doing damage to it until it has no more SIZ points. For large objects, like brick walls, the SIZ points given actually involve a small, man-sized portion of the

wall. If that is destroyed, you can assume that the rest of the object is still intact, and a similar act of destruction will be necessary for further removal of the object.

The Size of Objects table gives the SIZ points of various objects commonly encountered in superhero combat.

SIZE OF OBJECTS			
<i>Object</i>	<i>SIZ</i>	<i>Object</i>	<i>SIZ</i>
Glass window	7	Chair	5-10
Automobile	60	Desk	20
Medium truck	120	Table	10-15
Tank	150	Console	10
Brick wall	30	Potted plant	6
Steel girder	25	Lamp post	25
Vault door	80	Manhole cover	5
Glass door	15	Fighter plane	80
Small plane	40	Jet liner	100
Concrete wall	30	Fire hydrant	10
Home interior wall	15	Home exterior wall	20
Home door	10	Heavy home door	20

FIREARM COMBAT

In the modern world of superheroes, projectile weapons are available everywhere. *Basic Role-Playing* and *Magic World* combat can be used for *Basic Role-Playing* archaic weapons, but firearms will take some special rules.

There are four basic firearms skills. The chart on Page 6 gives a number of different weapons to choose from, but any pistol can be used with handgun skill, any rifle with rifle skill, etc.

All missile attacks are resolved before hand-to-hand attacks.

FIGHTING AT A DISADVANTAGE

1. **IN THE DARK** – A character who cannot see in the dark but who must fight in the dark is reduced to one-fifth his normal chance with the weapon in his attack and parry (except for grappling attacks).
2. **ON THE GROUND** – A character who has been knocked down cannot stand unless left alone for a melee round. Fighting from the ground, his normal attack chance is cut in half and his opponent has an extra 20% chance of hitting him. The parries of both fighters remain the same.
3. **BY SURPRISE** – If hit unexpectedly or from the rear with no warning, a character is twice as easy to hit. That is, his opponent has double his normal chance of hitting (96-00 is still a miss), and his critical (see *Magic World*), impale, and fumble (see *Magic World*) chances are based on the adjusted chance of hitting. The surprised opponent has no attack, parry, or dodge against the attack on that turn.

This also applies to helpless, tied-up, or unconscious opponents.

4. **MOVING TARGETS** – When using a Projection, missile weapon, or thrown object against a moving target, an airborne target, or one using partial shelter, the chance of hitting is reduced to one-half normal chance. These fractions are cumulative. If a character shoots at a target while the character is moving, the character's attack is also halved.

EXAMPLE

Captain Stormcloud, flying on patrol, finds himself confronting the deadly Dr. Dread. He has improved his skill at throwing lightning bolts until he is 80%. He dives on the evil doctor.

Dr. Dread sees him coming and immediately takes evasive action by ducking among the roof tops. He is airborne, moving, and partially sheltered, so Captain Stormcloud's ability to hit is reduced by half for the moving to 40%, half again by the airborne target to 20%, and half again by the shelter of the roof tops to 10%. He wisely decides to hover in place, so he does not reduce his chance of hitting by another half by moving himself.

RESULTS OF DAMAGE

A character or villain is unlikely to be able to stand and fight until he suddenly takes all the damage possible (is reduced to zero Hit Points) and keels over. This rule allows for the effects of damage short of total incapacitation.

A character or villain who has sustained damage equal to half or more of his current Hit Points in one blow must fall helpless unless the player rolls the character's current Hit Points or less on 1D20. Once the damaged character falls, he is helpless to do anything but crawl unless the player rolls the current Hit Points or less on 1D20 in a later melee round, or the damage is healed to the point the character has more than half his Hit Points.

LIFE AND DEATH

In the world of comic book superheroes, death is a rare visitor, though damage from a single energy bolt might destroy all the Hit Points a character has. In Superworld, someone who is totally unconscious can even be revived to a semblance of health if proper First Aid is applied. Our heroes are made of stern stuff.

If a character is damaged to below his Hit Points, his player can attempt a roll of his CON x 5%. If successful, the character is unconscious and can be revived with repeated applications of First Aid until he has positive Hit Points again.

If the roll is failed, the character is badly damaged. He must be taken to a hospital or some similarly-equipped place. There, he will recover at a rate of 1D4 Hit Points a day until fully recovered.

However, if the character is reduced to below twice his Hit Points, he is critically damaged and must make a CON x 5% roll or die immediately. If successful, he must still be taken to a hospital or similar installation and he will recover at a rate of 1 point a day.

EXAMPLE

Caught in a gigantic fireball generated by Dr. Dread, Captain Stormcloud is damaged for 27 of his 20 Hit Points. His player rolls his CON x 5% and gets 96, too much even for a CON of 20. Stormcloud has to be rushed to a hospital and treated for -7 Hit Points. If he had lost 40 or more points in the fire and failed the roll, he would be dead.

Anyone active enough to want to be a superhero will have the background to start the game at the skill levels for Jumping, Climbing, Move Quietly, Hide, Listen, Spot Hidden Item, Fist, and Throw shown in *Basic Role-Playing*.

OTHER SKILLS

The super-character also will have a number of skills normal to twentieth-century man. These skills are:

GENERAL KNOWLEDGE – This is the equivalent of a high school education as absorbed by a student with good teachers and a yen to know. The beginning character has an ability equal to his INT x 4% (rounded up to the nearest 5%) of recalling a significant item of history, physical science, mechanics, trivia, etc., which might be helpful on a case. Esoteric math, physics, biology, etc., would not be known in this manner.

DRIVE A CAR – Any character with a DEX greater than 6 will know how to drive a car in the usual traffic conditions and have a 25% chance of succeeding with spectacular maneuvers like jumping the car over obstacles, taking winding mountain roads at high speed, etc. This also includes the ability to choose the right car for the job.

FLY A PLANE – The beginning character has a 5% ability to fly a plane. This is the ability to fly a common, single-engine, private plane. No jets and/or superliners without extra training. Training may be acquired by taking the secret identity craft of pilot.

CRAFT – One of many crafts may be the source of a hero's income or just a hobby. If the character is already a craftsman of this type, his ability is equal to his INT x 5%. If not, ability is at 5%. Some useful crafts are carpenter, smith, electrical engineer, mechanic, electronic technician, plumber, metal worker, machinist, pilot, and medic.

SCIENCE – This is the scientific background for a character. If the character has a secret identity indicating knowledge of one field of science, his starting ability is INT x 5%. If he has no such background, his ability is 0% with the complexities of the science. General Knowledge supplies basic scientific information one gets from a high school education.

Some sciences are computer programming, chemistry, physics, general forensics, social sciences, psychology, occultism, systems analysis, medicine, oceanology, archaeology, and astronomy.

DISGUISE – The skill of taking on another identity and fooling the visual scrutiny of others. A successful roll on this skill means it will pass casual inspection. For more careful observations, the referee must make a ruling based on the observer's Spot Hidden Item abilities and how well he might know either the disguised person or the person as whom he is disguised. Basic ability with this skill is 5%.

LANGUAGES – A character may take one Hero Point to learn to read, write, and speak a foreign language at a rate of INT x 3% (round up). A second Hero Point will allow an ability of INT x 5%. Further investment in that language will increase the skill by 5% per Hero Point.

FINE MANIPULATION – This is the skill of manipulating and repairing small items, opening locks, setting and disarming traps, etc. All characters have a beginning ability of 5% with this skill.

SWIM – This is the skill of staying afloat and moving in a chosen direction in the water. Any character making a roll of POW x 5% or below has this skill at 50%. All others have it at 20%. This roll must be made for every hour the character is in the water, or any time he wishes to perform a special maneuver in the water.

ACROBATICS – This is the skill of doing tumbles, backflips, wire-walking, or ropeswinging to get in and out of otherwise inaccessible areas and/or try to get out of the way of people shooting or swinging at the character. A successful roll means the person attacking the acrobat must roll at half his normal chance. This is cumulative with the half reductions for airborne, moving, or partially-covered opponents.

V. Skills

The super-character comes from a background in which most of the skills of *Basic Role-Playing* are still valid. The noticeable differences have to do with use of weapons and First Aid.



VI. Supervillains and Other Monsters

The main foe of the superhero is the supervillain. Supervillains are warped superheroes. They are created just the way a superhero is, with the use of Hero Points, but they get two advantages:

1. Supervillains get 10 extra Hero Points as a character failing because they are constantly hunted by superheroes and law enforcement groups.
2. There is no limit to the number of extra Hero Points they may get from psychological frailties. Most supervillains are emotional basket cases anyway.

COMMON TRAITS OF SUPERVILLAINS

1. They are almost never interested in petty crime. Their purpose is generally grand and superambitious, usually involving the eventual conquest or destruction of the world, or some similar scheme.
2. They are generally arrogant and only associated with others of their kind grudgingly, with a great potential for breakup unless one member of the group uses his overwhelmingly dominating personality to keep the others in line.
3. For reasons best deciphered by the Comics Code, supervillains never simply kill a foe. The captured hero is placed in a death trap of great ingenuity and complexity, and the hero must think his way out of it (and there is always a way out). This can be especially entertaining when only a referee and one player are involved.

THE SUPERVILLAIN TEAM

If a group of supervillains actually agree to cooperate, they can be the deadliest opponent any group of superheroes can have. In such a case, the superheroes should have a numerical edge, or a well-coordinated group of villains will simply smother them.

NORMAL PEOPLE

In the world of superheroes and supervillains, it is sometimes easy to lose track of the fact that there are normal people in the world, too, yet the random action of the normal person may affect the success or failure of the hero or villain. In *Superworld*, there are four grades of normal people:

1. **THE CITIZEN** – This is the normal man-on-the-street, whose main function in hero-villain battles is to get out of the way, call the police, scream, and generally dress the stage for the confrontation. Referees adding citizens to a scenario may assume that they have a 9 in each characteristic or, if variety is sought, take 63 characteristic points and distribute them among the seven characteristics.
2. **THE HENCHMAN** – This is the crook, a flunky, bodyguard, etc., of the main supervillains. Mostly he is hero fodder to help the villain get away when hard-pressed, but occasionally he will get in a lucky shot or lucky punch when the hero has gotten cocky and failed to keep an eye on him. Since supervillains don't take just any gutter-sweeping into their service, the referee may assume that all henchmen have 10 points in every characteristic or he may distribute 70 characteristic points wherever he pleases among

the characteristics of the henchman. Reducing INT and CHA by 2 and adding 2 to STR and DEX is common. They are generally 60% with fist and 40% with handgun.

3. **THE OFFICER** – This title actually encompasses well-trained police forces, the military, MPs, special security guards, etc. Due to their physical requirements and training, they may be assumed to have 11 in every characteristic, or a total of 77 characteristic points. They generally have Fist at 75%, Handgun at 50%, Nightstick (mace) at 50%, and a Spot Hidden Item of 50%.
4. **THE OPERATIVE** – These are the secret agents, the SWAT teams, the Special Forces soldiers, and the elite bodyguards of supervillains. They have a 12 in every characteristic, or a total of 84 characteristic points to be worked into their description. They generally have fist at 75%, kick at 75%, Martial Arts at level 1, handgun at 75%, rifle at 50%, auto-weapon at 50%, and most of the other skills at 50%. They often wear up to 4 points of kinetic armor. Operatives can be deadly, and the hero or villain shouldn't turn his back on them for a minute.

While the general run of citizens, henchmen, and officers can be left as described, the operatives should have care taken with them. Every superworld has its quota of exotic, acronym-named, organizations. Each of these organizations has its own operatives, each with its distinctive weaponry, distinctive uniforms, distinctive characteristics, and distinctive skills.

VII. Superworld Scenario

In the last week, the nefarious Dr. Dread has been looting electronic supply houses throughout your town. With careful detective work, the local police force has managed to track him down to a warehouse in the industrial section of town.

Your character is being asked to go in after him. Dr. Dread is known to have a few supervillain allies and some henchmen. There are three superheroes available to join you in rousting the villain, if you don't have anyone else to support you.

CAPTAIN STORMCLOUD is a well-known archenemy of Dr. Dread. Fast and strong, he puts out a mean lightning bolt. He will be eager to join your attack.

STR 25 CON 20 SIZ 12 INT 14 POW 16 DEX 20 CHA 15
HERO POINTS – 130

MOVE – 24/500 meters

HIT POINTS – 20

ARMOR – Kinetic 12; Radiation 12.

ABSORPTION – Electromagnetic 18.

ENERGY POINTS – Personal 160.

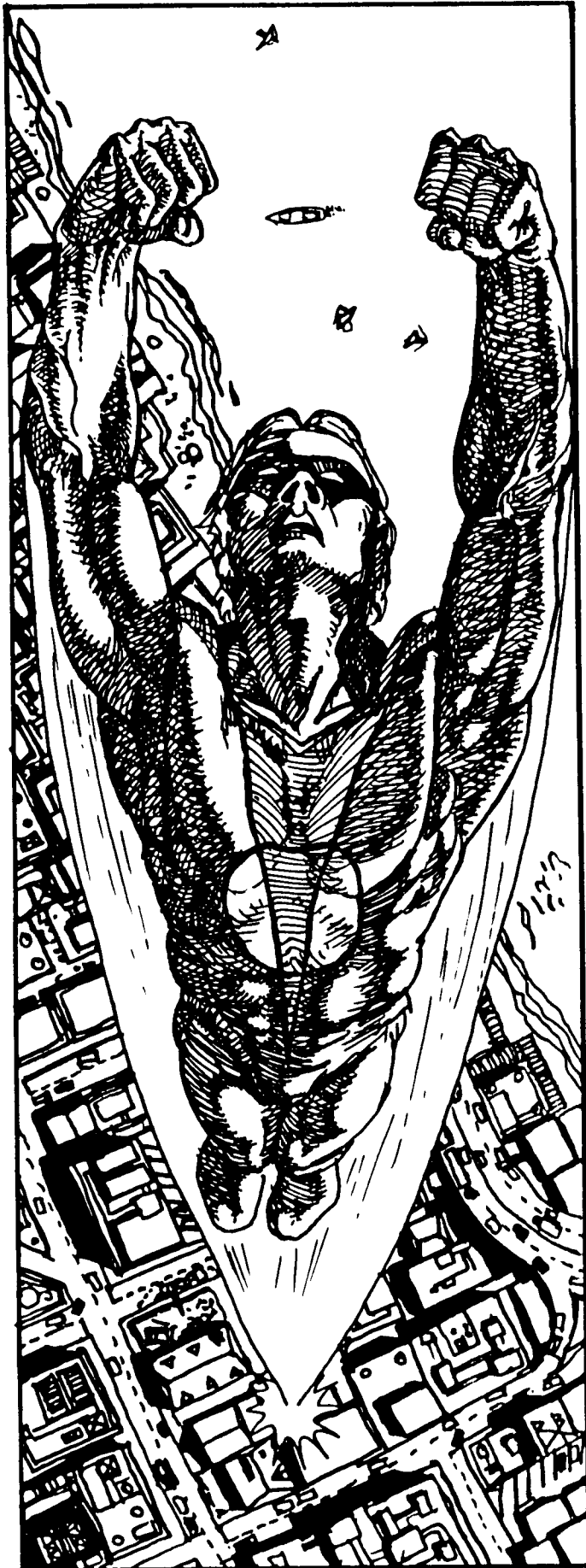
WEAPON	Range in meters	Attack	Damage
Lightning Bolt	15	45%	6D6
Fist		50%	1D3+1D6

POWERS (cost in Hero Points) – Flight 30 (30), Absorb Electromagnetic Energy 18 (18), Energy (Lightning) Projection 6 (18), Kinetic Armor 12 (12), Radiation Armor 12 (12).

SKILLS – Acrobatics 15%; Listen 15%; Photography 70%.

DISABILITIES (bonus points) – minus 20% Spot Hidden Item (4); minus 30% Listen (6); lose 10 energy points every melee round in watery conditions (10).

FURY, the Martial Artist, is deadly with her fists and always ready for a scrap. She has heard that her old sparring partner, the Mighty Mauler, is one of Dr. Dread's sidekicks, and is anxious for another bout with the behemoth.



STR 15 CON 20 SIZ 12 INT 15 POW 20 DEX 22 CHA 15
 HERO POINTS - 109
 MOVE - 24 meters
 HIT POINTS - 20
 ARMOR - Kinetic 6.
 WEAPON

	Attack	Damage	Parry
Fist	75%	1D3+1D6+6	75%

POWERS (cost in Hero Points) - Leap 2 (2); Martial Arts 3 (60).
 SKILLS - Acrobatics 20%.
 DISABILITIES (bonus points) - Moral code versus killing (5); +1 damage from each die of gas attack (3).

FLARE is an enigmatic figure. His flame is always burning, and no one has seen his face. He talks knowledgeably about the terrors of hell, and of following the righteous path to avoid going there. If asked whether he has been there, he will say "Yes."

STR 25 CON 20 SIZ 14 INT 13 POW 14 DEX 14 CHA 10
 HERO POINTS - 121
 MOVE - 24/500+ meters
 HIT POINTS - 20
 ARMOR - Kinetic 10; Electromagnetic 10; Radiation 10.
 ABSORPTION - Heat 20.
 ENERGY POINTS - Personal 60.
 WEAPON

	Range in meters	Attack	Damage	Parry
Heat Projection	15	55%	4D6	
Fist		60%	1D3+2D6	60%

POWERS (cost in Hero Points) - Absorb Heat 20 (20); Flight 30 (30); Kinetic Armor 10 (10); Electromagnetic Armor 10 (10); Radiation Armor 10 (10).
 SKILLS - Throw 55%; Fist 60%; Hide 15%; Listen 15%; Move Quietly 5%; Spot Hidden Item 5%.
 DISABILITIES (bonus points) - minus 20% Spot Hidden Item (4); minus 40% Listen (8); minus 20% Move Quietly (4); minus 30% Hide (6); flame continually burns and forbids a normal life (10).

LAIR OF DR. DREAD

Dr. Dread, Mighty Mauler, and Blackflash live in the "offices" labeled 1, 2, and 3, respectively. The fourth office is a small laboratory, heavily shielded but currently not in use because Dr. Dread's experiments are completed.

During the day, three of Dr. Dread's followers are also present, helping assemble the machine for the nefarious doctor's project. Two of them are everyday henchmen; the third qualifies as an operative.

JOE THE HENCHMAN is mostly there for muscle. He carries a heavy pistol, but is not very good with it. However, he is both strong enough for 1D6 damage bonus with his fist and quick enough to get in a few blows.

STR 15 CON 14 SIZ 13 INT 8 POW 8 DEX 13 CHA 3
 MOVE - 24 meters
 HIT POINTS - 14
 WEAPON

	Attack	Damage	Parry
Fist	50%	1D3+1D6	50%
Heavy pistol	25%	1D10+2	

MAC THE HENCHMAN relies on his weapons, as he is not very good with fists. He is a laboratory technician, and Dr. Dread's chief assistant.

STR 8 CON 10 SIZ 10 INT 13 POW 9 DEX 13 CHA 7
 MOVE - 24 meters
 HIT POINTS - 10
 WEAPON

	Attack	Damage	Parry
Fist	50%	1D3	50%
Heavy pistol	60%	1D10+2	

SKILLS - Lab Technician 65%.

OSCAR THE OPERATIVE is hired muscle, there strictly as a guard. During the day he stays on the catwalk and keeps his tommygun ready for invaders. At night, he is gone and Blackflash occupies that position. Blackflash naps during the day.

STR 15 CON 14 SIZ 12 INT 11 POW 9 DEX 14 CHA 9
 MOVE – 24 meters
 HIT POINTS – 14
 ARMOR – Kinetic 4.
 WEAPON

	Attack	Damage	Parry
Tommygun	60%	1D10+2	
Fist	75%	1D3+1D6+2	75%
Kick	65%	2D6+2	60%

POWERS (cost in Hero Points) – Martial Arts 1 (20).
 SKILLS – Spot Hidden Item 55%; Listen 75%.

Of Dr. Dread's followers, only Blackflash knows that he is working on a Telepathy machine of approximately 50 POW, capable of affecting 500 POW points of minds at once. With such a machine he could control City Hall, demanding incredibly blackmail. And this is only a prototype: he hopes eventually to put a similar machine into orbit, capable of controlling the entire world!

DR. DREAD is a frustrated research scientist, whose grants were always cut off just as he was making spectacular discoveries. In his fifties when he suddenly found himself making major breakthroughs, he invented his armor and developed the heat ray and force field armor with which it is equipped.

STR 15 CON 18 SIZ 9 INT 17 POW 17 DEX 18 CHA 10
 HERO POINTS – 126
 MOVE – 24/500 meters
 HIT POINTS – 18
 ARMOR – Kinetic 4 + 20 (FF); Electromagnetic 20 (FF); Radiation 20 (FF).
 ENERGY POINTS – Battery 170.
 WEAPON

	Range in meters	Attack	Damage	Parry
Heat projection	15	70%	6D6	
Fist		70%	1D3+1D6	70%

POWERS (cost in Hero Points) – Kinetic Armor 4 (4); Kinetic Force Field 20 (10); Electromagnetic Force Field 20 (10); Radiation Force Field 20 (10); Energy (heat) Projection 6 (18); Leap 7 (7); Flight 9 (9); Infravision 1 (3); Ultrasonic Hearing 1 (30).
 SKILLS – Spot Hidden Item 50%; Physics 95%.
 DISABILITIES (bonus points) – Villain (10); ugly (5); bloodthirsty (5); arrogant (5); powers all in armor that must be turned on (5); obvious prevention of turning on power (5).

Dr. Dread's main muscle is the **MIGHTY MAULER**. Mauler is reputed to have been a normal man who was experimented on by unscrupulous scientists. He is also reputed to have destroyed the men who experimented on him. He is not terribly bright, and feels Dr. Dread is the greatest boss in the world because he takes care of all of Mauler's decision-making. He will fight to the death for Dr. Dread, an unreciprocated loyalty.

STR 46 CON 20 SIZ 20 INT 8 POW 13 DEX 15 CHA 6
 HERO POINTS – 116
 MOVE – 24 meters
 HIT POINTS – 20
 ARMOR – Kinetic 12; Electromagnetic 12; Radiation 12.
 WEAPON

	Range in meters	Attack	Damage	Parry
Fist		95%	1D3+4D6	75%
Throw	3	90%	varies	
Grapple		45%	varies	

POWERS (cost in Hero Points) – Leap 10 (10).
 SKILLS – Climb 70%; Jump 80%; Move Quietly 5%; Listen 5%; Spot Hidden Item 5%.
 DISABILITIES (bonus points) – Villain (10); Spot Hidden Item maximum 5% (4); Listen maximum 5% (8); Move Quietly maximum 5% (4).

The third supervillain in the warehouse is the criminal mercenary known as **BLACKFLASH**. He gets his name from the void of blackness left behind momentarily when he teleports. No one knows where he got his unique armor, because he has never been captured.

Somehow, he has always managed to teleport away from every disaster he has participated in, and more than one hero has been sorry he met the light gun of Blackflash. Blackflash's main allegiance is to himself.

STR 25 CON 16 SIZ 14 INT 18 POW 15 DEX 16 CHA 12
 HERO POINTS – 138
 MOVE – 24/500 meters
 HIT POINTS – 16
 ARMOR – Kinetic 15.
 ABSORPTION – Cold 20.
 ENERGY POINTS – Battery 150.
 WEAPON

	Range in meters	Attack	Damage	Parry
Light gun	15	65%	6D6	
Dark gun	15	65%	Darkness 3	
Fist		70%	1D3+2D6	70%

POWERS (cost in Hero Points) – Teleport 28 (28); Flight 14 (14).
 SKILLS – Spot Hidden Item 30%; Throw 65%.
 DISABILITIES (bonus points) – Villain (10); arrogant (5); coward (5); 10 points of STR takes energy to activate (5); flying takes energy every melee round (7).
 SPECIAL – Light gun and dark gun are same weapon.

During the day, Dr. Dread and his three henchmen are awake and working. At night, the three henchmen will have gone home and Mauler and Blackflash will be on patrol. The chance that either of the two supervillains is awake at any time during the day depends on whether every member of an invading party makes a successful luck roll. Each failure means that one of the villains happens to be awake at that time. At night, there is a similar chance that Dr. Dread is working late and or that one of the henchmen has stayed over to help out.

The main machinery for the telepathic projector is in the truck. A few assemblies on the workbench are vital, and if destroyed, Dr. Dread has only the sketchiest notes and it will set his project back many months. A complete set of plans for the main machine and the principles it is based on is in the upstairs laboratory, and this would give other scientists enough clues to build a shielding device.

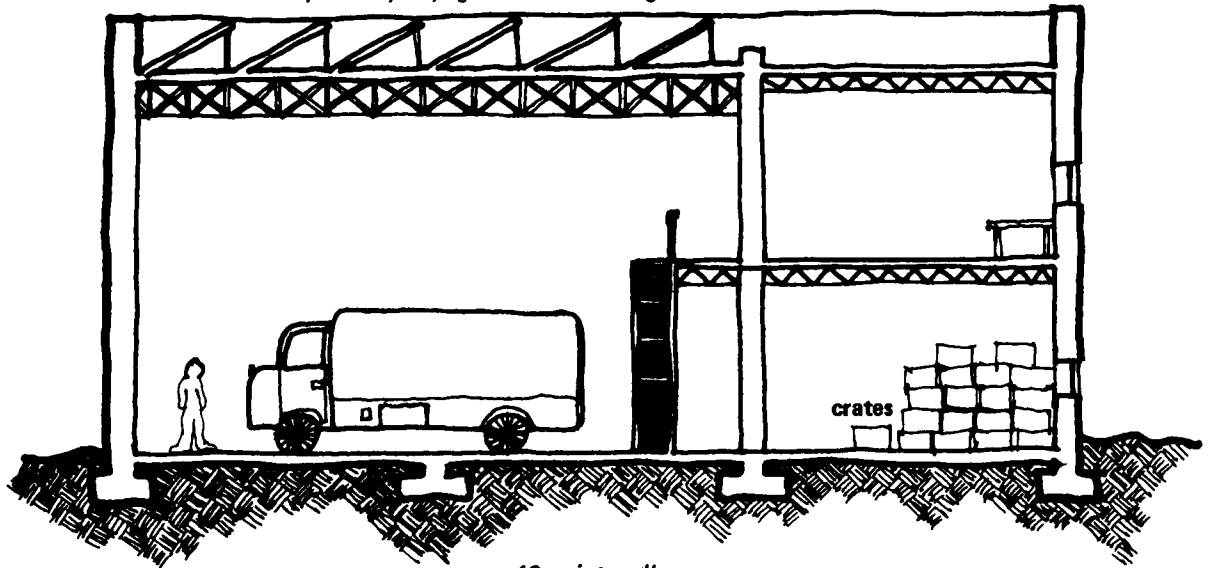
WORKING WITH THE SCENARIO

This provides only the bare bones of an adventure against Dr. Dread. The entire group of bad guys is probably enough to defeat the heroes, so the referee might want to include a SWAT team to back up the superheroes. Alternately, different villains entirely could be put in the warehouse, and the heroes could find themselves fighting a group for which they are unprepared. (If Dr. Dread gets away with his machine, what can the heroes do next?) For a bit more tension, the referee can postulate that the machine is seconds away from completion when the heroes burst in. Can they keep Dr. Dread from making the connections which will make them mindless zombies forever? There are many possibilities for just this small scenario. We hope that the referee will find it an inspiration for many years of gaming pleasure in *Superworld*.

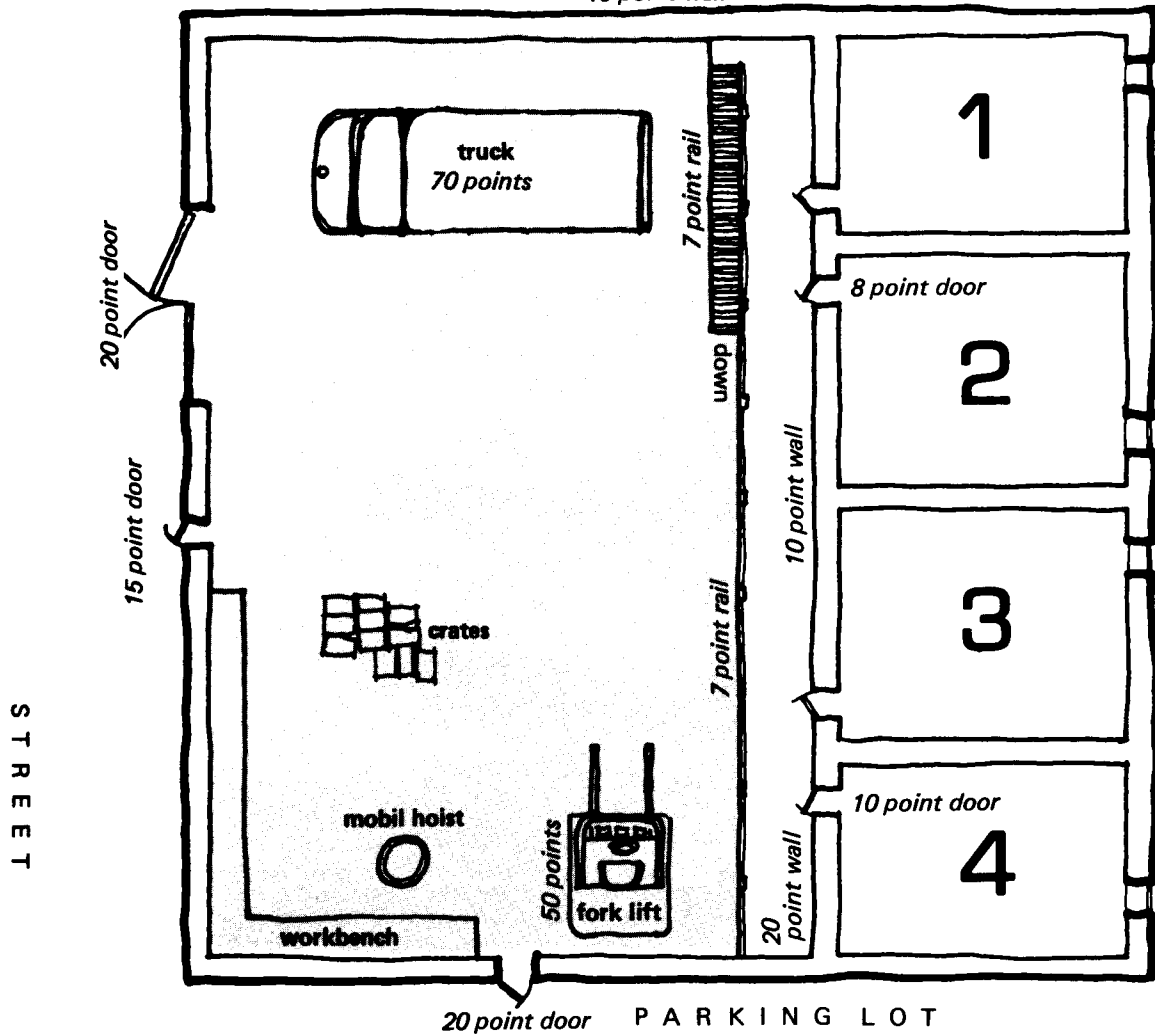


The Warehouse

lit in daytime by skylights with frosted glass



40 point wall



designer's notes for SUPERWORLD

By Steve Perrin

My ideas for a game like *Superworld* were sitting on a back burner for years, ever since I had dived into a copy of *Superhero 2044* (first edition) and came out terribly confused and bewildered. I have a large file full of contradictory notes on a superhero game.

Some of the notes became obsolete after I co-authored the *RuneQuest*® rules and realized that we had the potential for a universal set of RPG rules. The basics of the system could be applied to anything. However, at that point in my enthusiasm, Greg Stafford looked at the recently released *Villains and Vigilantes* (FGU) and decided that the world did not need more than two superhero RPG's.

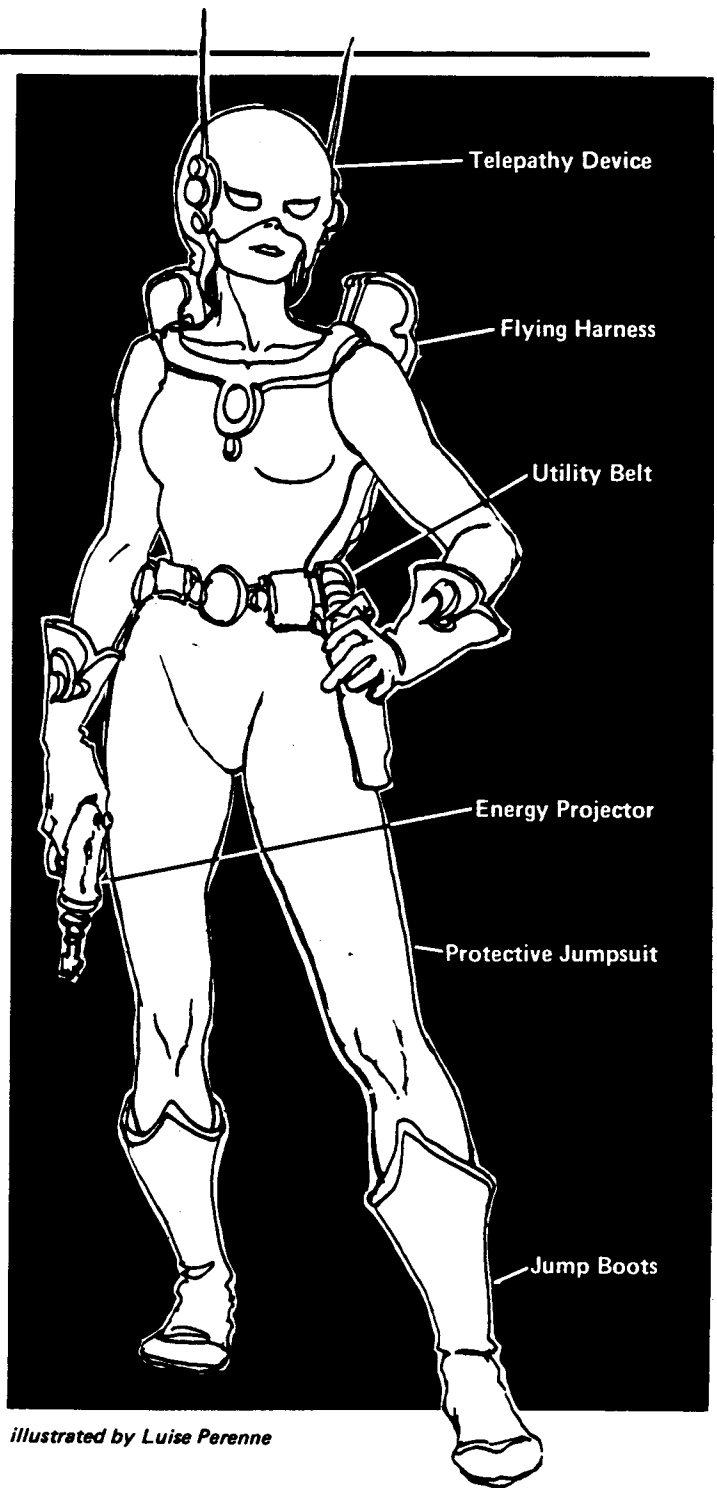
A year later, when Greg said that he needed backup for *Basic Role-Playing*, I volunteered to at least help with the creation of several mini-games which would spin off from *BRP* to complete it in the direction of one type of game or another. I was already working on my *D&D*-flavored *RQ* campaign set on the North Shore of an unnamed continent, so a *Magic World* game based on the concept of separate classes of magicians and fighters and other types came easily.

The question of what the other books would cover was up in the air for months. Science fiction? Historical? Age of Sail? Superheroes? Vikings? Wait a minute, let's go back to that superhero idea...

The end result was a go-ahead for the superhero game I had wanted to do for years. By this time, I was working full-time for the Chaosium, so, paradoxically, my time was not as available as it might have been. There was still a lot to do with the other projects coming down the track, like *Thieves' World*, *Stormbringer*, and *Call of Cthulhu*. Still, I managed to keep a *Magic World* campaign going for several months, and toyed with *Future World* (waiting for Gordon Monson to come up with the central concepts I later wrote into the game) and *Superworld*.

The Source of the Powers

Initially, the idea had been to have three sorts of character. Supertypes had natural powers, and would have as many as their POW points would allow. Gadgeteers were superheroes who depended on inventions, and got the number of their powers from the number of INT points they had. Acrobats depended on great skill use, and their points came from their DEX. It rapidly became clear that this would not work. No hero in comic books today is so single-track



illustrated by Luise Perenne

in his superpowers. Batman is an Acrobat, but he has gadgets. Spiderman is a "natural" powered type, but has gadgets. Iron Man is a gadgeteer with skills. It was obvious, once again, that "character classes" were not going to work for showing "reality".

I switched the rules so that POW alone bought powers, and rapidly discovered through a few games and character-building sessions that no one's Power would give enough points to buy the variety of powers possessed by most comic book heroes, no matter how I costed them out. Something else was needed.

Hero Points, based on the total characteristic points of the rolled character, had two benefits. First, it was a mechanic already being used in another fashion in *Magic*

*World and Future*World*. Second, it gave enough points with which to create interesting heroes.

From there it was simply a matter of costing things out and trying to balance the powers. Changes took place right up to the last type set, and still other things could have been done. Game design is always a matter of tearing the manuscript out of the hands of the tearful writer, who is bitterly protesting, "If I could keep it just two more weeks, it will be perfect ..." It will never be perfect.

Still, I appreciate the chance to do this article and present some after-the-last-minute changes that further play has brought out. For those people who have wondered why Martial Arts is such a useless power, or why anyone would use Armor when Absorption is available, or why there were rules for Smash attacks when they did no real damage, or why anyone would want great strength when he could do the same damage with a "kinetic blast" at 1/3 the cost ... The following corrections, additions, and errata are for you.

ERRATA

All corrections and changes are shown in italics.

ABSORPTION – Page 4 *Cost to Buy – 2 Hero Points/Level*
Energy Cost – None

Each level of Absorption gives the character the ability to absorb (as per the original description).

Special Notes: ADD *If a character has both Armor and Absorption for the same type of energy, Absorption works first.*

Types of Energy: CORRECTION *The types of energy are the same as given for Armor.*

Modifiers: ADD *To simulate the abilities of various well-known heroes, the player may want to modify this power with the 'does not have normal attribute' modifier, giving extra hero points for the character's powers. One example is to have Kinetic Absorption not absorb any kinetic damage but fire.*

CHARACTERISTICS – Page 5 *Cost to Buy – 1 Hero Point each 3 points of STR or SIZ.*

Limit: ADD *No more Hero Points may be spent on a characteristic than the original value of the characteristic. Thus, a character with an INT of 10 cannot increase it past 13, a character with a STR of 10 cannot increase it past 40, and a character with a CON of 10 cannot increase it past 20.*

DENSITY – Page 5

CORRECTION: Each level of increase adds *one-half* the character's SIZ and STR to those characteristics again. Each level also slows the character's normal movement by two meters and gives him one point of armor against each of the three types of energy.

ENERGY PROJECTION – Page 5

CLARIFICATION: The basic chance to hit with an Energy Projection is equal to the character's Throw ability.

FLIGHT – Page 5 *Cost to Buy – 1 Hero Point per Level*
Energy Cost – 1 point per melee round

Each level of Flight moves 1 SIZ point at *100 meters per melee round when maneuvering, or 500 meters per melee round in straight flight. Maneuvering implies doing anything except going from point A to point B in a straight line. If the character is looking for a target, intending to land and punch someone, etc., he may only travel 100 meters that round, or 25 if he intends to do something else in the same round.*

It is also possible to go slower or even hover. To fly at all, a character must have one level of Flight for each of his SIZ points. If he wishes to carry anything, he must have additional levels of Flight equal to the SIZ of the carried item and the STR to carry the item.

For each level of flight over that necessary to carry the SIZ flying, the character may go *an extra 20 meters per melee round in maneuvering flight, or 100 meters per melee round in straight speed flight, or an additional 5 meters and perform another action.*

If the power is used in conjunction with Speed, the character may make a full flying movement and then perform an action, perform two flying movements, or perform an action and then make a full flying movement.

GRAVITY PROJECTION – Page 7 *Cost to Buy – 1 Hero Point per Level*
Energy Cost – 1 Energy Point per Level

Each level of this radiation power will alter the weight of *one SIZ point* of an object within 15 meters of the user. It will either double or halve the object's weight. Each additional level will either affect a further *SIZ point*, increase the range by 15 meters, double the current weight of that *SIZ point* again, or halve the current weight of the *SIZ point* again.

A character involuntarily under double or half weight conditions *affecting his entire body* has only half his normal chance with melee and Throw maneuvers because of his unfamiliarity with his current weight. *His movement is slowed by 1/2 if his weight is doubled, decreased to 1/4 normal if quadrupled, etc.*

INSUBSTANTIALITY – Page 7 *Cost to Buy 20 Hero Points per level*
Energy Cost – 1 per point of SIZ per level per melee round

ADD *However, one insubstantial character may use kinetic force on another insubstantial character.*

LEAP – Page 7 *Energy Cost – 1 per level used*

MARTIAL ARTS – Page 7

Each level of this power allows the user to:

1) Add *1D6* of damage to any successful fist, kick, or grapple attack.

2) Avoid *1D6* of damage from any one melee, missile, or projection attack in a *melee round* if a parry is made. The *1D6* points are also subtracted from the damage for determining a knockback.

NEW-POWER: RECHARGE – Page 8 *Cost to Buy – 1 Hero Point*
per level
Energy Cost – None

This power has the sole use of replenishing energy at a rate of one point per level used. This replenishment is not automatic. It is an action and the character must spend a full melee round performing the action without using any other powers or moving more than 6 meters. Speed cannot be used in the same melee round with this power.

SPEED – Page 8

REVISION – 2nd paragraph

Each level of Speed used in a *melee round* also reduces an attacker's chance to hit with missile, projection, or *melee by 10%*. Thus, if the Mighty Mauler with an attack chance of 60% is trying to hit the Yellow Streak, who has a Speed of 3, *three levels of Speed reduce Mauler's attack to 30%*.

When a character is performing an action under Speed, he does it at his usual DEX, just as he would normally. However, his Speed still gives him the reduction of others' chances to hit him. *These reductions are taken before reduction for partial cover, using acrobatics, and being airborne, but the usual movement reduction does not apply in this case.*

SNARE PROJECTION – Page 8 *Energy Cost – 3 energy points per level*

TELEPORT – Page 9

ADD – He must teleport to an area he *can see* or is very familiar with.

ADD – *A teleporter may move 1/4 his normal movement, 50 meters, and still perform another action such as an attack in one melee round. A teleporter with the Speed power can only teleport once during a melee round, and that counts as an action, not as a movement, unless coupled with another action as above.*

WIND PROJECTION – Page 9 *Energy Cost – 3 Energy Points per level*

NEW RULES – Optional

Power Advantages

It is possible to gain advantages for a power by paying a higher price for it.

NO ENERGY USE ADVANTAGE

A character may buy any power but a projection so that it will use no energy. The cost is twice the normal cost of the power. Thus, Insubstantiality, normally 20 points, can be bought as using no energy for 40 points per level.

PROJECTION ENERGY REDUCTION

A character may buy a projection power so that it will cost only one point of energy per level used, instead of three, by paying twice the normal price of the power. Thus, a character with a 5D6 projection can use the power for 5 energy points, instead of 15, by paying 30 Hero Points for it initially.

RADIUS EFFECT

A character can buy a radius effect for a projection power at twice the cost of the power for a 2m radius volume. A level of the power can be used to increase the radius by one meter, as well as the usual increase of range or damage. Using a radius effect on a target cancels the defensive value of Dodging, Acrobatics, Martial Arts, maneuvering in flight, or Speed, though Flight and partial cover still have their normal effect. A power bought with radius effect can still be used against a single target normally.

COMBINED ADVANTAGES

If a character wishes to buy both energy reduction and radius effect for a projection, he must first purchase the power at 6 points a level for the radius effect, then pay a further 6 points a level for the energy reduction.

SMASH ATTACK –Page 12-13

REVISION – Starting ability with a Smash attack is 10%, and it can be increased either in creation of the character or through experience like any other skill. Roll 1D6 for every 5 SIZ points of the

attacker or fraction thereof to determine the damage to the target. Characters with a SIZ of 1 or less do not get this damage. Roll 1D6 damage for every 10 SIZ points of the attacker for damage to the attacker. In addition, a character using flight may add 1D6 for every 3 levels of Flight he has over the minimum necessary for flying; a character using Speed may add 1D6 for every level of Speed he has. In both cases, this damage applies both to attacker and target.

Unlike all other forms of attack, a character may make a full move and then strike with a smash. A character must move at least 4m in a straight line for every 1D6 of damage done in a smash.

FIGHTING AT A DISADVANTAGE – Page 14

ADDITION

5. EVADING TARGETS -- A character using the special abilities of Martial Arts and/or Speed subtract their reductions *before* the attacker's chance is cut in half for flying target, partial cover, or anything else. □



POWERS		
Power	Hero Point Cost Per Level	Energy Point Cost Per Level
Absorption	2 per energy type	None
Adaptability	1 (affects 1 SIZ point)	1 per SIZ point per activation
Armor	1 per energy type	None unless for force field
Characteristics	1 per 3 STR or SIZ	None
	1 per CON or DEX	None
	3 per INT, POW, or CHA	None
Darkness	3 (affects 2 meter radius)	1 per activation
Density	1 per hero's SIZ point	3 per melee round
Energy Projection	3 per 1D6 damage	3 per activation
Energy Supply	1 per 10 points of energy	None
Flight	1 (affects 1 SIZ point)	1 per melee round
Gas Projection	3 per 1D6 potency	3 per activation
Gravity Projection	1	1 per level
Insubstantiality	20	1 per SIZ point per melee round
Invisibility	1 (affects 1 SIZ point)	1 per CON point per melee round
Leap	1 (adds 2 meters horizontal)	1 per level
Martial Arts	20	None
Mindblock	1	1 per melee round
Perception	1 per hero's POW point	3 per melee round
Recharge	1	None
Regeneration	1 per hero's CON point	1 per melee round
Shape Change	1 per hero's CON point	1 per activation
Silence	3 (affects 2 meter radius)	1 per activation
Size Change	1 per hero's SIZ point	1 per SIZ point per activation
Snare Projection	3 per 1D6 points of SIZ	3 per level of snare
Speed	20	1 per melee round
Stretching	3 (adds 1 meter stretch)	None
Supersenses	3	None
Telekinesis	1 (affects 1 SIZ point)	1 per melee round
Telepathy	1 (affects 1 POW point)	1 per point of target's POW
Teleport	1 (affects 1 SIZ point)	1 per SIZ point teleported
Wall Walking	1 (affects 1 SIZ point)	None
Wind Projection	3 per 1D6 damage	3 per level of projection
X-Ray Vision	3 per 5cm penetration	1 per melee round

Superworld

Character Name _____ Sex _____ Age _____
 Secret ID _____ Occupation _____ Income _____

STR	___	___	___	Damage	ARMOR	=====	HIT POINTS	=====	PERS. ENERGY	=====	BAT. ENERGY	=====	
CON	___	___	___		Kinetic	___	01	02	03	04	___	___	
SIZ	___	___	___		Radiation	___	05	06	07	08	___	___	
INT	___	___	___	Idea	E-Magnetic	___	09	10	11	12	___	___	
POW	___	___	___	Luck	ABSORPTION	___	13	14	15	16	___	___	
DEX	___	___	___	Dodge		___	17	18	19	20	___	___	
CHR	___	___	___	Persusn		___	21	22	23	24	___	___	
Total	___	___	___			___	25	26	27	28	___	___	
							35	34	33	32	31	30	29

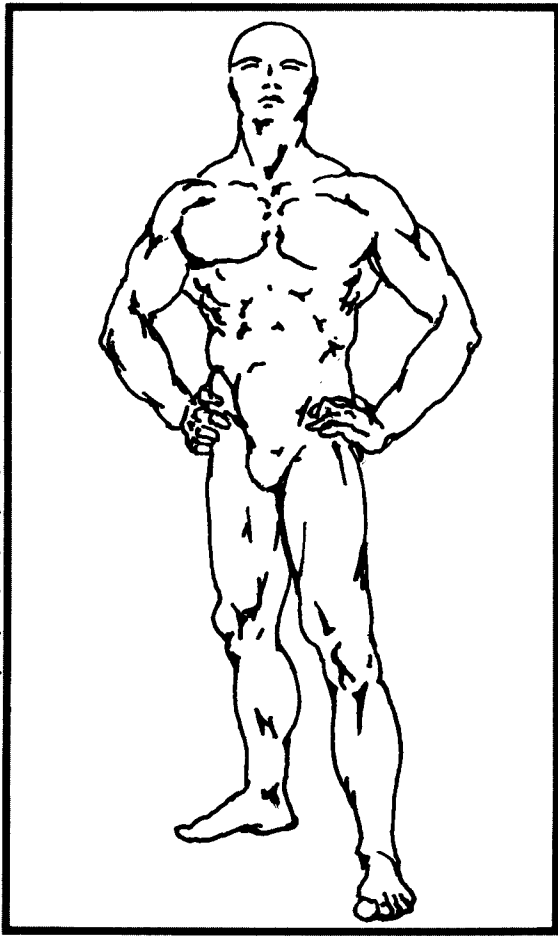
SKILLS

- Acrobatics (05%) _____
- Climb (55%) _____
- Drive (25%) _____
- Fine Manipulation (05%) _____
- First Aid (25%) _____
- Fist (50%) _____
- Fly Plane (00%) _____
- Grapple (25%) _____
- Hide (55%) _____
- Jump (45%) _____
- Knowledge (INTx4%) _____
- Listen (45%) _____
- Move Quietly (25%) _____
- Swim (25%) _____
- Throw (45%) _____

LANGUAGES

Speak/Read
 _____ / _____
 _____ / _____

CRAFT/SCIENCE



DISABILITIES

Hero Points --- = --- + ---

SPECIAL NOTES

EQUIPMENT

POWER / WEAPON

Description	Level	Attk%	Damage	Parry%	Range	Buy/Use
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____

OTHER

Magic World Play-Aids

SKILL LIST

Skill Name	Bumpkin (BRP)	Starting Percentage as a...	Warrior	Rogue	Sage	Magician
Climb	55		55	S+CO+I+P+D*	45	45
Cut Purse	05		05	DEX x 5	05	05
Fine Manipulation	05		05	DEX x 5	05	05
First Aid (healing)	45		45	45	INT x 5**	45
Hide	55		55	S+CO+H+P+D*	55	55
Jump	45		S+H+D/3 x 5	S+CO+H+P+D*	45	45
Linguist	00		00	00	INT x 5**	00
Listen	45		45	S+CO+H+P+D*	45	45
Literacy	00		00	00	INT x 5**	50
Lore	00		00	00	INT x 5**	00
Mechanical Arts	00		00	00	INT x 5**	00
Move Quietly	25		25	S+CO+H+P+D	25	25
Mercantile Arts	00		00	00	INT x 5**	00
Philosophy	00		00	00	INT x 5**	00
Ride	25		DEX x 5	25	25	25
Spot Hidden	25		25	S+CO+H+P+D*	25	25
Swim	20†		20†	20†	20†	20†
Throw	45		45	45	45	45

* STR+CON+INT+POW+DEX.

** If chosen as specialty. The Sage may take three of the skills in which he did not specialize, at INT x 3, rounded down. If the skill is First Aid (healing art), his ability is either INT x 3 or is 45, whichever is higher.

† If a D100 roll equal to or less than POW x 3 succeeds, the character's Swim percentage equals his DEX x 5.

QUICK CHARACTER SET-UP & PREVIOUS EXPERIENCE

WARRIOR

Roll needed to gain Warrior experience: add all characteristics together and roll that number or less on D100.

Benefits:

- 3 weapon skills each at a percentage equal to the character's STR+INT+DEX divided by 3 and multiplied by 5.
- Jumping skill at same percentage as previous benefits.
- Ride at DEX x 5%.
- Ring mail (4 point) armor as well as leather armor.
- Horse.
- Money: D100 times INT in silver Crowns.

ROGUE

Roll needed to gain Rogue experience: none.

Benefits:

- Short Sword and Dagger skills equal to STR+CON+INT+POW+DEX, rounded up to the nearest 5%.
- Jump, Climb, Listen, Hide, Spot Hidden, and Move Quietly at the same percentage as the previous benefits.
- Cut Purse and Fine Manipulation at DEX x 5%.
- Money: D100 times INT in silver Crowns.

SAGE

Roll needed to gain Sage experience: INT x 5 or less on D100.

Benefits:

- One Sage skill of choice plus Literacy, each at INT x 5%.
- Three Sage skills of choice at INT x 3%, rounded up to the nearest 5%.
- Money: D100 times INT in silver Crowns.

Drawbacks:

- A Sage can raise only Sage skills, Listen, Spot Hidden, and one weapon skill of choice past his or her DEX x 5%.

SORCERER

Roll needed to gain Sorcerer status: INT+POW+1 per 100 silver Crowns given to Guild as a roll on D100. The roll may be tried once per game year.

Benefits:

- Four spells, Staff, Dagger, and one other weapon of choice at INT x 3% (rounded up to the nearest 5%).
- Memorization training so that the character can learn a number of spells equal to half his or her INT, fractions rounded up.
- Literacy skill at 50%.
- Money: D100 times INT in silver Crowns.

Drawbacks:

- May not increase in weapons skills past DEX x 4% (rounded up to nearest 5%). To increase past this limit he must roll INT or less on D100 on each try.
- Money: D100 times INT in silver Crowns.

Superworld Play-Aids

FIREARMS

<i>Skill</i>	<i>Weapon</i>	<i>Base chance</i>	<i>Damage</i>	<i>Range* in meters</i>	<i>Notes</i>
Handgun	Light pistol	20%	1D6	10	Impales
	Heavy pistol	20%	1D10+2	20	Impales
	Magnum	20%	2D6+2	20	Impales
Rifle	Light rifle	10%	1D6+2	100	Impales
	Heavy rifle	10%	2D6+3	100	Impales
Shotgun	Light shotgun	30%	2D6	20	
	Heavy shotgun	30%	4D6	20	
Autoweapon†	M-16	30%	1D8+2	10	Impales
	Thompson	30%	1D10+2	10	Impales

*Range for snubnosed weapons, including sawed-off shotguns, is only 5 meters. Base chance at twice the given range is half the chance given. At three times the given range, chance is one-fourth of that given, etc. Sawed-off shotguns have no ability to hit past 5 meters.

† An automatic weapon is fired in bursts of 3. Roll 1D3 to see how many rounds hit the target, then roll each damage individually. Only the first of the rounds will impale if an impaling roll (1/5 of the needed roll to hit) is rolled.

POWERS

<i>Power</i>	<i>Hero Point Cost Per Level</i>	<i>Energy Point Cost Per Level</i>
Absorption	1 per energy type	None
Adaptability	1 (affects 1 SIZ point)	1 per SIZ point per activation
Armor	1 per energy type	None unless for force field
Characteristics	1 per STR, CON, SIZ, or DEX 3 per INT, POW, or CHA	None
Darkness	3 (affects 2 meter radius)	1 per activation
Density	1 per hero's SIZ point	3 per melee round
Energy Projection	3 per 1D6 damage	3 per activation
Energy Supply	1 per 10 point of energy	None
Flight	1 (affects 1 SIZ point)	1 per SIZ point per activation
Gas Projection	3 per 1D6 potency	3 per activation
Gravity Projection	3 (affects 3 SIZ points)	1 per SIZ point per activation
Insubstantiality	20	1 per SIZ point per melee round
Invisibility	1 (affects 1 SIZ point)	1 per CON point per melee round
Leap	1 (adds 2 meter horizontal)	None
Martial Arts	20	None
Mindblock	1	1 per melee round
Perception	1 per hero's POW point	3 per melee round
Regeneration	1 per hero's CON point	1 per melee round
Shape Change	1 per hero's CON point	1 per activation
Silence	3 (affects 2 meter radius)	1 per activation
Size Change	1 per hero's SIZ point	1 per SIZ point per activation
Snare Projection	3 per 1D6 points of SIZ	1 per activation
Speed	20	1 per melee round
Stretching	3 (adds 1 meter stretch)	None
Supersenses	3	None
Telekinesis	1 (affects 1 SIZ point)	1 per melee round
Telepathy	1 (affects 1 POW point)	1 per point of target's POW
Teleport	1 (affects 1 SIZ point)	1 per SIZ point teleported
Wall Walking	1 (affects 1 SIZ point)	None
Wind Projection	3 per 1D6 damage	3 per activation
X-Ray Vision	3 per 5 cm penetration	1 per melee round

Future-World Play Aids

WEAPONS TABLE

Class	Category	Weapon	Base Chance %	Damage	ENC*	Range	Cost in Credits	Energy Used	Notes	
Projectile	Hideout Handgun	derringer	20%	1D8	¼	6m	100	—	impales	
		light pistol	20%	1D10	½	20m	150	—	impales	
		heavy pistol	20%	2D6	1	20m	150	—	impales	
	Rifle	magnum	20%	2D6+4	1	20m	250	—	impales	
		light rifle	20%	2D8	1	200m	100	—	impales	
	Flechette	heavy rifle	20%	2D8+4	2	200m	180	—	impales	
		light shotgun	30%	2D8	1	20m	180	—	—	
	Autogun**	heavy shotgun	30%	4D8	2	20m	220	—	—	
		light assault	20%	4D6	1	30m	400	—	impales	
	Support**	heavy assault	20%	4D6	3	200m	750	—	impales	
		semi-portable	20%/5%	5D6	7	300m	2000	—	impales	
	Laser	Hideout Handgun	flasher	20%	1D6	¼	10m	100	1	—
light pistol			20%	1D8	½	60m	150	2	—	
heavy pistol			20%	1D8+2	1	60m	150	2	—	
Rifle		magnum	20%	2D6+2	1	60m	250	3	—	
		light rifle	20%	2D6	1	300m	100	3	—	
Autogun**		heavy rifle	20%	3D6	2	300m	180	4	—	
		light assault	20%	2D6	1	100m	400	2	—	
Support**		heavy assault	20%	2D8+4	3	300m	750	4	—	
		semi-portable	20%/5%	3D8+1	7	300m	2000	6	—	
Blaster		Hideout Handgun	blazer	20%	2D8	½	3m	120	3	—
			light pistol	20%	1D10+3	½	10m	150	3	—
			heavy pistol	20%	2D8+3	1	10m	150	4	—
	Rifle	magnum	20%	2D10+4	2	10m	250	4	—	
		light rifle	20%	2D8+3	2	60m	150	4	—	
	Autogun**	heavy rifle	20%	2D10+4	3	60m	200	5	—	
		light assault	20%	2D8+3	2	20m	400	4	—	
	Support**	heavy assault	20%	3D8+6	4	60m	800	5	—	
		semi-portable	20%/5%	5D8	7	100m	2400	7	—	
	Missile	Support	guided missile	20%	5D8	2	LOS†	1800	—	—
			seeker missile	NA	3D8	3	LOS†	2500	—	—
	Grenade	Throw	concussion	45%	3D6	½	15m	300	—	3m radius
fragmentation			45%	4D6	½	15m	300	—	6m radius	
photon			45%	††	½	15m	600	—	10m radius	
Melee	1-Hand	force sword	10%	2D10	½	—	1000	3	—	

* see ENC rule.

** Autoguns and Support guns can fire one shot or a burst of three shots at the discretion of the character. If firing a burst, roll 1D3 to see how many hit. If an impaling roll is made, only the first bullet impales.

† LOS means line of sight; the target must be seen to be fired at with these missiles.

†† A photon grenade blinds anyone within the specified radius for 1D6 melee rounds unless the attacked character makes a luck roll. Special equipment and circumstances may modify this result at the discretion of the referee.

Range — all ranges given are in meters.

Energy Used — the weapon must use this many points from a tacpack generator if the user is not discharging the regular ammunition. The energy cost is per shot: an Autogun or Support gun firing three shots must use three times the energy shown.

Semi-portables — the semi-portable's base chance is 20% if on a tripod or other mount; 5% if hand-held.

EQUIPMENT TABLE

Item	ENC	Cost in Credits	Item	ENC	Cost in Credits
semi-portable tripod	5	300	medikit	1	3000
guided missile pack (6 each)	12	12,000	Scout helmet	1	5000
seeker missile pack (6 each)	18	16,000	nylar armor (P-9, B-4, L-5)	2	300
tacpack (generator/screen)	1 per 2 points of energy	200 per pt of energy	tinsel armor (P-2, B-4, L-9)	1	500
effectors (EW radiators)	1 per 5 points of EW	100 per pt of EW rating	chitin armor (P-5, B-10, L-6)	3	800
sensors (EW detectors)	1 per 5 points of EW	100 per pt of EW rating	ceramet armor (P-7, B-7, L-7)	3	6000
tool computer	1 per 1 point of EW	300 per pt of EW rating	jump pack	2	5000
scanner goggles	½	2000	10-round clip of ammunition	¼	20
			30-round autogun magazine	½	100
			100-round semi-portable belt	1	500
			gate transponder	1	5000

