

PS238

THE ROLEPLAYING GAME



STEVEN S. LONG

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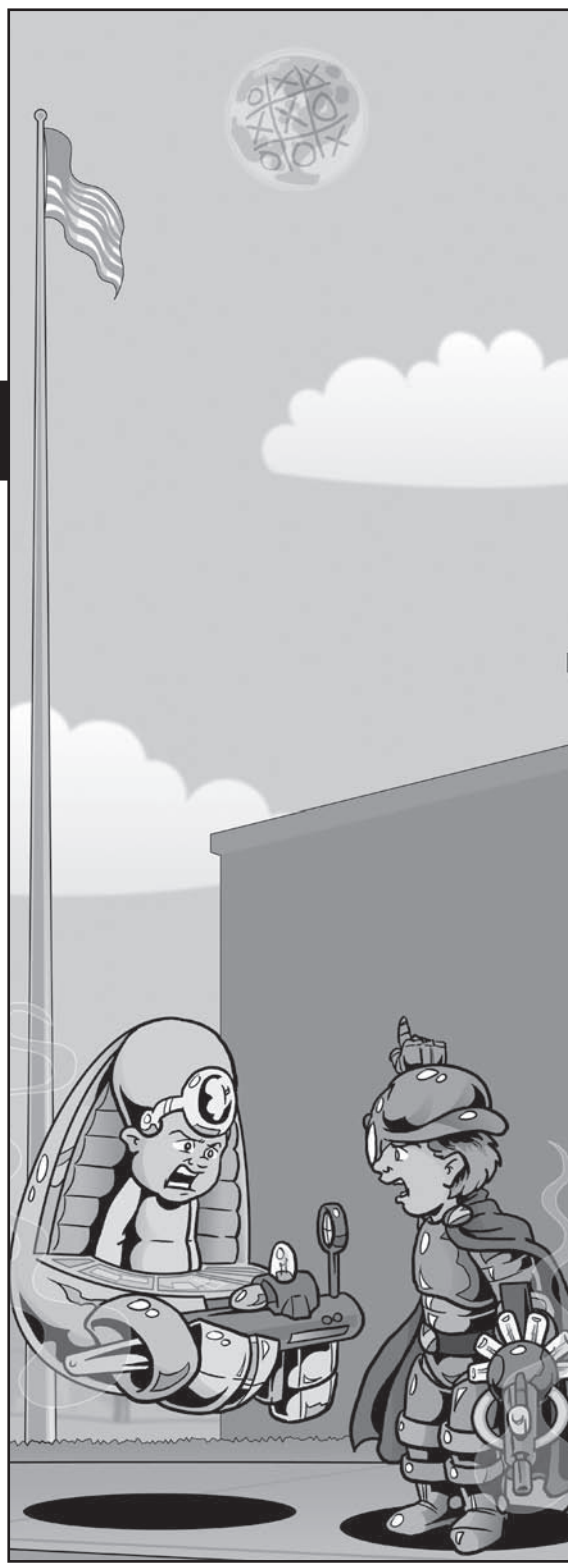
PS238

A ROLEPLAYING GAME ABOUT SUPERPOWERED
KIDS AND THEIR ADVENTURES

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REMEMBER: WITH GREAT POWER COMES GREAT RESPONSIBILITY TO GIVE YOUR CHILDREN A WELL-ROUNDED EDUCATION THAT MAXIMIZES THEIR TALENTS WHILE MINIMIZING PROPERTY DAMAGE.

- FROM ONE OF PS238'S "SPECIAL ANNOUNCEMENTS" FOR THE PARENTS OF METAPRODIGIES

INTRODUCTION



Welcome to PS238, the world's first school for superpowered children! *The PS238 Roleplaying Game*, based on the PS238 comics by Aaron Williams, lets you enter this funny, touching world where superheroes-to-be learn not only how to use their powers, but what it means to be a hero.

The PS238 Roleplaying Game (or "PS238 RPG") uses a simplified version of the *HERO System* rules, which are well-known to gamers from the award-winning superhero roleplaying game *Champions*. With them you can create any sort of metaprodigy or superpower you can think of, ranging from super-strength, to flight, to teleportation, to magic.

This book is divided into two parts. The first part includes Chapters One through Four. It tells you all you need to know about PS238 and the world it's a part of: who the students are (and what powers they possess); their teachers; the school itself, with all its facilities and resources; and the world outside the classroom. Chapter Four is a special chapter for the GameMaster (GM) alone; it contains secret information players shouldn't know as well as some general advice about running PS238 games.

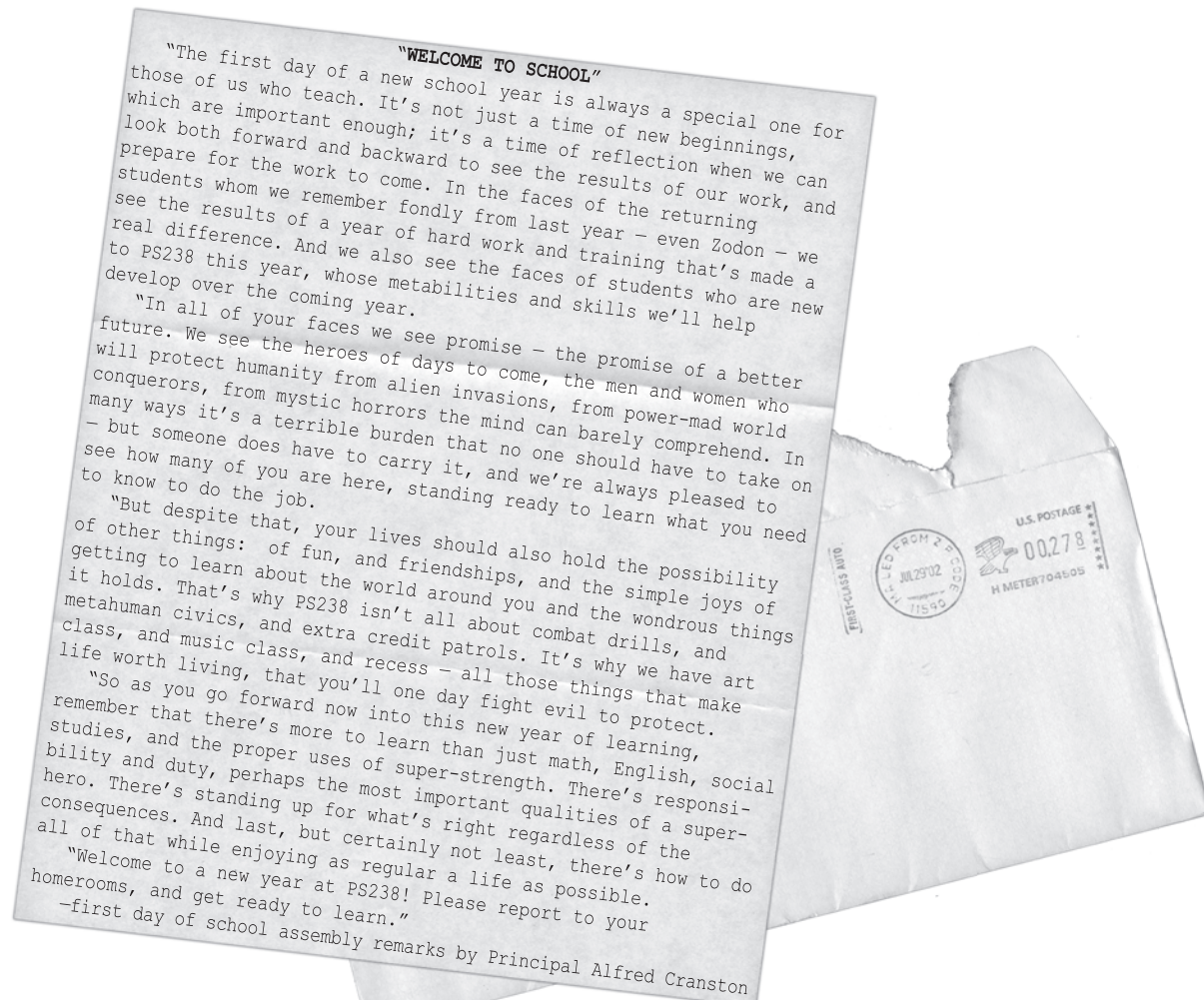
The second part, Chapters Five through Nine, is the *HERO System* rules you use to play *The PS238 Roleplaying Game*. With them you can create characters, powers, and gadgets, fight super-battles, and have amazing adventures!

This is where you can find out what the terms on the character sheets in Chapters Two and Three mean, and how to use the information on the character sheets to play your character. The Glossary on page 174 is particularly helpful if you can't remember what a term means or how to do something in the game.

LEARNING MORE ABOUT PS238

If you want to find out more about PS238, the best thing to do is to pick up as many issues of the *PS238* comic book as you can. As of this writing there are 29 issues, most collected into trade paperbacks if you don't want to try to track down individual copies. They're full of all sorts of useful tidbits of information and background details that couldn't be included in this book for some reason, and of course they've got lots of great art that you can use to show your players what their teachers and classmates look like.

This book is current through Issue #29 of *PS238*. Later issues will expand on the information available here, and may clear up some mysteries or even change what was known before.



CHAPTER ONE:



WELCOME TO

PS238

A SCHOOL IS BORN



The story of how PS238 came to be is as interesting as the escapades of some of its students.

Several years ago, Alfred Cranston was America's president — the most popular one in history, in fact. And during his short tenure in office, he was also one of the most effective as well. His political enemies were astounded at how he was able to uncover their deepest secrets and out-manuever them at every turn. But one day his own secret came to light. A senator, Richard Matheson, discovered something in the budget that would embarrass Cranston's administration. As he thought about how best to use this information during a presidential address, Cranston called for the correction of a budgetary oversight that exactly matched Matheson's discovery. The astonished Matheson realized Cranston was somehow reading his mind. He reported this information to other senators and government officials who were enemies of Cranston's, and they hatched a plan. Through careful placement of specific knowledge and key facts with individuals around the president, they discovered the unthinkable: the president was a closet metahuman. Worse, he was a telepath.

What to do? They couldn't get close to the man — he'd read what they knew in their minds and take steps to neutralize them, either by wiping their memories or just having them "disposed of," and then he'd cover the whole thing up. Desperate and angry, they hatched a plot to remove Cranston from office by force... or assassinate him, if necessary. They carefully recruited allies by revealing the secret to people who'd be angry about or terrified of a telepathic president. One of their recruits was the Director of the FBI. One day he was discussing

the plot over the telephone, and an agent overheard him. Not knowing who in the Bureau he could turn to, the agent called the Union of Justice — a superhero team whose members were Spell Syrin, Rockslide, Micro-Might, Mantium, and Dr. Positron — for help. The Union quickly investigated, even going so far as to raid several Congressional offices to obtain evidence of the conspiracy.

The superhero Revenant (page 68) intercepted the call and found out what was going on. Disguised as one "Kent Allard," he arranged to meet with President Cranston and warned him that his deception had been uncovered. Shortly after Revenant left the Oval Office, the conspirators arrived with guns drawn... and then the Union of Justice showed up in the nick of time to defuse the crisis. Cranston confessed to them that he was, in fact, a telepath. Faced with a situation in which neither party was on the side of the angels, the Union brokered a compromise. Cranston would resign for "medical reasons" and be fitted with a headband that negated his mental abilities. All of the conspirators would not run for re-election, passing their seats to hopefully less homicidal representation. Lastly, to help prevent future backlash against metahumans, and to teach young metahumans how to use their powers responsibly, the Union of Justice conceived of and agreed to run PS238, with Alfred Cranston as its principal.

After a short search, the Union selected a small Midwestern town as the site of PS238, and chose one of its schools, Excelsior Public School, to serve as PS238's unwitting cover. Using various techniques and devices to hide his activities, Herschel Clay tunneled out an area three miles below Excelsior, built PS238's basic infrastructure, and brought

the Beacon of Justice, the Union of Justice's satellite headquarters, to Earth to become part of the school.

But PS238 still needed teachers. Of all the members of the Union, and the other heroes they talked into joining the project, only Cristina Kyle — Micro-Might — had any teaching experience; she'd taught elementary school before becoming a superheroine. With her help, Herschel Clay built a "learning machine" that force-fed knowledge and teaching experience into the heads of the other volunteers, transforming them into skilled teachers overnight. PS238 was ready for business.

Since then, PS238 has become an institution in the Superhuman World. Many of the world's most powerful superhumans send their children to school there, and it's an even greater asset for normal parents whose children develop metabilities. And thanks to Herschel Clay's security technology and cleverness, it's remained secret ever since.

THE ALIEN INVASION

Recently PS238 weathered the worst crisis in its young history — the invasion of Earth by hostile aliens known as the Septos (see page 63). PS238 was one of their targets because the source of the DNA the aliens used to create the virus with which they planned to wipe out Humanity was Tyler Marlocke, a PS238 student (see page 38). The PS238 children were instrumental in helping to defeat the aliens... though at a cost. The infected Tyler has been placed into suspended animation until doctors can figure out how to cure him, and much of the city was destroyed by the invaders.

With the help of the government, PS238's home city has been rebuilt and renamed "Wonderburg." Many superhuman parents have taken advantage of the situation to move to the city to be closer to their children. The locals are having to cope with an odd influx of mild-mannered reporters, freelance writers and artists, crusading attorneys, and dilettante millionaire playboys. No doubt many amazing adventures are in store for the children of P238!

THE PS238 CAMPUS



PS238 is located three miles below Earth's surface. It's directly beneath Excelsior Public School, an ordinary kindergarten through eighth grade school whose faculty, staff, and students (including its leader, Principal Braunstead) are totally unaware of the amazing things going on beneath their very feet. Excelsior's (and PS238's) mascot is the "Fighting Argos," named after Argos, the world's greatest metacanine.

GETTING TO CLASS

"I WISH I COULD FLY TO SCHOOL, BUT MISS KYLE SAYS I HAVE TO GET CLEARANCE FIRST. IF I FLY TOO HIGH, SOME PLACE CALLED "NORAD" GETS ALL MAD, AND IF I FLY TOO LOW, STUFF STARTS TO MELT."

- SUZI FUSION

Students get to class at PS238 in several ways. First, of course, they have to actually get to school. Some of them ride the bus like ordinary students, carpool, or are dropped off by their parents. Those who have movement powers, such as Captain Clarinet (who can fly), are allowed to use those powers to get to school provided they can be secretive about it.

Once the PS238 students arrive at school, they have to go down into PS238. The school has several access points:

CONVEYOR SYSTEM

For regular school classes — history, math, social studies, and so forth — PS238 students stay aboveground, in Excelsior, learning from teachers who don't realize that they're anything other than ordinary students. During the class periods when they're supposed to study superheroing and how to use their powers, they go to a classroom run by one of the PS238 teachers, like Miss Kyle or Miss Imperia. After the bell rings, the teacher activates the

STUDENT RECRUITMENT

Unlike the Praetorian Academy (page 57), PS238 doesn't actively "recruit" students. It prefers a more low-key approach in which it simply makes its existence and services known to superhumans and the parents of metaprodigies via channels like JusticeNet, the Migh-T-Force channel, the Champions-SAT feed, MetaNet, and the like. It also has its own website, but the site is secret and requires a password to access. Additionally, guidance counselors and "special needs facilitators" at elementary schools across America are aware of the existence of PS238 (though not its location) and can refer the parents of prospective students to the school if necessary.

If PS238 hears about an incident that suggests there might be an as-yet unknown metaprodigy somewhere, it investigates the situation. If it finds credible evidence of a superpowered child, it identifies the parents and arranges for them to learn about PS238 surreptitiously. The school is sensitive to many parents' desire for secrecy and doesn't do anything to call attention to the child, his family, or PS238 itself.

If a parent contacts PS238 to inquire about enrolling a metaprodigy, Principal Cranston arranges for a meeting. If possible, the parents are asked to come to PS238 itself so they can see the facilities and meet some of the teachers, but that's not always feasible. In other cases, one or more teachers (and sometimes Cranston himself) visit the family at its home to discuss what PS238 has to offer and meet the prospective student. These meetings are casual but almost always result in a new metaprodigy joining the student body.

conveyor system, which carries the entire classroom three miles down to PS238 proper; this takes about one minute. When the classroom itself is below ground, PS238's security systems project a hologram onto the windows looking into the aboveground classroom space so it look like there's an ordinary classroom there where an ordinary class is taking place. When the class period ends, the conveyor takes the classroom and students back up to Excelsior.

THE LOCKERVATOR AND OTHER ELEVATORS

If a student comes to school late, or he needs to come and go between Excelsior and PS238 at times when the conveyor system can't be used, he uses one of the school's *lockervators*. Concealed inside seemingly ordinary lockers (such as #165 and #308) in hallways in Excelsior Public School are high-speed elevators large enough for one child (or, with some squeezing and discomfort, one average-sized adult). A lockervator scans the student to make sure he's authorized to use it, then carries him where he wants to in about a minute. Naturally, PS238 students look around the hallway *very* carefully before getting in the lockervator, to make sure they don't reveal the school's existence.

The lockervators aren't the only elevator running between PS238 and the surface; there are several others, though most are only used by faculty and staff. For example, there's one that runs from the gymnasium to the surface, and one that leads from Section Beta to the hangar (see below).

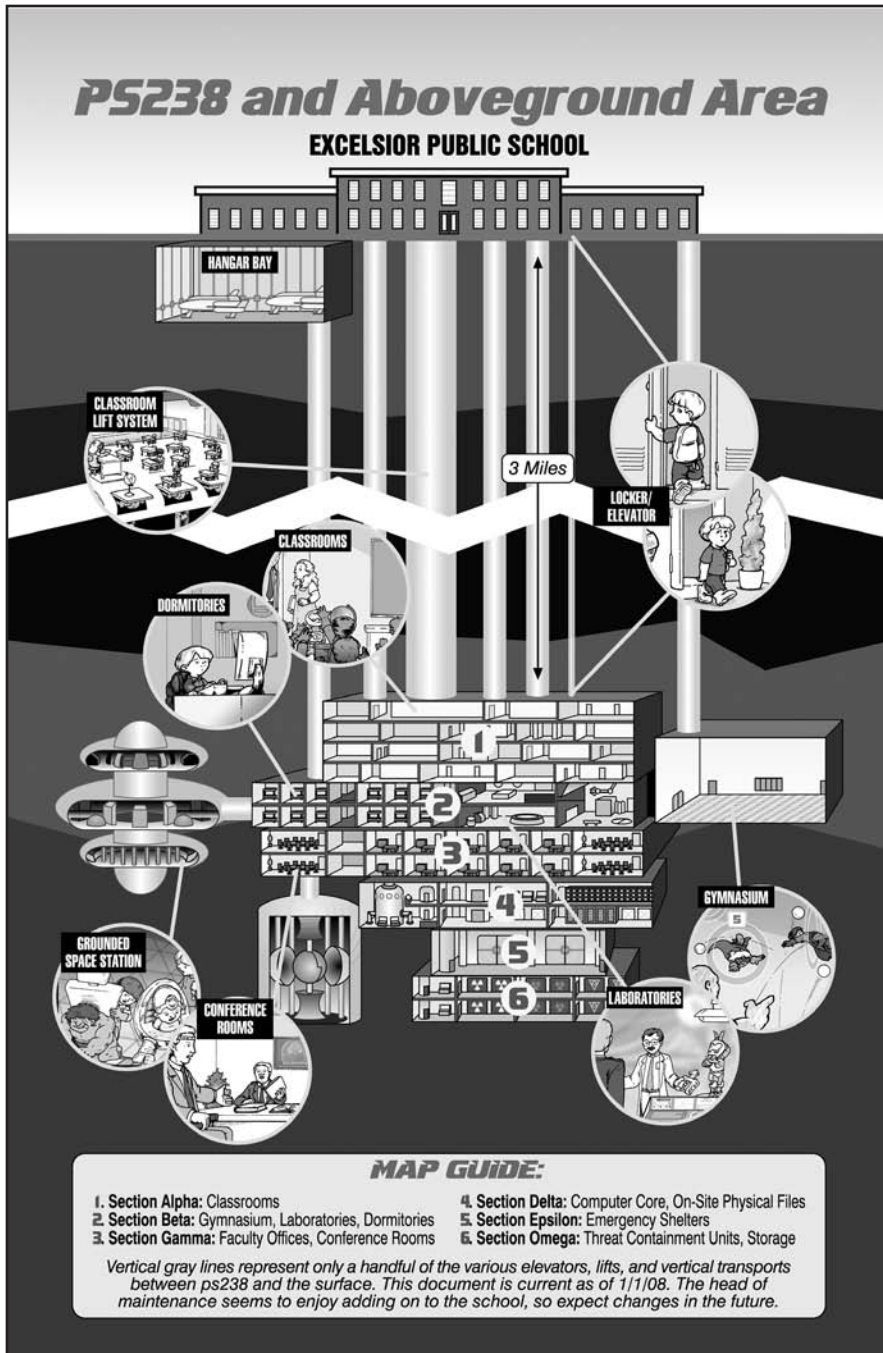
THE HANGAR DOOR

The last major entry point into PS238 is the launch bay door that leads into the hangar where PS238 keeps its aircraft and space vehicle. It's located right beneath Excelsior's football field. The hangar door blends with the surrounding terrain to within 0.06 chromatic variance factors, making it basically impossible for anyone without advanced sensors (or equivalent metabilities) to see that it's there from the surface. (Sonic dampeners are installed to negate the sound of an aircraft launch as well.)

PS238 FACILITIES

PS238's facilities, equipment, and technology are largely attributable to Herschel Clay and his company, Clay Industries. Beginning with the Union of Justice satellite headquarters, which was transported to Earth and sunk to the PS238 building site, Clay designed and built the school and its systems to make it as easy as possible for the school to fulfill its mission of educating young metahumans.

PS238 has six primary levels. From top to bottom, they're named Alpha, Beta, Gamma, Delta, Epsilon, and Omega. Because Herschel Clay is an inveterate tinkerer, the layout and features of the school change a little from time to time... sometimes without his remembering to warn anyone it's going to happen!



PS238 SECURITY MEASURES

PS238 devotes a lot of time and resources to its security. Its first line of defense is secrecy; many people don't even know it exists, and even those who do generally have no idea where it is. If someone finds out about it and wants to get in, he has to cope with the fact that it's three miles underground with a limited number of access points... all of which are monitored by state-of-the-art cameras and security devices designed by Herschel Clay. These include "bio-profile readers" keyed to students and faculty that prevent elevators and other devices from working for unauthorized personnel.

Besides being three miles beneath the surface, PS238 has Tritanium Alloy VII walls. According to Miss Kyle, there are only four known individuals who can even dent this material.

Within PS238 itself, any public area can be viewed via Herschel's specially-designed closed-circuit TV cameras that feed to the principal's office and to his workshop. Among other things, the faculty uses them to keep an eye on the likes of Zodon, Von Fogg, and Angie.

LEVEL ALPHA

The topmost level of PS238 is where all the classrooms are located (or, more accurately, it's the space where the conveyor system puts them when they're carried down from Excelsior). The classrooms are more or less the same as typical classrooms across America, though much more computerized and in some cases reinforced to withstand the effects of the students' powers. They feature actual slate chalkboards, an anachronism insisted upon by Miss Kyle, who came to the conclusion that classroom dry-erase boards are a royal pain to keep clean. Herschel Clay has discovered that chalk dust is the most difficult thing for the air purification system to deal with.

The Rainmaker Wing

One part of Level Alpha is almost a school-within-a-school. Students with metabilites that don't seem to lend themselves to crimefighting, but which may have commercial or charitable applications, take classes here as part of what's known as the *Rainmaker Program*. Examples include Hestia (the ancient Greek goddess of hearth and home), Uther Brown (who can transmute ordinary objects into food), and Deirdre Yates (who can make plants grow at incredible speeds). See pages 49-52 for more information on some of the Rainmaker students.

Many PS238 faculty members who don't have metabilites themselves work in the Rainmaker program, using their backgrounds in education and child psychology so they can better guide the students to reach their full potential. Mrs. Oberon (page 25) oversees the Rainmaker Program.

LEVEL BETA

Level Beta includes the school gymnasium, the laboratories, and student dormitories.

The Gymnasium

The gym is the domain of Coach Rockslide (page 21). It's one of the largest rooms in the school, and located next to the laboratories and Herschel Clay's workshop so it's easier and cheaper to repair. While it can look like an ordinary gym, it's actually a Clay-designed high-tech wonder with all sorts of features. Ordinary gym equipment (basketball goals, gymnastics equipment, and so on) is hidden behind trap doors that open on verbal command from Coach Rockslide, other faculty members, or authorized students. The gym's also equipped with an elaborate hologram and force-construct generator system, various kinds of robots,

and other features that let the Coach put his metahuman charges through their paces. For example, he can order the gym to create rings in the air so flying students can practice their aerobatics, or holographic/force “people” for the students to fight. Herschel Clay keeps a large supply of repair materials handy for patching up what the students invariably demolish.

The Laboratories

Overseen by Doctor Positron and several other scientists, PS238’s labs are used for the study of metahuman abilities. One aspect of this research is purely to find the limits and nature of each student’s powers so the faculty can design and apply an appropriate training curriculum for them. Another facet is the study of what makes a superhuman “super” in the first place. While more is now known about the manifestation of metabilities than even ten years ago, much remains a mystery. All of the data gathered on this subject is supplied to several high-level government agencies for study and analysis.

Other labs are for student use. Some are employed for science classes, others are used by students whose metabilities are of a more cerebral or technological nature. In the latter case, a student can request (or construct) various devices, heavy machinery, tools, and other specialized equipment for use in his experiments. The student labs are closely monitored and heavily secured, mostly due to the activities of students like Zodon and Victor Von Fogg.

Herschel Clay’s Workshop

Herschel Clay’s workshop is where he builds and tests most of what goes into the infrastructure at PS238, along with whatever he feels like inventing at the time. The workshop also contains several devices from Herschel’s past, including several models of the Mantium armor he wore when fighting crime.

The equipment and inventions in Herschel’s workshop often employs principles far beyond those known to ordinary human scientists, since he’s a Level 9 intellect with extraordinary gadgeteering abilities. Nor is the use or purpose of every device readily apparent to the casual observer. Herschel typically either ships his inventions to Clay Industries for use in commercial application, or to federal research facilities he does work for. (For example he designs spacecraft and systems for NASA, advanced body armors for the military, and various traffic control systems for the Department of Transportation.)

Herschel’s set aside a small section of his workshop for Prospero, an alien child who so far defies analysis (see page 40). A computer monitors Prospero in an as-yet unsuccessful attempt to understand his language and his purpose on Earth. This computer is a profoundly unhappy machine.

Dormitories

PS238 provides dormitory facilities for students who need to live at the school for various reasons. Not all families of enrolled students are able to relocate to Wonderburg and live near PS238... and some parents jump at the opportunity to have their super-kids break someone else’s furniture for a change. Other kids have powers that make it difficult or impossible for them to come and go with their classmates, or pose a danger to the rest of the world and need to live someplace where they can’t hurt anyone.

The dormitory rooms house two students each and are equipped with bunk beds, two sets of drawers, two closets, a bathroom, computer access, and communication equipment to the on-site staff as well as to home. The dorm area also has a student lounge with a study area, television, and some games and other diversions. The student lounge’s cable TV turns off at 8:00 PM, and lights out is at 9:00 PM. The halls are closely monitored by computerized security systems so advanced that Zodon has not yet found a way to bypass or trick them; any students out and about when they’re not supposed to be quickly attract the attention of Herschel or Doctor Positron.

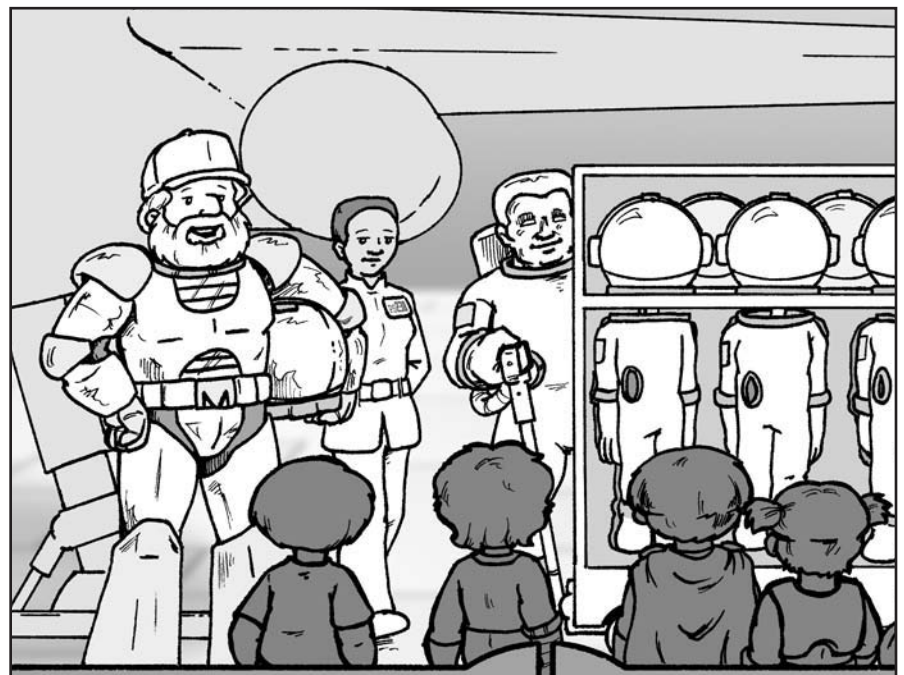
The Infirmary

When super-kids have boo-boos, it’s often quite severe. PS238’s infirmary is fully equipped to deal with just about any sort of emergency treatments needed. Its features include state-of-the-art diagnostic systems, including some devices specifically designed to help treat maladies of less-than-normal origin.

The head of the medical staff is Doctor Newby, a metahuman with healing powers who also has formal training as a physician and surgeon (see page 25). She can use her powers to mend cuts, bruises, broken bones, and the like; she’s usually busiest right after gym class. These days she also spends time working with Vern McIntire (page 50), who despite his young age already displays healing powers even greater than hers.

The Grounded Satellite

Connected to one end of Level Beta is the Beacon of Justice, the former satellite headquarters of the Union of Justice. Herschel Clay brought it to Earth and “buried” it here when the team ended its crimefighting activities to become the PS238 faculty. It serves as a backup source of power and equipment if necessary, though so far Herschel hasn’t had to go in there. It’s secured by a heavy door and is strictly off-limits to everyone but Herschel. A group of students (Guardian Angel, Zodon, Bernard Brenner, and Tyler Marlocke) found it and figured out how to get in one night (with Guardian Angel’s powers shielding them from the security systems so they wouldn’t get in trouble). They discovered that a mysterious female “ghost” was haunting



the place! The ghost wanted to possess Guardian Angel's body, but was unable to because of her metability. The kids barely managed to defeat her and confine her in the space station. During the battle Zodon discovered she actually wasn't a ghost, but a being made out of nanites (microscopic machines). Her exact nature and purpose remain a mystery.

LEVEL GAMMA

PS238's third level contains Principal Cranston's office, other administrative offices, the offices of the faculty members, and four conference rooms.

The Faculty Lounge

The teachers' favorite place in school, the Faculty Lounge, is on Level Gamma. Large enough to accommodate about half the off-duty faculty at once, it's the standard gathering point for meals, relaxing, and gossiping. (Meetings where all the teachers have to be present are held in one of the conference rooms.)

The dominant feature of the Faculty Lounge is a large, circular table surrounded by six chairs and one metal cylinder (the latter is used by Coach Rockslide, who weighs too much to use ordinary furniture). The table features the "U of J" logo of the Union of Justice, since it was formerly the team's meeting table in their satellite headquarters.

LEVEL DELTA

Level Delta doesn't see much teacher traffic. It contains the school's computer core (where Herschel Clay and Dr. Postron can sometimes be found working) and rooms where the school keeps any physical files it needs.

LEVEL EPSILON

This small level features emergency shelters. In the event of a major crisis (such as the recent alien invasion), teachers and students retreat here to the safety of its heavily-reinforced walls, independent life support systems, and food supplies. The entire school can live here for a week without difficulty, and two weeks with food rationing.

LEVEL OMEGA

The lowest level of PS238 is off-limits to students and even most faculty and staff. Besides being used for storage, it features half a dozen "Threat Containment Units" where the school can keep hazardous persons or materials. Obviously PS238 isn't a jail, and it's not an authorized police force, but sometimes it needs to keep dangerous people or things temporarily until the proper authorities can pick them up.

BEYOND THE CLASSROOM



Since they're just young kids, PS238 students don't know a whole lot about the world outside of their homes and school — though they have learned a thing or two either in class or from adventures they've had. Here's a brief rundown of things they've discovered.

WONDERBURG

PS238 is located in the small Midwestern city of Wonderburg. The city itself, like the name, is relatively new. During the recent alien invasion large parts of the former city were badly damaged. After consulting with the federal government, and getting a generous offer of help from Clay Industries, city officials decided to rebuild and rename the city to reflect its role in the superhuman community (even though many citizens aren't entirely aware of that role).

Thanks to this rebuilding, many of the structures in and features of the city are brand-new and filled with state-of-the-art Clay Industries technology. For example, the city has a traffic analysis computer that works with a "smart road" system of sensors and signs to prevent most traffic jams, reroute traffic when there's an accident, and so on.

THE NORTHSIDE MALL AND KIDS B US

Wonderburg's main shopping destination is the enormous Northside Mall, filled with stores and other attractions for adults and kids alike. For the students of PS238, it has an additional purpose. If you have a special key-card issued by the school that inserts into a slot in any of the mall's elevators, the elevator travels to "Floor X," which contains only one store: Kids B Us, "your outfitter and clothier for the metapowered child." The "junior division" of Metatailoring, a clothing chain that caters to superhumans, Kids B Us is where most of the PS238 kids get their costumes.

Kids B Us costumes, ranging from relatively cheap ones made with "steel wear" cloth to more expensive types made with self-cleaning, self-repairing molecules, are fire resistant, stain retar-

dant, and guaranteed not to shrink, fade, or shred at high velocities. They come in a seemingly endless variety of colors and styles, ranging from traditional "multi-colored spandex with a cape" outfits to "old-fashioned" trenchcoat-and-domino-mask ensembles and some truly odd outfits for mystic metaprogies.

THE K-SQUARE CONVENIENCE STORE

Located just a few blocks from PS238 itself is a branch of the K-Square Convenience Store chain. PS238 and Excelsior students often stop there on the way to or from school to buy candy or sodas. A woman named Diana Langton usually works behind the counter.

SUPERSONIC

One of the best-known examples of how superheroes have influenced popular culture is the SuperSonic fast-food chain. With its "Hero-Size Burgers!" and SuperKid Meals it's one of the PS238 kids' favorite places to eat.

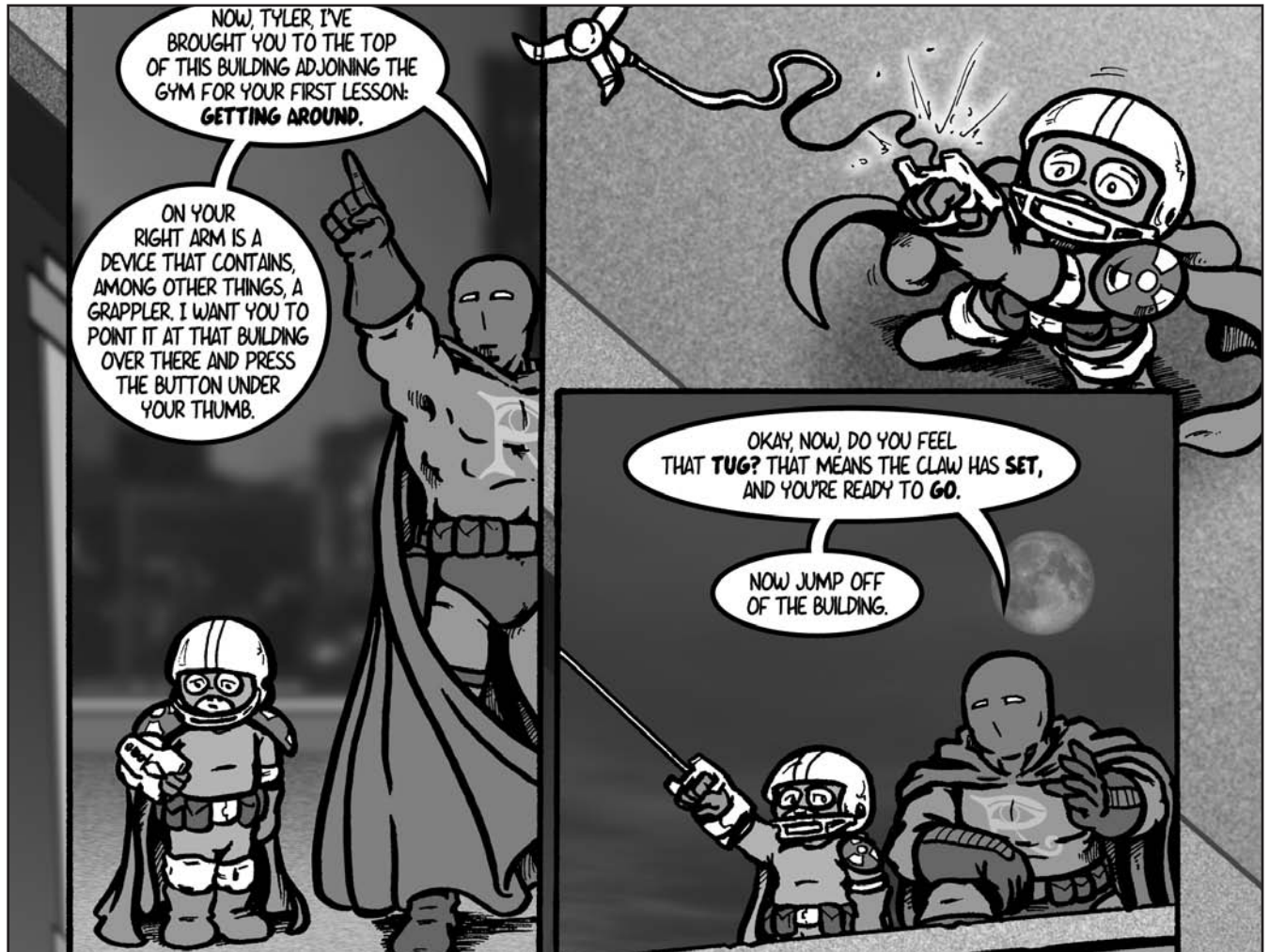
THE SUPERHERO WORLD

As the existence of PS238 alone indicates, the world is home to a large and thriving superhuman community whose activities and presence have a far greater impact on society, culture, and even politics than their numbers alone would indicate.

A BRIEF HISTORY OF SUPERHUMANITY

The first known superhuman in world history was Mr. Extraordinary, whose powers of super-strength and invulnerability emerged while he was fighting in the trenches during World War I. After the war he returned home and went to work for the government as a crimefighter and spybuster... until his own family revealed to the government that he had Bolshevik leanings and he had to go into hiding. No one knows what ultimately happened to him.

Superhumans remained relatively rare until the late Sixties, though the World War II period did see a brief explosion in their numbers as war-



related projects and accidents gave rise to the first true “generation” of superhumanity. The Forties also saw the emergence of the first technology-oriented superhero, the Raven Ghost, whose signature gadget was a teleportation belt.

The modern age of superhumans began in 1968 with the appearance of Atlas. A native of the distant planet Argo who claims to have come to Earth to protect and serve Humanity, Atlas (who still fights crime today) possesses what’s now known as the classic FISS power set: flight, invulnerability, strength, and speed. In fact, some experts believe he’s still the strongest, and perhaps fastest, super“human” on the planet. (His half-human son, Captain Clarinet, is a student at PS238.)

MODERN SUPERHEROES

Since Atlas’s appearance, the number of superhumans has grown dramatically. Today there are literally thousands of them. According to the most recent figures from the Department of Metahuman Affairs, there are over 120 superhero teams active in the United States. Statistics on teams from other parts of the world are sketchy, as is information about

independent heroes and non-metapowered, gadget-wielding “vigilantes” in America, but even the most remote parts of the globe seem to have a superhuman or two.

Some of the most prominent superhero teams currently active include:

- the Earth Defense League, whose members include Ultima Powers and Sovereign Powers (Tyler Marlocke’s parents) and Darkfall. The EDL has a base on the Moon.
- the Power Partners
- the Cosmos Legion, whose members can all exist in space and primarily gather together to fight alien menaces and similar threats from beyond. The Solar Crusader, who like Atlas is an alien living on Earth, belongs to the Legion.
- the Sentinel Squadron
- the Liberty League, which had to relocate to an orbital headquarters after Dr. Von Fogg destroyed their Long Island base
- Migh-T-Force, a hero team with “franchises” in many major cities, extensive corporate ties, and its own cable TV channel that other superhumans can subscribe to

■ the Sentinels, who (like the former Union of Justice) have a satellite headquarters. Members include Tracer and MacroMind.

Additionally, there are plenty of metahumans who fight crime independently. The most prominent of these are Atlas and the Emerald Gauntlet; “America’s Hero,” the Freedom Fighter, is another popular example.

To keep in touch and share information about crises and crime taking place around the world, Earth’s superheroes have established several means of communication. These include JusticeNet, MetaNet, the Migh-T-Force cable channel, the Champion-SAT feed, and various dedicated websites. Ordinary televisions and computers can’t access these sources of information, but superheroes have special equipment that lets them receive the broadcasts and messages.

Superheroes are able to fight crime without fear of legal repercussions thanks to the Super Samaritan Act, a law that was developed to shield superheroes from lawsuits resulting from their activities. Superheroes often used to get sued because of the property damage (and sometimes injuries) they caused, but the

metahuman lawyer Power Attorney, who successfully defended many of them, convinced the government to pass a law banning those suits in most cases.

LAS VEGAS

Superheroes and villains need to take vacations just like everyone else, and one of their favorite destinations is Las Vegas. The city has a “no fighting” law that prohibits heroes and villains from getting into super-battles and spoiling everyone’s fun. To enforce this law (and others) it has a large number of metahumans on its police force.

METAHUMANS IN THE WORKFORCE

Not all people with metabilities become crimefighters. Some don’t have powers that are useful for battling villains and saving the world; others just don’t have the temperament for that sort of dangerous work. Instead they put their powers to use for various companies and employers such as MetaMessengers (“From Paris to Parallel Worlds”), Meta Tech (a cutting-edge scientific research firm), the Metahuman Screen Actors Guild (which represents superhumans who use their powers in the movie and TV industry), and Gold Brigade (which uses superhumans to protect people from, diminish the impact of, and clean up after natural and man-made disasters). There are even some companies, such as Heroix Incorporated, that specialize in providing superhuman assistance for employers that only need it occasionally.

However, superhumans aren’t necessarily allowed to join any profession they want, due to concerns about safety and fairness. For example, they’re banned by law from participating in professional sports. Few metahumans have successfully gotten involved in politics (at least, not when people knew they were superpowered); most voters tend to prefer ordinary human lawmakers and representatives.

THE GOVERNMENT

Naturally, with so many superhumans running around and having a major impact on the world, the government pays close attention to them. The Department of Metahuman Affairs, a cabinet-level position, is responsible for policing rogue superhumans (*i.e.*, capturing supervillains with superheroes the Department has on staff or on retainer), studying superhumans, metahuman outreach (*i.e.*, recruiting supers for government jobs), keeping statistics on superhumans and their activities, and generally monitoring superhumanity to make sure it plays well with others.

Metahuman Affairs has been closely associated with PS238 since the project’s inception. It monitors the school’s activities and curricula and if necessary assigns an investigator to the school so it can learn exactly what happened during various crises. The first investigator sent to PS238 was Walter Bain, an angry, humorless man assigned to look into the circumstances surrounding Ambriel Valentine’s death. He had no liking for Principal Cranston or for the PS238 project in general and would have issued a harsh report... had Ambriel not been brought back to life by Vern McIntire. Even allowing for that he had many criticisms of the school and the DMA decided to keep a closer eye on it.

After Bain filed his initial report the DMA replaced him with Marcia Ryley, an investigator Herschel Clay described as “what you’d get if Margaret Thatcher and Mr. Rogers had a kid.” Forceful and determined to get to the bottom of the “Harold Nelson” mystery and other events surrounding the kidnapping of the Rainmaker Program students, she was at the school when the alien invasion occurred. When Zodon activated the Moon-based weapon that destroyed the last alien invader and badly damaged the school, Miss Ryley was trapped

underground with Principal Cranston and Dr. Newby. They then learned that she herself is a metahuman with powers of astral projection, which she used to direct Zachary Shipman to their location to rescue them. It remains to be seen whether she’ll continue her investigation or be replaced by another DMA official.

In addition to the DMA, PS238 also has to answer to Congress at times. Some Congressmen are very supportive of PS238’s goals and methods; others are suspicious or even hostile. The leader of the latter camp is Senator William Durvin, whose hatred of metahumans is no secret. He actually seems to go out of his way to make things more difficult for PS238 and the rest of superhumanity whenever he can.

THE PRAETORIAN ACADEMY

The students at PS238 recently learned that their school isn’t the only one catering to metaprodigies. Another school for metahumans, the Praetorian Academy, had a booth at PS238’s Career Day job fair and gave many students a strong sales pitch to try to persuade them to switch schools. According to one of the Praetorian representatives, referred to as “Praetorian Onyx,” “[the] Praetorian Academy is first and foremost about *excellence*. You learn discipline, control, and confidence. ... We must know when it is right and correct to use our powers, both for civilization’s benefit and for ours.” Julie Finster later said the Praetorian recruiters “gave her the spookies,” and some PS238 teachers are clearly suspicious of the place, concerned that it’s more of a military academy/mercenary training facility than a true school. So far the two facilities are keeping a wary eye on one another; it remains to be seen what will come of their rivalry.

CHAPTER TWO:



FACULTY AND
STAFF

HERSCHEL CLAY

MANTIUM

Val	Char	Cost	Roll	Notes
10+15	STR	0+7*	11-/14-	Lift 100/800 kg; 2d6/5d6 [1/2]
14+6	DEX	12+9*	12-/13-	OCV: 5/7 DCV: 5/7
14+10	CON	8+10*	12-/14-	
10	BODY	0	11-	
32	INT	22	15-	PER Roll 15-
15	EGO	10	12-	ECV: 5
15	PRE	10	12-	PRE Attack: 3d6
8	COM	-1	11-	
4	PD	2		Total: 22 PD (18 rPD)
4	ED	1		Total: 22 ED (18 rED)
3+1	SPD	6+7†		Phases: 4, 8, 12 3, 6, 9, 12
7	REC	4		
28	END	0		
25	STUN	3		
Total Characteristics Cost: 110				

*: OIF (-½), No Figured Characteristics (-½)

†: OIF (-½)

Movement: Running: 6"/12"
Flight: 15"/30"

Cost Powers

168	<i>Skilled Gadgeteer:</i>	Gadget Pool, 120 pool cost + 60 control cost; Focus (all powers in Pool must have at least -¼ worth of this Limitation; -¼)	var
50	<i>Basic Mantium Armor:</i>	Energy Blast 12d6, 30 Charges (+¼); OIF (-½)	[30]
36	<i>Basic Mantium Armor:</i>	Armor (18PD/18 ED); OIF (-½)	0
10	<i>PS238 Teacher Training:</i>	Mental Defense (13 points total)	0
7	<i>Basic Mantium Armor:</i>	Life Support (Self-Contained Breathing); OIF (-½)	0
20	<i>Basic Mantium Armor Bootjets:</i>	Flight 15"; OIF (-½)	3
8	<i>Basic Mantium Armor Communications:</i>	HRRP; OIF (-½)	0

Skills

10	+2 with Ranged Combat
3	Combat Piloting 12-/13-
3	Computer Programming 15-
3	Electronics 15-
21	Gadgeteering 24-
3	Mechanics 15-
2	PS: Teacher 11-
2	SS: Biology 11-
2	SS: Chemistry 11-
3	SS: Electronic Engineering 15-
3	SS: Physics 15-
3	SS: Robotics 15-
3	Security Systems 15-
3	Systems Operation 15-
3	Weaponsmith 15-

Total Powers & Skills Cost: 366

Total Cost: 476

200+ Disadvantages

5	Hunted: Principal Cranston 11- (Less Pow, Watching)
20	Psychological Limitation: Code Versus Killing (Common, Total)
15	Psychological Limitation: Scientific Curiosity; Can't Resist Tinkering And Investigating Technological Mysteries (Common, Strong)
15	Social Limitation: Secret Identity (Frequently, Major)
221	Experience Points

Total Disadvantage Points: 476



Background/History: Born with a super-genius-level intellect later rated as Level 9 (making him one of the ten smartest people in the world), Herschel Clay discovered his love for science, engineering, and tinkering at an early age. By 2 he could take apart and rebuild most of the machines in his family's house, usually improving them in the process. By 12 he'd earned the first of his several Ph.D.s; the next year he founded Clay Industries so he could commercially exploit his inventions and discoveries. By 20 he was a multi-billionaire, his company one of the most profitable on the planet.

But it wasn't enough. Somehow his life lacked challenge, something to drive him to expand his abilities and excel. After seeing news footage of the powered armor hero Steel Sentinel, he thought, "Hey, I could do that!". A few months later he hit the streets as *Mantium*, wearing a powerful sophisticated powered armor suit of his own design.

Mantium fought crime for several years and was one of the founding members of the Union of Justice. When the "Cranston Incident" occurred, he took to the idea of founding a school for metaprodigies instantly. Not only would that give him an opportunity to provide formal training to others like himself (a training he felt he'd sorely lacked as a young child himself), but keeping tabs on all those super-geniuses would be a *real* challenge.

Personality/Motivation: Herschel is a friendly, folksy type whose manner is more that of the shadetree mechanic or friendly local bartender than it is that of one of the smartest, richest men in the whole world. He gives of himself ceaselessly and without a second thought; Clay Industries funded much of the creation of PS238 and he doesn't regret a penny of the cost (or the ongoing expense of

END

TEACHER TRAINING AND EQUIPMENT

Most of the PS238 faculty doesn't have a degree in Education or any formal training as a teacher. To prepare them for their jobs, Herschel Clay built a "Learning Machine" that implanted the knowledge of how to be a teacher in their heads. As a result, they often turn to Miss Kyle for practical advice and other pointers based on her years of experience teaching young minds.

Additionally, all PS238 teachers have extensive telepathic defense training (in game terms, Mental Defense). This lets them resist the unwanted attentions of mentalist students who'd like to make the teachers change their grades or double the length of recess.

All PS238 teachers are equipped with a wrist-radio that looks more or less like an ordinary watch. (In game terms it's Radio Perception/Transmission on an OIF.) This isn't listed on their character sheets; it's campaign default equipment they get "for free."

maintaining and repairing the place). He still loves to tinker and experiment (so much so that he often sleeps only an hour or two a night), and the school gives him the chance to try out a lot of new projects and groundbreaking ideas.

Quote: "Okay, kiddos! Shop class is open for business yet again. You'll notice that scorch marks clean up pretty good with the right solvents, so you can barely tell we had a succession of explosions in here a few days ago costing thousands of dollars worth of damage. Let's keep it that way, 'kay?"

Powers/Tactics: As a crimefighter, Herschel wore his Mantium armor, and he still keeps a basic, stripped-down set of it for emergencies. It allows him to fly, fire energy bolts, and protect himself. He has access to an enormous arsenal of gadgets, weapons, spare parts, and miscellaneous doo-dads, so he can easily rebuild the armor to be more powerful or create whatever other device he happens to need.

Appearance: Herschel Clays is 49 years old (though he looks much younger) and an even six feet tall with grey hair, beard, and moustache. He typically wears a work shirt and pants with a leather toolbelt, a baseball cap, leather shoes, and work gloves. He's almost always got a gizmo or two, or at least a bunch of spare parts, with him.



ALFRED CRANSTON

PRINCIPAL OF PS238

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 HTH damage [1]
12	DEX	6	11-	OCV: 4/DCV: 4
12	CON	4	11-	
10	BODY	0	11-	
20	INT	10	13-	PER Roll 13-
25	EGO	30	14-	ECV: 8
20	PRE	10	13-	PRE Attack: 4d6
10	COM	0	11-	
3	PD	1		Total: 3 PD (0 rPD)
3	ED	1		Total: 3 ED (0 rED)
3	SPD	8		Phases: 4, 8, 12
6	REC	4		
30	END	3		
21	STUN	0		
Total Characteristics Cost: 77				

Movement: Running: 6"/12"

Cost Powers

75	<i>Telepathic Powers:</i> Multipower, 75-point reserve	
7u	1) <i>Telepathy:</i> Telepathy 12d6, Reduced Endurance (½ END; +¼)	3
7u	2) <i>Mental Domination:</i> Mind Control 12d6, Reduced Endurance (½ END; +¼)	3
7u	3) <i>Mind Blast:</i> Ego Attack 6d6, Reduced Endurance (½ END; +¼)	3
75	<i>Psychokinesis:</i> Telekinesis (40 STR), Reduced Endurance (½ END; +¼)	3
15	<i>Mental Shields:</i> Mental Defense (20 points total)	0

Skills

2	KS: American History 11-
3	KS: Modern American Politics
3	KS: Political Science 13-
3	Persuasion 13-

Total Powers & Skills Cost: 197

Total Cost: 274

200+ Disadvantages

10	Hunted: Department of Metahuman Affairs 8- (Mo Pow, NCI, Watching)
15	Social Limitation: Secret Identity (Frequently, Major)
49	Experience Points

Total Disadvantage Points: 274

Background/History: See page 6. As part of the deal that ended the “Cranston Incident,” Alfred Cranston became the principal of PS238, though most people think he simply “retired for medical reasons” and went into seclusion. (Others have heard rumors that he resigned to avoid charges of massive electoral fraud, but they have no evidence to support these claims.) He remains under close watch by the Department of Metahuman Affairs; some of his old political enemies, including the metahuman-hating Senator Durvin, also keep tabs on him. But despite all these obstacles, with the help of his assistant Pauline he keeps PS238 running as smoothly as possible.

Personality/Motivation: Cranston claims to this day that he didn’t seek the presidency purely for personal power, but out of a genuine desire to help others. His conduct since becoming PS238’s principal has been beyond reproach, but more than one person wonders if he’s still biding his time before “attempting another takeover of the United States.”



Quote: “[E]ven when you think you’re doing the right thing, you might be going about it in the wrong way.”

END

Powers/Tactics: Alfred Cranston is a powerful telepath who also has telekinetic powers. As part of the deal that let him resign the Presidency quietly and become principal he was fitted with a special headband designed by Herschel Clay. The headband, which was molecularly bonded to the skin of his forehead, totally negates his powers, preventing him from reading or controlling other peoples’ minds or moving objects with mental power. (However, he discovered that with effort [Concentration (0 DCV) and Extra Time (Full Phase)] he could still exert a whopping 1 point of Telekinesis STR even with it on.) Furthermore, Vashti Imperia placed a curse on the headband that would take effect if it were removed.

During the recent alien invasion, Dr. Newby had to remove Cranston’s headband so that he could use his Telekinesis to keep PS238 from collapsing (thus saving many lives). Vashti Imperia’s curse (whatever it may be) has yet to take effect. He has not yet used his powers since having it removed.

Appearance: Alfred Cranston is a 6’1” white man in his early forties. He has brown hair and wears fine men’s suits. The headband, when he still had it on, looked like a simple silver band across his forehead.

DOCTOR POSITRON

Val	Char	Cost	Roll	Notes
25	STR	15	14-	Lift 800 kg; 5d6 HTH damage [1]
18	DEX	24	13-	OCV: 6/DCV: 6
20	CON	20	13-	
10	BODY	0	11-	
30	INT	20	15-	PER Roll 15-
10	EGO	0	11-	ECV: 3
15	PRE	5	11-	PRE Attack: 3d6
8	COM	-1	11-	
8	PD	3		Total: 8 PD (8 rPD)
8	ED	4		Total: 8 ED (8 rED)
4	SPD	12		Phases: 3, 6, 9, 12
9	REC	0		
40	END	0		
33	STUN	0		

Total Characteristics Cost: 102

Movement: Running: 6"/12"

Cost Powers

Cost	Powers	END
84	<i>Robotic Body And Arsenal Of Gadgets:</i> Gadget Pool, 60 pool cost + 30 control cost; Focus (all powers in Pool must have at least -¼ worth of this Limitation; -¼)	var
40	<i>Built-In Blaster:</i> Energy Blast 8d6	4
13	<i>Grid Hookup:</i> Energy Blast +4d6; Only When Connected To Local Power Grid (or similar source of electricity; -½)	2
8	<i>Robotic Form:</i> Damage Resistance (8 PD/8 ED)	0
10	<i>Robotic Form:</i> Mental Defense (12 points total)	0
10	<i>Robotic Form:</i> Power Defense (10 points)	0
50	<i>Robotic Form:</i> Life Support (Diminished Eating; Diminished Sleep; Immunity: all diseases, all poisons; Longevity: Immortality; Safe Environments: all; Self-Contained Breathing)	
36	<i>Extendable Arms:</i> Stretching 6", Reduced End. (0 END; +½); Arms Only (-¼)	0
12	<i>Sensory Systems:</i> HRRP	0
5	<i>Sensory Systems:</i> Infrared Vision	0
5	<i>Sensory Systems:</i> Ultraviolet Vision	0
15	<i>Radio Link:</i> Mind Link (up to eight people in a defined group [his various selves], does not require Line Of Sight to establish); Only Works With Others Who Have This Mind Link (-1), Affected As Radio Group, Not Mental Group (-¼)	0

Skills

16	+2 with All Combat
3	Computer Programming 15-
3	Electronics 15-
9	Gadgeteering 18-
3	Mechanics 15-
3	SS: Astronomy 15-
3	SS: Biology 15-
3	SS: Chemistry 15-
3	SS: Electronic Engineering 15-
3	SS: Metahuman Physiology 15-
3	SS: Physics 15-
3	SS: Robotics 15-
3	Security Systems 15-
3	Systems Operation 15-
3	Weaponsmith 15-

Total Powers & Skills Cost: 352

Total Cost: 454

200+ Disadvantages

5	Hunted: Principal Cranston 11- (Less Pow, Watching)
15	Psychological Limitation: Student Of Humanity; Wants To Protect And Nurture It (Common, Strong)
15	Social Limitation: Secret Identity (Frequently, Major)
219	Experience Points

Total Disadvantage Points: 454

Background/History: Doctor Positron is the brainchild of a villainous scientist. Hamilton Thompson was a mousy, ordinary researcher until a freak accident endowed him with radiation powers, an ultra-genius level intellect, and madness. Christening himself "Meltdown," he set out to conquer the world. Positron was originally designed as a prototype for an army of battle-bots... but then Meltdown discovered his powers were becoming unstable and that he was soon to die. Working feverishly, he tried to create an artificial brain for the Positron "body" into which he could "download" his consciousness.

Unfortunately for him, he did his work a little better than he expected... and Positron became self-aware before Meltdown's plan was complete. The two battled, Meltdown seeking to take control of Positron once more and Positron fighting for his freedom. Positron won by the narrowest of margins, and as the battle ended Meltdown transformed completely into energy. His body then dispersed violently, destroying his laboratory and most of his equipment. Positron barely survived.

Curious about his origins and his creator's race, Positron began studying humanity. Somehow, despite his creator's madness and villainy, his artificial mind was endowed with emotions like compassion, sympathy, and curiosity. In time he realized that he couldn't fully understand humans unless he (a) interacted with them, and (b) protected their fragile bodies from the many threats in the world. He became a superhero, taking the name *Dr. Positron*; in time he joined the Union of Justice.

After the "Cranston Incident," Dr. Positron (or "Doc," as he's often known) became PS238's chief researcher-in-residence. He's responsible for studying all the students, analyzing their powers, and helping the teachers come up with a curriculum so each student can maximize his metahuman potential. He also studies metabilities in general, helps Herschel Clay maintain (and rebuild) the school, and so on. To expand his work capabilities he has so far built four more "versions" of himself. They're all "mentally linked" together by a special radio device, and they share most of the same interests and certain basic personality traits, but otherwise they're individuals. They look different, have different tastes in music, and so forth.

Personality/Motivation: Each of Dr. Positron's selves has a different personality, though to one degree or another

they're all studious and observant, always paying attention to the world around them. Each of them also feels the original's drive to protect and learn about humanity. For example, Positron #2 is more ebullient and has a better sense of humor than #1; he often jokes with the faculty about how the robots are planning to take over the world.

Quote: "A new student, Miss Kyle? I'll make a note to start a file."

Powers/Tactics: Doctor Positron's robotic body makes him much stronger, tougher, and faster than a human being, and his artificial brain makes him smarter and more observant as well. In his current configuration he

has a built-in blaster that fires from his hands, can stretch his arms to grab or hit targets, and has a variety of sensory systems. Back when he was fighting crime every day he usually used his "battle chassis," which is much stronger, tougher, better armed, and more powerful. Given enough warning he could re-create the battle chassis for a major fight, and he can always use his Gadget Pool to temporarily augment himself.

Campaign Use: In a standard *HERO System* campaign, Dr. Positron would be built using a Power called *Duplication* to represent the fact that he has five "selves"; that Power was too complex to include in this book. Since he rarely has more than

one of his selves working on any one task at a time, the GM can run him so that he doesn't unbalance the game.

Appearance: Each of Dr. Positron's selves looks different, and in fact can alter their appearance with enough time in the lab. The first Positron once obviously was a robot. Now he resembles Hamilton Thompson before his transformation into Meltdown: a scientist-type with a bushy brown moustache, thick glasses, and a labcoat. Another one is a younger-looking scientist with blonde hair and goggles; one is Diana Langton, a dark-haired woman who works at the local K-Square store to monitor PS238's surroundings.



VASHTI IMPERIA

SPELL SYRIN

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 HTH damage [1]
18	DEX	24	13-	OCV: 6/DCV: 6
18	CON	16	13-	
10	BODY	0	11-	
20	INT	10	13-	PER Roll 13-
20	EGO	20	13-	ECV: 7
20	PRE	10	13-	PRE Attack: 4d6
10	COM	0	11-	
5	PD	3		Total: 10 PD (5 rPD)
5	ED	1		Total: 10 ED (5 rED)
4	SPD	12		Phases: 3, 6, 9, 12
6	REC	0		
66	END	15		
30	STUN	6		
				Total Characteristics Cost: 117

Movement: Running: 6"/12"

Cost Powers

		END
74	<i>Illusions:</i> Images to Sight, Hearing, Smell/Taste, and Touch Sense Groups, -4 to PER Rolls, Increased Size (4" radius; +½), Reduced Endurance (0 END; +½)	0
126	<i>Vast Magical Powers:</i> Magic Pool, 90 base cost + 45 control cost; Increased Endurance Cost (non-illusion spells may cost more END, see text; -¼)	var
15	<i>Spells Of Protection:</i> Armor (5 PD/5 ED)	0
12	<i>Mystic Shields:</i> Mental Defense (16 points total)	0

Skills

4	+2 OCV with Illusions
6	+2 with <i>Vast Magical Powers</i> Magic Pool
3	KS: Arcane And Occult Lore 13-
2	KS: Other Planes 11-
17	Magic 20-
2	PS: Teacher 11-
2	SS: Speech Pathology 11-
3	Stealth 13-

Total Powers & Skills Cost: 266

Total Cost: 383

200+ Disadvantages

5	Hunted: Principal Cranston 11- (Less Pow, Watching)
20	Psychological Limitation: Code Versus Killing (Common, Total)
15	Psychological Limitation: Must Protect Earth Against Mystic Threats (Common, Strong)
15	Social Limitation: Secret Identity (Frequently, Major)
128	Experience Points

Total Disadvantage Points: 383

SAMPLE SPELLS

Here are some sample spells for Miss Imperia's Magic Pool:

Arcane Pathway: With this spell Miss Imperia can travel to other dimensions, such as when she took Miss Kyle to visit with Malphast's parents. Bought as: Extra-Dimensional Movement (single location in a single dimension). Total cost: 20 points.

Arcane Portal: Miss Imperia can travel from one place to another without passing through the intervening space. Bought as: Teleportation 20". Total cost: 40 points.

Arcane Wings: Like many metahumans, Miss Imperia can fly... she just uses a magic spell instead of energy powers or feathered wings. Bought as: Flight 15". Total cost: 30 points.

Gazing Portal: This spell allows Miss Imperia (and anyone near her) to see and hear things occurring at a distance. Bought as: Clairsentience (Sight and Hearing Groups), x2 Range. Total cost: 35 points.



Mystic Bolt: When violence is unavoidable, Miss Imperia packs a mean mystic punch. Bought as: Energy Blast 10d6. Total cost: 50 points.

Spell Of The Unseen: One of Miss Imperia's most useful illusions is simply to make herself invisible to human eyes. Bought as: Invisibility to Sight Group, No Fringe. Total cost: 30 points.

Xokon's Mystic Shield: When innocents are threatened, Miss Imperia can invoke a mystic shield to protect them. Bought as: Force Wall (8 PD/8 ED, up to 5" long and 2" tall). Total cost: 50 points.

Background/History: Vashti Imperia's past is something of a mystery; she prefers not to talk about it. Based on comments she's made, it seems that someone with mystic powers recognized her innate talent for magic when she was still quite young and arranged for her to get proper training. She took to it eagerly and eventually passed the tests set for her by her master with flying colors. After that she became one of Humanity's many guardians against demons, black magic, and other mystical threats. In time she drifted into the Superhuman World, and eventually joined the Union of Justice as its resident mystic.

After the Union of Justice became the PS238 core faculty, Miss Imperia was assigned a variety of teaching jobs. Her primary responsibility is to instruct the supernatural students, but she also teaches some science and social studies classes.

Personality/Motivation: Miss Imperia comes across to others as "wise, with a touch of whimsical." The dire subjects she deals with, and the occult dangers she must often face, have made her a serious and deliberate person and given her wisdom beyond her 29 years. But she has



an impish sense of humor that can't resist coming out to play from time to time.

Quote: "Only *you* see my true appearance. To everyone else I look like Vashti Imperia, J. Crew patron."

Powers/Tactics: Vashti Imperia is a powerful mystic, able to command the forces of magic. Her specialty is illusions, at which she's particularly skilled. She even uses them to disguise her appearance. This allows her to wear her costume at all times because everyone else sees it as ordinary clothing (and often each person sees it differently, much to their confusion and her amusement). She can cast other types of spells, such as projecting bolts of mystic energy or creating defensive shields of arcane power, but she finds them much more tiring.

In game terms, any spell Miss Imperia creates in her Magic Pool that's defined as

an "illusion" of some type has the normal END cost, or can be bought to cost 0 END (with the *Reduced Endurance Advantage*) if she desires. (This includes nearly any spell bought with the Powers *Images* or *Mental Illusions*, including using her Magic Pool to make her basic Illusions power stronger or more effective.) Spells that are not illusions, such as mystic energy bolts or shields, automatically costs her *double* its ordinary END cost for no Limitation (or she can apply the *Increased Endurance Cost* Limitation to make it cost even more END). For a $+\frac{1}{4}$ *Reduced Endurance Advantage* she can buy that END cost back down to its normal cost, but cannot reduce the END cost any further. Additionally, any non-illusion spell that would ordinarily cost no END (such as a Life Support spell) automatically costs END at the normal rate (1 END per 10

Active Points) for no Limitation.

In combat, Miss Imperia's goals are (a) protect innocent bystanders from harm, and (b) sow confusion among the enemy using her illusions. She's a difficult foe to come to grips with because she's constantly hiding herself or distracting her enemies with illusions.

Appearance: Vashti Imperia is 5'9" with a slender, attractive figure. Her costume is deep red, with a black flame motif at the wrists and ankles and a purple sash. Her cape is an even deeper red on the outside (with a large flared collar) and has a purple lining. Her cloak-clasp and "belt buckle" are gold. Around her right eye (which is plain white, with no pupil or iris) is a tattoo of a stylized black flame. Her shoulder-length hair is dark brown.

COACH ROCKSLIDE

MAXIMILIAN KRUTZ

Val	Char	Cost	Roll	Notes
60	STR	50	21-	Lift 100 tons; 12d6 HTH damage [6]
18	DEX	24	13-	OCV: 6/DCV: 6
30	CON	40	15-	
25	BODY	30	14-	
13	INT	3	12-	PER Roll 12-
10	EGO	0	11-	ECV: 3
20	PRE	10	13-	PRE Attack: 4d6
8	COM	-1	11-	
25	PD	13		Total: 25 PD (25 rPD)
25	ED	19		Total: 25 ED (25 rED)
4	SPD	12		Phases: 3, 6, 9, 12
18	REC	0		
60	END	0		
70	STUN	0		

Total Characteristics Cost: 200

Movement: Running: 6"/12"
Leaping: 6"/12"

Cost Powers

Cost	Powers	END
30	<i>Seismic Stomp:</i> Explosion (+½) for 60 STR, Personal Immunity (+¼); Only Affects Targets On The Ground (-¼)	4
25	<i>Rocky Body:</i> Damage Resistance (25 PD/25 ED)	0
10	<i>PS238 Teacher Training:</i> Mental Defense (12 points total)	0
-6	<i>Can't Leap As Far As Normal:</i> Leaping -6"	

Skills

20	+4 HTH
2	PS: Teacher 11-

Total Powers & Skills Cost: 81

Total Cost: 281

200+ Disadvantages

5	Hunted: Principal Cranston 11- (Less Pow, Watching)
5	Physical Limitation: weighs 1,200 pounds, can't use ordinary furniture, cars, or the like (Infrequently, Slightly Impairing)
20	Psychological Limitation: Code Versus Killing (Common, Total)
15	Social Limitation: Secret Identity (Frequently, Major)
36	Experience Points

Total Disadvantage Points: 281



Background/History: Max Krutz was a teenager whose plan was to become a star high school athlete, then join the Army after graduation. All that changed one day when he woke up to discover he'd transformed into a being made of living rock! To this day, nearly 30 years later, he has no idea why he changed, and no one else seems to be able to say for sure either. Some scientists claim he was born with powers that manifested late in life; others say the evidence clearly points to an outside source for the change.

His plans ruined, Max decided to become a superhero with the name *Rockslide*. He fought crime both on his own and as a member of various teams, that last of which was the Union of Justice. Since he was a far more experienced superhero than any of his teammates (except perhaps Dr. Positron), he became the team's *de facto* leader in combat situations.

After the "Cranston Incident," Rockslide became the coach at PS238. At first he thought it would be boring, but he quickly found that he really enjoyed working with the kids and teaching them how to use their metabilities tactically. Today's he's one of the best-liked teachers at the school.

Personality/Motivation: Rockslide is a genial giant. He's almost always got a positive, can-do attitude about things, and he loves to joke around with his colleagues and students alike. But if you threaten his kids, his friends, or anything else he values, he's quick to become angry and protective... which usually means breaking things.

Quote: "I think that's our cue. Let's go stomp some aliens."

Powers/Tactics: Rockslide is superhumanly strong and powerful, able to lift 100 tons, punch with devastating force, and withstand impacts that would kill ordinary humans. Just as importantly, he's got a brilliant tactical mind. He can quickly formulate a plan to strike back at the enemy, exploit an oponent's weaknesses, and make the best use of the resources (metahumans) he has available. Sometimes his foes underestimate him as being a "big, dumb brick," but usually he's one of the smartest guys on the battlefield.

Appearance: Coach Rockslide is a 7'8" tall, 1,200 pound man made of solid grey rock. He usually wears a blue costume that looks sort of like a tank top combined with bicycle pants. He doesn't wear shoes; despite the best efforts of Herschel Clay and Dr. Positron no one's yet been able to make a pair that can stand up to his weight.

CRISTINA KYLE

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 HTH damage [1]
15	DEX	15	12-	OCV: 5/DCV: 5
15	CON	10	12-	
10	BODY	0	11-	
13	INT	3	12-	PER Roll 12-
10	EGO	0	11-	ECV: 3
15	PRE	5	12-	PRE Attack: 3d6
10	COM	0	11-	
6	PD	4		Total: 18 PD (18 rPD)
6	ED	3		Total: 18 ED (18 rED)
4	SPD	15		Phases: 3, 6, 9, 12
10	REC	10		
40	END	5		
30	STUN	7		
				Total Characteristics Cost: 77

Movement: Running: 6"/12"

Cost Powers

45	<i>Density Enhancement:</i> Density Increase (6,400 kg mass, +30 STR, +6 PD/ED, -6" KB), Reduced Endurance (0 END; +½)
7	<i>Becomes Stronger As She Becomes Denser:</i> +10 STR; Linked (-½)
13	<i>Becomes Tougher As She Becomes Denser:</i> +10 CON; Linked (-½)
4	<i>Becomes Tougher As She Becomes Denser:</i> +6 PD; Linked (-½)
4	<i>Becomes Tougher As She Becomes Denser:</i> +6 ED; Linked (-½)
2	<i>Typical State Of Density:</i> Damage Resistance (2 PD/2 ED)
11	<i>Becomes Tougher As She Becomes Denser:</i> Damage Resistance (+16 PD/+16 ED); Linked (-½)
10	<i>PS238 Teacher Training:</i> Mental Defense (12 points total)
5	<i>Good With Kids:</i> +10 PRE; Only For Interacting With Children (-1)

Skills

20	+4 HTH
7	<i>Shrinks As She Becomes Denser:</i> +2 DCV; Linked (to Density Increase; -½)
3	Persuasion 12-
5	PS: Teacher 14-
3	Stealth 12-
3	<i>Shrinks As She Becomes Denser:</i> +2 to Stealth; Linked (to Density Increase; -½)

Total Powers & Skills Cost: 142

Total Cost: 219

200+ Disadvantages

5	Hunted: Principal Cranston 11- (Less Pow, Watching)
20	Psychological Limitation: Code Versus Killing (Common, Total)
15	Psychological Limitation: Devoted To Protecting People, Especially Children (Common, Strong)
15	Social Limitation: Secret Identity (Frequently, Major)

Total Disadvantage Points: 255



Background/History: Cristina Kyle was a young girl living in the Midwest when her metability to increase her density (and thus her strength and toughness) by decreasing her size emerged. It took her a while (and more than a few unusual “accidents”), but she eventually learned how to control her powers. At that time she had no desire to be a superhero; instead she went to college and became an elementary school teacher.

She was teaching second grade at a school in Omaha when a supervillain called the Mad Cow attacked, intent on taking over the city. A small, fledgling superteam called the Union of Justice responded, but they didn't have the firepower to defeat the Mad Cow easily. When the battle threatened to damage her school and hurt her students, Miss Kyle used her powers to help the Union knock the Mad Cow out.

To her surprise, she got a real thrill out of using her powers and fighting crime. The Union invited her to join, and after some thought she accepted, becoming the superheroine *Micro-Might*. She worked with the UoJ for several years until the “Cranston Incident.” By that point she'd become a little disenchanted with all the super-battles and cosmic gadgetry (though she still loved helping people), so when the chance to return to her first love, teaching, arose in the form of PS238, she jumped at the opportunity. Having her around to give the other teachers the benefit of her real-world teaching experience has made the PS238 project go much more smoothly than it otherwise might have.

END

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Personality/Motivation: Cristina Kyle is a gentle, kind-hearted soul who enjoys helping and protecting people. This trait really manifests itself in her love of teaching, but it's also what drove her to become a superheroine. She's fiercely protective of those she loves or who are in her charge, such as the PS238 and Excelsior students. But she's also a level-headed, grounded, practical person who's good at keeping her head in a crisis and at seeing solutions to extreme problems that sometimes escape her colleagues.

Quote: "There's the bell! Everyone line up with your teachers! Let's go!"

Powers/Tactics: Miss Kyle has the power to shrink herself to about three feet tall, in the process becoming immensely dense and strong. When she activates her Density Increase, she ends up with the following Characteristics and abilities: 50 STR, 25 CON, 18 PD, 20 ED, 12 REC, 60 END, 40 STUN, DCV 7. When she was part of the Union of Justice, she often paired up with Rockslide, who could throw her at their enemies as a missile so she could quickly engage in hand-to-hand combat.

Miss Kyle normally keeps her density power turned on at a very, very low level. If she turned it off entirely, she'd be two or three inches taller and have a more statuesque figure, but her skin and flesh would be normal density and thus wouldn't protect her (*i.e.*, her normal PD and ED would drop to 2 and she wouldn't be able to use her *Typical State Of Density* power). This makes her nervous, so she prefers to be just a little shorter and pudgier in exchange for being hard to hurt.

In addition to her superpowers, Miss Kyle has the unusual ability of being able to get along well with children. They tend to look up to and adore her, and compared to most adults she has an easier time persuading them to do something or getting them to speak openly with her.

Appearance: Cristina Kyla is a 5'6" tall, 27-year-old woman with long blonde hair, hazel eyes, and a figure usually described as "slightly Rubenesque." She's considered attractive in a sort of "career girl next door" kind of way. She typically wears "sensible" fashions; they're made of unstable molecules so that they're stain-resistant.



THE HUMAN ALLOY

WAYNE MILLER

Val	Char	Cost	Roll	Notes
30	STR	20	15-	Lift 1,600 kg; 6d6 HTH damage [3]
20	DEX	30	13-	OCV: 7/DCV: 7
30	CON	40	15-	
15	BODY	10	12-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
10	PRE	0	11-	PRE Attack: 2d6
8	COM	-1	11-	
18	PD	12		Total: 0 PD (0 rPD)
18	ED	12		Total: 0 ED (0 rED)
4	SPD	10		Phases: 3, 6, 9, 12
12	REC	0		
60	END	0		
45	STUN	0		
				Total Characteristics Cost: 133

Movement: Running: 6"/12"

Cost Powers

- 18 *Metal Alchemy:* Major Transform 3d6 (metal into any other type of metal, "heals back" through another application of this power); Extra Time (Full Phase; -½), Increased Endurance Cost (x2 END; -½), No Range (-½)
- 18 *Metal Body:* Damage Resistance (18 PD/18 ED)
- 10 *PS238 Teacher Training:* Mental Defense (12 points total)

Skills

- 10 +2 HTH
- 1 Computer Programming 8-
- 2 PS: Teacher 11-
- 2 SS: Astronomy 11-
- 2 SS: Biology 11-
- 4 SS: Chemistry 13-
- 1 SS: Physics 8-

Total Powers & Skills Cost: 68

Total Cost: 201

200+ Disadvantages

- 5 Hunted: Principal Cranston 11- (Less Pow, Watching)
- 20 Psychological Limitation: Code Versus Killing (Common, Total)
- 15 Social Limitation: Secret Identity (Frequently, Major)

Total Disadvantage Points: 240

Background/History: Wayne Miller was well on his way to becoming a chemical engineer when an accident at the laboratory where he worked as an intern triggered his metahuman genetic factors. He was transformed into a man of pure "living metal," with powers over metal objects. Realizing he'd been given a gift with which he could help other people, he abandoned his studies (but not his love of science) and became *the Human Alloy*. After a brief solo crimefighting career he joined the prestigious Power Partners superteam. He spent many years helping save the world from all sorts of menaces, but in his early forties went into semi-retirement.

When he heard about PS238, Miller decided it was the perfect new job for him. It would let him remain active in the superhero community on a quiet level *and* allow him to pass on his knowledge of science to the minds of tomorrow. He filed an application, was quickly accepted, and has been on the faculty ever since.



END

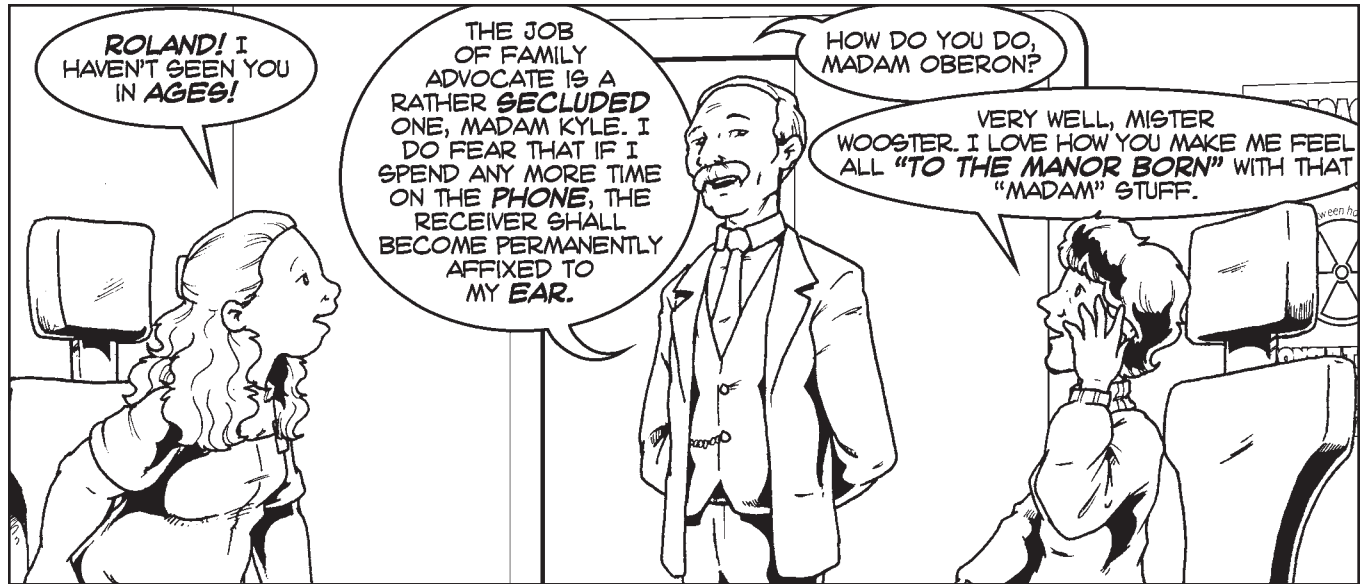
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Personality/Motivation: The Human Alloy is a little on the geeky side. He has a real love of science and can't resist talking about it to his students (or anyone else), though in his enthusiasm he sometimes ends up saying things that youngsters really don't need to hear. But his heart's in the right place; he'd gladly put his life on the line to save PS238's kids or anyone else if he had to. He's also a big *Star Trek* fan.

Quote: "I've faced down military-level ordnance, fought beings with laser-beam eyes, taken on the worst the underworld has to offer... but [teaching] scares me worse than Doctor Von Fogg's legion of mole-warriors on a mushroom bender."

Powers/Tactics: The lab accident transformed the Human Alloy into a man of "living metal." His body is as resistant to damage as titanium, and scrapes and scratches heal just like bruises would on ordinary flesh. Additionally, he has the power to touch metal objects and transform them into any other type of metal. He doesn't use it much, since it's difficult and strenuous to use, but sometimes it's very helpful in a pinch.

Appearance: The Human Alloy is a 6'4" man in his mid-forties who's made out of solid, shiny metal; he weighs 367 pounds despite his slender build. He wears a men's shirt, tie, pants, and shoes when teaching class.



OTHER TEACHERS AND STAFF

Here's a little information on some of PS238's other teachers and staff:

DR. ISADORE NEWBY

Doctor Newby, a black woman in her late 30s, is PS238's school physician. She has healing powers, though they're not as flexible or powerful as Vern McIntire's (Healing BODY 3d6, Concentration (½ DCV), Extra Time (1 Turn)). She's also been formally trained and licensed as a physician (SS: Human Anatomy 13-; SS: Biology 11-; SS: Medicine 13-; SS: Surgery 13-), and prefers to handle problems with routine medical care rather than her powers when possible.

ALICE OBERON

Mrs. Oberon, one of the few PS238 teachers who possesses no metabilites whatsoever, is the director of PS238's Rainmaker Program. She graduated from the University of Chicago with two Master's Degrees, one in Metahuman Studies and one in Child Psychology, making her a natural for PS238 after she was also trained in early childhood education. Among other things, she's an expert on the subject of how having a metaprodigy affects the family dynamic, and has helped many PS238 families cope with their superpowered child.

In addition to teaching her students and helping them develop their powers, Mrs. Oberon interfaces with American businesses and industries that might be interested in employing a student based on his metabilites. For example, she's helping Uther Brown learn how to make his transmuted food look better and is fielding offers for his services from dozens of restaurants.

ROLAND WOOSTER

Roland Wooster, the former butler of the Union of Justice, now works as the PS238 Family Advocate. His responsibilities include arranging for home visits by the teachers, helping families of limited means secure scholarships or other funding so their metaprodigies can attend PS238 and buy costumes, and helping students deal with family problems. A soft-spoken, educated man of discernment and wit, he brings just the right diplomatic touch to the job.

Since he might have to protect himself from villains who attacked the Beacon of Justice, Mr. Wooster is no shrinking violet. He's fully trained in commando skills and also kung fu, and if necessary can avail himself of a lethal arsenal of weapons and gadgets created especially for him by Herschel Clay.

HAROLD NELSON

Harold Nelson is an older gentleman who serves as PS238's janitor and likes to spend time with the Rainmaker Program kids. If you want to know more, ask the GM to let you read pages 66-67.



YOU'RE FINISHED, UH...

...CHARLES.

DANG. WHY DON'T YOU HAVE A COOL VILLAIN NAME?

I GUESS IT DOESN'T MATTER.

YOUR NAME'S GOING TO BE "OWNED" IN A SECOND, ANYWAY.

CHAPTER THREE:



THE STUDENT BODY

STUDENT LIFE



In many ways student life at PS238 is the same as that at any elementary school in America. Kids are kids, regardless of whether they have superpowers, and they're interested in "kid things" — like video game watches from SuperSonic or playing four-square. Despite that, there are some aspects to being a PS238 student that are decidedly unique.

RULES

In addition to many typical school rules — no running in the halls, no talking in class, raise your hand and wait to be called on — PS238 students have some special rules they have to obey. These include:

1. You must maintain a secret identity and not use your metabilities on others:

Every student at PS238 has to maintain a secret identity when interacting with the Excelsior Public School students and teachers. They are not to dress or act in any way that would reveal the existence of PS238, must not put on their costumes until they're below ground (unless they have a way to conceal them), and are not allowed to use their "special gifts" on ordinary kids. (The teachers make an exception to that last rule when students go on patrol and have to actually stop a crime, or in cases where they've had to deal with bullies like Charles Brigman.)

2. Aboveground supervision: At least half of the PS238 faculty is required to supervise the students for any major on-the-surface activity, which primarily means recess. Supervision may be conducted in person, through electronic monitoring, and in the case of some teachers by mystical or mental powers.

3. No extracurricular crimefighting: PS238 students are still young and learning how to use their powers. They are not allowed to engage in crimefighting or other heroics without supervision. If desired, they may ask for a "patrol pass" and go patrolling for extra credit. When this is allowed, the patrolling student is equipped with a tiny Clay Industries-designed homing beacon so the school can monitor his location at all times. While on patrol, students are

allowed to deal with simple problems that pose no threat to their health or safety (such as getting a cat out of a tree), but must not engage in combat. If a situation arises that requires combat, they should leave the scene and notify PS238 or a police officer as soon as possible.

4. Home visits: One or more PS238 teachers will visit a student's home before he enrolls, and as necessary thereafter (but a minimum of once per year), to ensure that the school's curriculum (both general and specific) is helping the student develop his powers properly and that his parents understand his progress.

CLASSES

Like other elementary school students across the nation, the kids at PS238 learn about history, math, social studies, English, and science. But as superheroes-in-training, they get to attend some special classes designed specifically for metaprodigies. They include:

GYM

At PS238, gym class is about a lot more than running laps and playing kickball. It mostly focuses on teaching the students how to use their powers effectively, how to fight with and without their powers, and so on. PS238 definitely doesn't *encourage* its students to fight (whether with each other or supervillains), but it recognizes that combat is an inevitable byproduct of having metabilities for many superhumans, and wants to make sure its students are prepared.

HISTORY OF SUPERHUMANS

This isn't a class of its own so much as it is a unit within the standard history curriculum that all Excelsior students study. Since the PS238 metaprodigies are part of a larger community of superhumans that's existed for decades, the faculty believes they should learn something about their "roots." They often try to make these lectures more interesting by drawing on the students' own parents and relatives for examples and inspiration; sometimes they even have a parent come to class to talk to the students about his important cases and battles.

METAHUMAN CIVICS AND ETHICS

Some would argue that the most important part of being a superhuman, much less a superhero, is how one uses one's powers within society. Metahuman Civics and Ethics explores all sorts of moral issues that surround being a superhero, such as: when is it all right to "lie" to people by maintaining a secret identity; when is it proper to use force against another person; how can you use your powers responsibly to avoid damaging property and hurting people; what is the superhero's responsibility to the law and public authorities. Naturally, these issues are couched in relatively simplistic terms so that seven-year-olds can understand and talk about them, but PS238 feels that it has to instill a feeling of civic responsibility and ethical pride in its students. More villainous-minded students, such as Zodon and Victor Von Fogg, find this class laughable and boring.

POWER-SPECIFIC CLASSES

PS238 schedules classes devoted to teaching students how to use specific types of metabilities. These are technically an aspect of Gym class, but take place at a different time so students can focus on their own particular powers together with students who have similar powers. Examples include:

- Basic Hand-to-Hand Combat (may study a maximum of four fighting styles per semester, based on faculty evaluation)
- Basics of Flight
- Elementary Mind Reading
- Energy Projection: Hitting What You Aim At
- Force Fields: General and Specific Uses
- Magic for Beginners
- Super-Alchemy: Transmutation and Alteration Powers 101
- Telekinesis for Beginners
- Unpowered Aviation: Leaping Tall Buildings 101

SHOP CLASS

To keep the technologically-oriented students engaged — and to monitor what they're up to — Herschel Clay teaches a Shop Class. Since the students already tend to be scientifically knowledgeable and/or intuitively gifted, Herschel doesn't usually give a lecture. Typically each class involves giving the students some sort of assignment and then letting them work on it until the next class session. One common exercise is to supply a student with four or five randomly-chosen spare parts that he has to build a working device with.

THE STUDENTS



AMERICAN EAGLE

JENNY ADAMS

Val	Char	Cost	Roll	Notes
10	STR	5	11-	Lift 100 kg; 2d6 HTH damage [1]
14	DEX	27	12-	OCV: 5/DCV: 5
12	CON	14	11-	
5	BODY	0	10-	
10	INT	5	11-	PER Roll 11-
8	EGO	6	11-	ECV: 3
10	PRE	5	11-	PRE Attack: 2d6
8	COM	0	11-	
5	PD	3		Total: 5 PD (0 rPD)
8	ED	6		Total: 8 ED (0 rED)
3	SPD	6		Phases: 4, 8, 12
4	REC	0		
24	END	0		
20	STUN	4		Total Characteristics Cost: 81

Movement: Running: 6"/12"
Flight: 10"/20"

Cost Powers

45	<i>Energy Powers:</i> Multipower, 45-point reserve	
3u	1) <i>Energy Bolt:</i> Energy Blast 6d6	3
3u	2) <i>Paralytic Touch:</i> Entangle 3d6, 3 DEF, Takes No Damage From Attacks (+½); No Range (-½)	4
13	<i>Wings:</i> Flight 10"; Restrainable (see page 99; -½)	2

Skills

2	KS: American Superhumans 11-
2	KS: PS238 11-
2	KS: US History 11-

Total Powers & Skills Cost: 70

Total Cost: 151

150+ Disadvantages

10	Distinctive Features: wings (Concealable With Difficulty; Noticed And Recognizable)
10	Psychological Limitation: Dedicated American Patriot (Uncommon, Strong)
5	Rivalry: Professional, with USA Patriot Act
15	Social Limitation: Secret Identity (Frequently, Major)
10	Social Limitation: Minor (Frequently, Minor)

Total Disadvantage Points: 200

In the early twenty-first century, the major political parties realized that America's beloved patriotic superhero, Freedom Fighter, wouldn't be around forever to embody and protect American values. Even if an enemy didn't get him, old age eventually would. So each of them decided to find a replacement for Freedom Fighter when the time came, a superhero who would represent the party's ideals and promote its platform. Since this was a long-term plan, each of them chose a young superhuman whom they could spend years training and promoting. They jointly christened this competition the "America's Hero" project.



The Democratic Party's choice was Jenny Adams, a ten-year-old girl with wings and energy powers whom they codenamed *American Eagle*. Like her rival USA Patriot Act, American Eagle recently enrolled at PS238, and the school hasn't been quite the same since.

American Eagle's wings allow her to fly, though she has to stuff them inside a large "backpack" to hide them when she's not in costume. She can fire bolts of energy from her hands, or if she touches someone "zap" them with energy in a way that paralyzes them for a few minutes.

As the Democratic Party's "representative" in the PS238 community, American Eagle has access to a lot of information and resources that other students lack. For example, she's read a lot of the files on the school (including student and faculty files), and if necessary could use her connection to the Democratic Party to arrange a meeting with someone or obtain something she needs... within reason, of course.

American Eagle's costume is mostly white, but with blue boots and gloves, a blue patch with a white star on her right shoulder, and two red stripes running from the patch to her left hip. To conceal her identity she wears a helmet in the shape of a stylized eagle's head. Her wings have brown feathers.

Quote: "I'm in favor of blue... it's the same color as the skies, limitless and free, just like America."

END



BERNARD BRENNER

Val	Char	Cost	Roll	Notes
30	STR	25	15-	Lift 1,600 kg; 6d6 HTH damage [3]
10	DEX	15	11-	OCV: 3/DCV: 3
20	CON	30	13-	
15	BODY	20	12-	
3	INT	-2	10-	PER Roll 10-
5	EGO	0	10-	ECV: 2
10	PRE	5	11-	PRE Attack: 2d6
8	COM	0	11-	
16	PD	10		Total: 16 PD (16 rPD)
12	ED	8		Total: 12 ED (12 rED)
3	SPD	10		Phases: 4, 8, 12
10	REC	0		
40	END	0		
40	STUN	0		
				Total Characteristics Cost: 121

Movement: Running: 6"/12"
Leaping: 0"/0"

Cost Powers

14	<i>Super-Tough Skin:</i>	Damage Resistance (16 PD/12 ED)	0
4	<i>Super-Strong Legs:</i>	Leaping +4" (10" forward, 5" upward)	4

Total Powers & Skills Cost: 18

Total Cost: 139

150+ Disadvantages

10	Distinctive Features:	blue skin (Concealable With Effort; Noticed And Recognizable)
15	Enraged:	if self or friend hurt or threatened (Common), go 11-, recover 14-
15	Social Limitation:	Secret Identity (Frequently, Major)
10	Social Limitation:	Minor (Frequently, Minor)

Total Disadvantage Points: 200

Bernard is the son of Bryce and Beth Brenner. In 1990, Bryce Brenner, a scientist, was accidentally exposed to a mutagenic serum and became "the Unbelievable Ultrabrute," a gigantic, muscle-bound, blue-skinned monster who terrorized the southwestern United States for several months before being captured and brought under control by the US government. After he did some classified work on behalf of his country, he was granted amnesty for his actions and set up with a house and new identity in Wonderburg. He retains the ability to change into Ultrabrute form (though he rarely does because he needs to be in pain or panicked to trigger it).

In 1996, Bernard was born. He has the same blue skin and powerful muscles as his father does in Ultrabrute form, but so far has shown no ability to change into normal human form. Nor has he displayed anything close to the proper level of intelligence for his age. He's smart enough to do some of his schoolwork, but he rarely speaks in complete sentences and is prone to enthusiastically yelling whatever he wants to say. His parents hope that the teachers at PS238 can eventually help him learn to change form and have ordinary intelligence. In the meantime, they're all glad to see that Bernard is good-natured, fun-loving, and protective of his friends.

Bernard is an incredibly muscular seven-year-old with blue skin and dark blue hair. He wears tattered dark blue pants.

Quote: "Bernard smash!"

END

CAPTAIN CLARINET

MO-RON "RON" PETERSON

Val	Char	Cost	Roll	Notes
40	STR	35	17-	Lift 6,400 kg; 8d6 HTH damage [4]
15	DEX	30	12-	OCV: 5/DCV: 5
20	CON	30	13-	
10	BODY	10	11-	
10	INT	5	11-	PER Roll 11-
5	EGO	0	10-	ECV: 2
8	PRE	3	11-	PRE Attack: 1½d6
8	COM	0	11-	
18	PD	10		Total: 18 PD (18 rPD)
18	ED	14		Total: 18 ED (18 rED)
3	SPD	5		Phases: 4, 8, 12
12	REC	0		
40	END	0		
40	STUN	0		
				Total Characteristics Cost: 142

Movement: Running: 6"/12"
Flight: 20"/40"

Cost Powers

65	<i>The Mighty Clarinet:</i> Multipower, 130-point reserve, all OAF (Indestructible Clarinet; -1)	
6u	1) <i>Deafening Note:</i> Energy Blast 4d6, Area Of Effect (5" Radius; +1), NND (defense is Hearing Group Flash Defense), Personal Immunity (+¼); OAF (-1) plus Hearing Group Flash 8d6, Area Of Effect (5" Radius; +1½); OAF (-1), Linked (-½)	12
6u	2) <i>Deadly Note:</i> Energy Blast 8d6, Explosion (+½), Personal Immunity (+¼); OAF (-1) plus Hearing Group Flash 8d6, Area Of Effect (5" Radius; +1½); OAF (-1), Linked (-½)	12
1u	3) <i>Blat:</i> Telekinesis (20 STR); OAF (-1), No Range (-½), Only To Push Someone Away From Captain Clarinet (-½)	3
18	<i>Toughness:</i> Damage Resistance (18 PD/18 ED)	0
40	<i>Flying:</i> Flight 20"	4

Skills

2 PS: Play Clarinet 11-

Total Powers & Skills Cost: 138

Total Cost: 280

150+ Disadvantages

10	Hunted: Charles Brigman 8- (As Pow, Seeks To Harm)
10	Psychological Limitation: Unsure Of Self (see text) (Common, Moderate)
15	Social Limitation: Secret Identity (Frequently, Major)
10	Social Limitation: Minor (Frequently, Minor)
20	Susceptibility: takes 2d6 damage per Phase from argonite (Uncommon)
10	Vulnerability: 2 x STUN from Argonite Weapons (Uncommon)
10	Vulnerability: 2 x BODY from Argonite Weapons (Uncommon)
45	Experience Points

Total Disadvantage Points: 280

Captain Clarinet is a metaprodigy of famous lineage: his father is Ul-Ron, better known as Atlas, an alien who came to Earth and was one of the first modern superheroes. His mother is a Human woman whom Atlas fell in love with.

As the son of Atlas, Captain Clarinet (a name he chose because of his love of playing music) is one of the most physically powerful, if not *the* most physically powerful, superhumans of his generation. A metahuman with the FISS (flight, invulnerability, strength, and speed) power set, he can lift over six metric tons and is difficult to hurt by any means. As an added surprise for his enemies, he's learned how to use his indestructible clarinet to blow such powerful notes that he can deafen people (including himself!), knock them out from the pain, or even cause physical injury. Like his father, his only weakness is the alien mineral argonite.



Despite his vast powers, Captain Clarinet is in many ways a troubled eight year-old. First, he tends to be shy and unsure of himself, often looking to adults for approval or instructions. Second, he doesn't even know if he wants to be a superhero; his first love is making music, and right now that interests him a lot more than adventures. Third, he's very worried about hurting other people with his powers, and doesn't like using force on others; for a long time he didn't even want to fly because he was afraid of causing someone harm. And fourth, if all that wasn't enough to deal with, he recently found out his parents are getting divorced, and he believes it's his fault (though it isn't).

Captain Clarinet wears a red and purple costume with a white C on the chest. His red cape is made from the upholstery in the rocketship his father came to Earth in; like his clarinet, it's indestructible.

Quote: "I wasn't sure I wanted to do this... saving people and stuff. It felt good to help, but I still want to make my music."

GM's Note: Captain Clarinet has some attacks with enormous amounts of Active Points because they combine two effects. This option isn't recommended for Player Character metaprodigies unless you're willing to monitor the situation closely and make sure it doesn't cause problems in the game.

END

TOM DAVIDSON

Val	Char	Cost	Roll	Notes
5	STR	0	10-	Lift 50 kg; 1d6 HTH damage [1]
8	DEX	9	11-	OCV: 3/DCV: 3
7	CON	4	10-	
5	BODY	0	10-	
10	INT	5	11-	PER Roll 11-
8	EGO	6	11-	ECV: 3
10	PRE	5	11-	PRE Attack: 2d6
8	COM	0	11-	
1	PD	0		Total: 1 PD (0 rPD)
1	ED	0		Total: 1 ED (0 rED)
2	SPD	2		Phases: 6, 12
2	REC	0		
14	END	0		
12	STUN	0		
Total Characteristics Cost: 31				

Movement: Running: 6"/12"

Cost Powers

105 *Time Travel:* Extra-Dimensional Movement (travel to any point in time), x4 Increased Mass, Reduced Endurance (0 END; +½)

END

0

Skills

5 KS: History 14-

Total Powers & Skills Cost: 110

Total Cost: 141

150+ Disadvantages

15 Social Limitation: Secret Identity (Frequently, Major)

10 Social Limitation: Minor (Frequently, Minor)

Total Disadvantage Points: 175

Tom Davidson looks like an ordinary student, but he actually has one of the most powerful metabilities at PS238: he can effortlessly travel through time. Although even Dr. Positron has some trouble grasping exactly how Time (and thus Tom's powers) works, Tom seems to understand it both intuitively and intellectually. He's very cognizant of the fact that he can alter history by doing things in the past, so he's careful not to make any major changes. But he's perfectly comfortable making minor "changes" like getting himself some comic books from the 1940s.

Tom has access to an enormous building called the Castle Beyond Time and Space, which somehow exists outside the normal space-time continuum. Among other things, this paradoxical structure features a library that contains every book ever written, and a hall of mirrors that can show someone various alternate "selves" based on changes in the timestream. Thanks to the library, Tom has learned about an occurrence a few years in the future known only as "the Event." The exact nature of the Event isn't clear, but what is clear is that it's a pivotal event in Time. Right now, the future beyond the Event is too unstable for Tom to travel there; he limits himself to traveling into the past.

Tom is ten years old and has curly brown hair. He dresses like an ordinary student, though at least one of his future selves wears a multi-pocketed vest. He usually carries a small satchel.

Quote: "Time isn't just a bunch of things that happen in a straight line. Time is more like a long walk with rocks and trees and other stuff in the way. When people go around them, over them, or shove them out of the way, that becomes history. I can move back and forth along the walk, and I can move some of the things there, changing parts of history's path."





84

JULIE FINSTER

Val	Char	Cost	Roll	Notes
38	STR	33	17-	Lift 4,800 kg; 7½d6 HTH damage [4]
17	DEX	36	12-	OCV: 6/DCV: 6
18	CON	26	13-	
10	BODY	10	11-	
10	INT	5	11-	PER Roll 11-
8	EGO	6	11-	ECV: 3
8	PRE	3	11-	PRE Attack: 1½d6
10	COM	1	11-	
16	PD	8		Total: 16 PD (16 rPD)
16	ED	12		Total: 16 ED (16 rED)
3	SPD	3		Phases: 4, 8, 12
12	REC	0		
36	END	0		
40	STUN	2		

Total Characteristics Cost: 145

Movement: Running: 6"/12"
Flight: 20"/40"

Cost Powers

16 *Toughness:* Damage Resistance (16 PD/16 ED)
40 *Flying:* Flight 20"

Total Powers & Skills Cost: 56

Total Cost: 201

150+ Disadvantages

15 Social Limitation: Secret Identity (Frequently, Major)
10 Social Limitation: Minor (Frequently, Minor)
10 Vulnerability: 2 x STUN from Argonite Weapons (Uncommon)
10 Vulnerability: 2 x BODY from Argonite Weapons (Uncommon)
6 Experience Points

Total Disadvantage Points: 201

Julie Finster is a seven-year-old FISS — a metahuman with the Flight, Invulnerability, Strength, and Speed “package” of powers that’s more common than any other. In fact, she’s the eighty-fourth known FISS, which is where she gets her codename. (It took her a long time to choose one; once the other students had to call her “Flying Girl” to keep from using her real name.) She’s a sweet-natured girl who very much wants to be a hero and help people. Unfortunately, because her powers are so “common” she’s concluded that she’s really “nothing special” and probably won’t ever get to do anything amazing with her life. What’s really ironic about this is that, unbeknownst to anyone outside of the PS238 testing labs, she’s nearly as strong, tough, and fast as Captain Clarinet! She’s actually one of the most physically powerful metaprodigies at the school... and she shows real promise to become one of the mightiest heroes on the planet as she grows older and her powers mature.

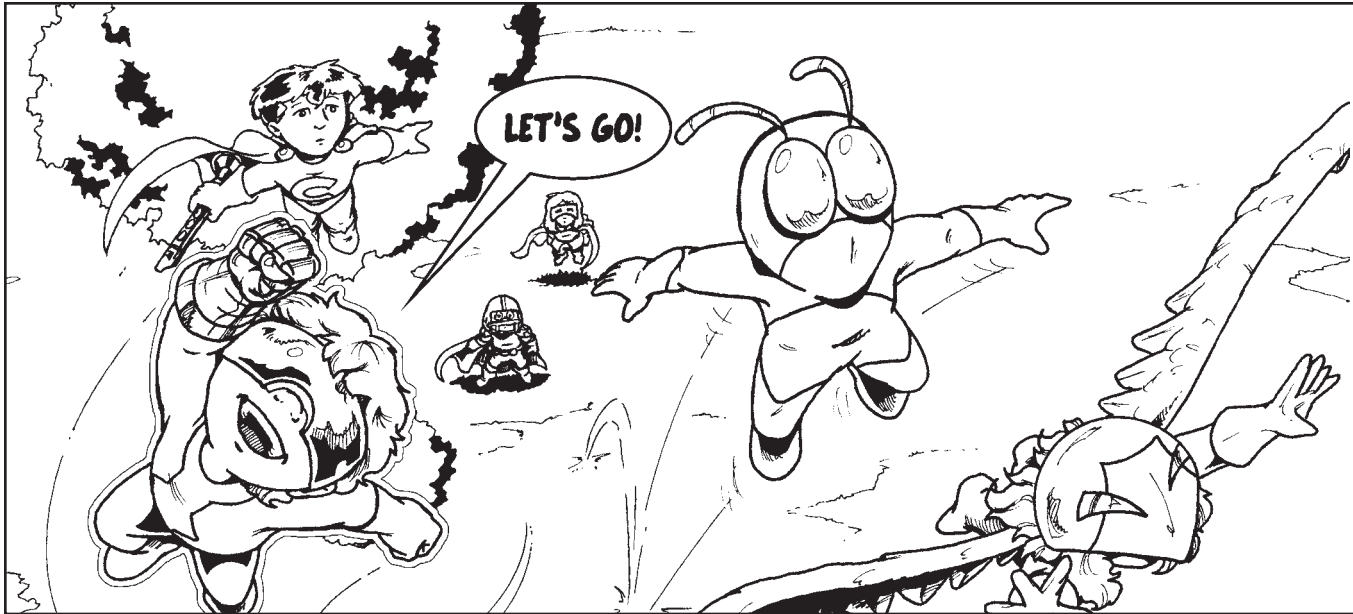
Julie is distantly related to Suzi Fusion, though neither of them know it. Julie’s family doesn’t particularly want to associate with the controversial Nuclear Family, though her parents have no doubt that’s where their daughter’s metabilities derive from. They’re just happy she’s not radioactive.

Julie’s costume is a white tunic and tights with a blue mask and cape. She’s not entirely “sold” on the design yet and may change it if she thinks of something she likes better.

Quote: “I’m sorry my powers aren’t special or anything.”

END

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EMERALD GAUNTLET

KEVIN KRAMER

Val	Char	Cost	Roll	Notes
5	STR	0	10-	Lift 50 kg; 1d6 HTH damage [1]
12	DEX	21	11-	OCV: 4/DCV: 4
10	CON	10	11-	
5	BODY	0	10-	
8	INT	3	11-	PER Roll 11-
5	EGO	0	10-	ECV: 2
10	PRE	5	11-	PRE Attack: 2d6
8	COM	0	11-	
4	PD	3		Total: 14 PD (10 rPD)
4	ED	2		Total: 14 ED (10 rED)
3	SPD	8		Phases: 4, 8, 12
5	REC	4		
20	END	0		
15	STUN	2		
				Total Characteristics Cost: 58

Movement: Running: 6"/12"
Flight: 10"/20"

Cost Powers

Cost	Powers	END
10	<i>Emerald Gauntlet:</i> Elemental Control, 30-point powers; all OIF (Gauntlet; -½)	
10	1) <i>Emerald Bolt:</i> Energy Blast 6d6; OIF (-½)	3
10	2) <i>Emerald Shield:</i> Force Field (10 PD/10 ED), Reduced Endurance (0 END; +½); OIF (-½)	0
10	3) <i>Emerald Wall:</i> Force Wall (6 PD/6 ED); OIF (-½)	3
10	4) <i>Emerald Energy Constructs I:</i> Telekinesis (20 STR); OIF (-½)	3
10	5) <i>Emerald Energy Constructs II:</i> Entangle 3d6, 3 DEF; OIF (-½)	3
10	6) <i>Emerald Flight:</i> Flight 10", Reduced Endurance (0 END; +½)	0
7	<i>Gauntlet Life Support:</i> Life Support (Self-Contained Breathing); OIF (-½)	0
6	<i>Visor:</i> Mental Defense (10 points total); OIF (-½)	0

Skills

6 +2 with *Emerald Gauntlet* Elemental Control

Total Powers & Skills Cost: 89

Total Cost: 147

150+ Disadvantages

15	Psychological Limitation: Overconfidence (Very Common, Moderate)
15	Social Limitation: Secret Identity (Frequently, Major)
10	Social Limitation: Minor (Frequently, Minor)

Total Disadvantage Points: 190

Kevin Kramer is the son of the original Emerald Gauntlet, a still-active superhero who was given a powerful green gauntlet by a species of beneficent aliens who made him a protector of Earth. When Kevin was born, the Gauntlet created a miniature version of itself for Kevin to wear.

The Gauntlet has the power to generate dynamic energy fields and also allows Kevin to fly. Besides basic functions like projecting green energy bolts, it can create shields and walls of pure force, or create "force objects" like "hands," platforms, or bubbles that Kevin can use to carry things. Additionally, the Gauntlet may have many other capabilities that Kevin's not yet aware of, hasn't explored, or rarely uses. For example, when he and some other students were stranded on the Moon, he stated that the Gauntlet could extract oxygen molecules from space (or, by extension, from moon rocks).

Kevin is a bright, often headstrong, seven-year-old. He tends to think there's no problem too big for him and his Gauntlet to handle, and as a result often rushes in when a more subtle approach would work better. When he's involved in a fight there's usually plenty of property damage.

The younger Emerald Gauntlet has short blonde hair and wears a two-toned green costume plus a green visor (which protects him against mental powers). He wears his metallic green Gauntlet on his right hand.

Quote: "Let's blast it!"

THE FLEA

ALEJANDRO TORRES

Val	Char	Cost	Roll	Notes
8	STR	3	11-	Lift 75 kg; 1½d6 HTH damage [1]
15	DEX	30	12-	OCV: 5/DCV: 5
10	CON	10	11-	
5	BODY	0	10-	
10	INT	5	11-	PER Roll 11-
5	EGO	0	10-	ECV: 2
10	PRE	5	11-	PRE Attack: 2d6
8	COM	0	11-	
6	PD	4		Total: 6 PD (0 rPD)
6	ED	4		Total: 6 ED (0 rED)
3	SPD	5		Phases: 4, 8, 12
4	REC	0		
20	END	0		
20	STUN	6		

Total Characteristics Cost: 72

Movement: Running: 6"/12"
Leaping: 20"/40"

Cost Powers

20	<i>Insect Control:</i> Elemental Control, 40-point powers
13	1) <i>Ants In Your Pants:</i> Drain DEX and INT 2d6, two Characteristics simultaneously (+½), Ranged (+½); Drained Points Return Immediately If Target Removes Insects (see text; -½)
13	2) <i>Bug Eyes, Bug Ears:</i> Clairsentience (Sight and Hearing Groups), x4 Range (600"); Only Through The Eyes/Ears Of Insects (see text; -½)
20	3) <i>Bee Swarm:</i> RKA 1d6+1 (see text), Continuous (+1)
15	<i>Super-Leaping:</i> Leaping +15" (16½" forward, 8" upward)
10	<i>Wall-Walking:</i> Clinging (normal STR)

Skills

3	Acrobatics 12-
3	Breakfall 12-
3	Stealth 12-

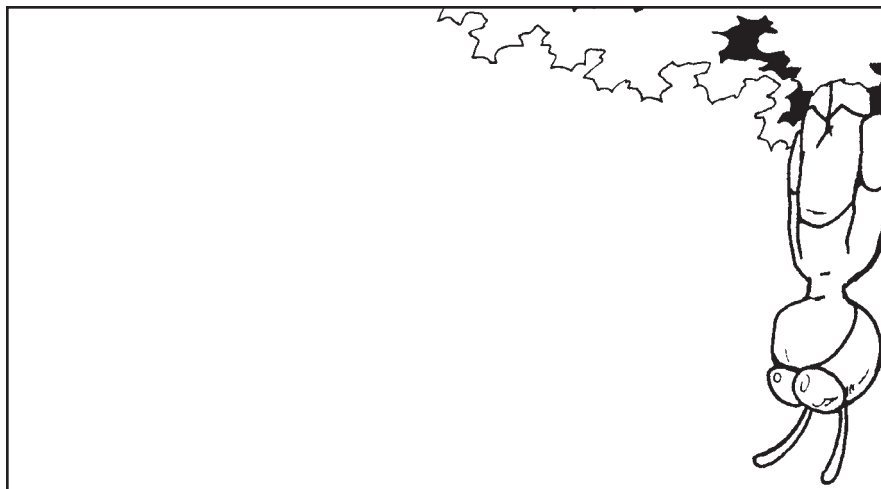
Total Powers & Skills Cost: 100

Total Cost: 172

150+ Disadvantages

5	Distinctive Features: antennae (Easily Concealed; Noticed And Recognizable)
20	Hunted: Praetorian Academy 8- (Mo Pow, NCI, Capture)
10	Psychological Limitation: "Behavior Challenged" (see text) (Common, Moderate)
15	Social Limitation: Secret Identity (Frequently, Major)
10	Social Limitation: Minor (Frequently, Minor)

Total Disadvantage Points: 210



The Flea is the son of two insect-themed superheroes, the Mantis and Tarantella, and inherited his powers from them. Except for two flexible antennae growing out of his forehead, which he can hide by combing them back in his hair, he looks like a normal eight-year-old.

Besides having the power to cling to walls and ceilings and to make prodigious leaps, the Flea's main metability is to control insects. Primarily this allows him to do two things. First, he can see and hear what insects within a range of three-quarters of a mile can see and hear. Second, he can make insects attack his enemies. Typically this involves having ants or other harmless insects crawl inside his target's clothes, which makes the target twitch and squirm, thus interfering with his ability to act or observe things. (In game terms, this is a Drain of DEX and INT, but if the target finds a way to remove the bugs, such as diving underwater or activating a Damage Shield, the Drained points immediately return.) However, if he uses stinging insects like bees and wasps, he can inflict serious harm. Given enough bees to work with he can do up to RKA 1d6+1 damage, but that requires whole hives' worth of them; usually he only does RKA 1 point per Phase at most.

The Flea's insect control powers work best when he focuses on a single type of insect. If he has to, he can use mixed groups of insects, but this is harder and less efficient for him. In that case the GM should increase the END cost of his powers, or require him to make PER Rolls to understand what the insects are seeing/hearing each Phase. He cannot control similar types of creatures (like spiders or scorpions), only insects.

Teachers at PS238 have described the Flea as "behavior challenged." That's a fancy way of saying that he doesn't listen to adults, thinks he knows what's best, and does whatever he feels like doing. Lately he's been spending a lot of time following and investigating some gold-armored goons who work for someone named "the Headmaster." His bravado, intelligence, and confidence often serve him well, but there's a good chance they'll get him into serious trouble one day.

The Flea wears a grey and blue costume with a full-face mask that has red goggles over his eyes and leaves his antennae free.

Quote: "Is now when you tell me to "stay out of trouble" and "go back home" and "it's too dangerous" and stuff?"

END

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GUARDIAN ANGEL

AMBRIEL VALENTINE

Val	Char	Cost	Roll	Notes
5	STR	0	10-	Lift 50 kg; 1d6 HTH damage [1]
5	DEX	0	10-	OCV: 2/DCV: 2
5	CON	0	10-	
5	BODY	0	10-	
5	INT	0	10-	PER Roll 10-
5	EGO	0	10-	ECV: 2
5	PRE	0	10-	PRE Attack: 1d6
8	COM	0	11-	
2	PD	1		Total: 2 PD (0 rPD)
2	ED	1		Total: 2 ED (0 rED)
2	SPD	5		Phases: 6, 12
2	REC	0		
10	END	0		
11	STUN	0		
Total Characteristics Cost: 7				

Movement: Running: 6"/12"

Cost Powers

- 400 *Guardian Angel:* Force Field (40 PD/40 ED/40 Mental Defense/40 Sight Group Flash Defense), Hardened (+¼), Invisible Power Effects (Fully Invisible; +1), Usable With Other (+½), Reduced Endurance (0 END; +½), Persistent (+½); Always On (-½)
- 86 *Guardian Angel:* Force Field (40 Power Defense), Hardened (+¼), Invisible Power Effects (Fully Invisible; +1), Usable With Other (+½), Reduced Endurance (0 END; +½), Persistent (+½); Always On (-½), Does Not Work Against Draining Her Guardian Angel Powers (see text; -¼)
- 60 *Guardian Angel:* Life Support (Self-Contained Breathing; all Safe Environments; Immunity to all diseases, poisons, and the like), Usable With Other (+½)
- 21 *Can't Get In Trouble:* Invisibility to Sight Group, No Fringe, Usable With Other (+½), Reduced Endurance (0 END; +½), Persistent (+½); Always On (-½), Only Versus Cameras/Security Systems (-2)

Total Powers & Skills Cost: 567

Total Cost: 574

150+ Disadvantages

- 15 Social Limitation: Secret Identity (Frequently, Major)
- 10 Social Limitation: Minor (Frequently, Minor)
- 399 Experience Points

Total Disadvantage Points: 574



Ambriel Valentine was born with one of the most unusual powers ever seen in the superhuman community. A “guardian angel,” possibly a separate entity attached to her but possibly a force she generates herself, protects her from any sort of harm, including “social harm” such as getting into trouble. Physical impacts can’t hurt her, punches won’t touch her, energy bolts can’t burn her — she can’t even get wet in the rain! Depending on the nature of a threat, the guardian angel may block/deflect it, neutralize it, or move Ambriel out of the way (in game terms this is all the same thing: protection from harm). If being seen on a camera by the school staff would get her into trouble, she won’t appear on the screen; if a teacher’s about to discover her in a place where she shouldn’t be, at the last moment Ambriel will find a hiding place or something will divert the teacher’s attention. Even better, to some extent her guardian angel’s protection extends to people around her, allowing her to help her classmates in fights or keep them from getting into trouble when they’re with her — though there’s no guarantee of exactly what her guardian angel will do for her friends. On the other hand, while Ambriel is heavily (almost perfectly) defended, she has no offensive, movement, or sensory powers.

Ambriel’s guardian angel is normally invisible. But if someone tries to strike her it will momentarily appear as a shimmering blue force-field that surrounds her. The one thing so far that it’s been found *not* to work against are powers that drain, suppress, or negate superhuman abilities. When Harold “the Rainmaker” Nelson came to PS238 to “rescue” the Rainmaker Program children, Ambriel tried to stop him, and his powers temporarily turned off her guardian angel. For the first time in her life she was able to be rained on and suffer harm. Unfortunately, her guardian angel’s protection had left her without the need for a properly-functioning immune system, and without it she quickly became very sick. Despite Dr. Newby’s best efforts, Ambriel had so many diseases and so little resistance to them that she died. It took Vern McIntire exerting his healing powers to the utmost to bring her back to life. Now her guardian angel has returned and she’s the same as she ever was.

(Game note: because Guardian Angel’s power is so far-reaching and undefinable, fully quantifying it in game terms is close to impossible. The powers listed on her character sheet cover most situations, but the GM should be lenient in interpreting how they work on her behalf and affect the world around her.)

Quote: “You can’t *touch* me, you can’t *hurt* me, and the more you try the worse it’s gonna be for you.”



MALPHAST

Val	Char	Cost	Roll	Notes
8	STR	3	11-	Lift 75 kg; 1½d6 HTH damage [1]
10	DEX	15	11-	OCV: 3/DCV: 3
10	CON	10	11-	
5	BODY	0	10-	
14	INT	9	12-	PER Roll 12-
12	EGO	14	11-	ECV: 4
15	PRE	10	12-	PRE Attack: 3d6
8	COM	0	11-	
6	PD	4		Total: 6 PD (6 rPD)
6	ED	4		Total: 6 ED (6 rED)
3	SPD	10		Phases: 4, 8, 12
4	REC	0		
20	END	0		
20	STUN	6		
				Total Characteristics Cost: 85

Movement: Running: 6"/12"
Flight: 10"/20"

Cost Powers

90	<i>Magic Powers:</i> Magic Pool, 60 pool cost + 30 control cost
6	<i>Mystical Form:</i> Damage Resistance (6 PD/6 ED)
20	<i>Mystic Flight:</i> Flight 10"

Skills

11	Magic 16-
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Total Powers & Skills Cost: 127

Total Cost: 212

150+ Disadvantages

5	Physical Limitation: Unfamiliar With Human Culture (Infrequently, Slightly Impairing)
15	Social Limitation: Secret Identity (Frequently, Major)
10	Social Limitation: Minor (Frequently, Minor)
32	Experience Points

Total Disadvantage Points: 212

Malphast is one of the most unusual students at PS238; in fact, he's not even human. His father is a seraphim general (a powerful angel), while his mother is an equally mighty demon. Concerned that their respective sides in the cosmic struggle of Good and Evil might try to use him as a pawn, they sent him to PS238 to learn more about his powers, the nature of his existence, and what he wants to do when he grows up. They keep their love for one another and for Malphast, and their son's very existence, a secret from their respective factions.

Powers that Malphast has demonstrated include the creation of illusions (he uses these to disguise himself outside of PS238, rather than a hologram generator), teleportation, projecting bolts of infernal flame, the summoning of demonic entities, foreseeing the future, creating protective fields around someone, and dimensional travel. However, even he admits he's not entirely sure what he can do, since he's a unique being in the universe and still growing. Sometimes powers spontaneously manifest without his meaning them to or being able to control them fully (thus making him a good "plot device" for the GM from time to time). The odds are that as an adult he'll be incredibly powerful. For the time being, his powers are limited by his stamina; many are quite tiring to use.

Although Tyler Marlocke, Cecil Holmes, and some other students have been trying to teach Malphast about human culture and customs, there remains much he does not know or understand. To represent this he has a Physical Limitation, *Unfamiliar With Human Culture*. (It's defined as a Physical Limitation rather than a Psychological Limitation because it can't be overcome with Mind Control or coercion; telling him to "go catch the train" doesn't accomplish anything if he doesn't know what a train is.)

To some extent Malphast's conduct is dictated by his half-angelic, half-demonic nature. If he does too many "good" things, he throws the universe "out of balance," thus opening up the "door" for his evil "relatives" to either (a) learn of his existence, and/or (b) come to Earth and wreak havoc. (The opposite would happen if he did too many "bad" things.) In game terms, if he does more than one significant "good deed" per two days, dark consequences may result, at the GM's discretion.

Malphast's costume consists of a flowing, high-collared red cape fastened at the throat with a pin in the shape of a skull. His skin appears to absorb light entirely (making it totally black); his eyes are large and orange. He's naturally allergic to dairy products and beets, but thanks to treatments from Dr. Newby and Miss Imperia can eat them without ill effects.

Quote: "To be honest, I didn't know I could do it. It sort of "happened." I think I need to learn more about what I am from Ms. Imperia."

END

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TYLER MARLOCKE

A.K.A. MOON SHADOW

Val	Char	Cost	Roll	Notes
5	STR	0	10-	Lift 50 kg; 1d6 HTH damage [1]
5	DEX	0	10-	OCV: x/DCV: x
5	CON	0	10-	
5	BODY	0	10-	
5	INT	0	10-	PER Roll 10-
5	EGO	0	10-	ECV: 2
5	PRE	0	10-	PRE Attack: 1d6
8	COM	0	11-	
2	PD	1		Total: 0 PD (0 rPD)
2	ED	1		Total: 0 ED (0 rED)
2	SPD	5		Phases: 6, 7
2	REC	0		
10	END	0		
11	STUN	0		

Total Characteristics Cost: 7

Movement: Running: 6"/12"
Swinging: 10"/20"

Cost Powers

27	<i>Grappler:</i> Multipower, 40-point powers; all OIF (-½)	
1u	1) <i>Swingline:</i> Swinging 10"; OIF (-½)	1
2u	2) <i>Bolo-Gun:</i> Entangle 4d6, 4 DEF; OIF (-½), 4 Charges (-1)	[4]
2u	3) <i>Taser-Line:</i> Energy Blast 4d6, NND (defense is insulated ED; +1); OIF (-½), Limited Range (4"; -¼), 12 Charges (-¼)	[12]
8	<i>Grappler-Magnet:</i> Clinging (22 STR); OIF (-½), Can Only Cling To Ferrous Metals (-½)	0
17	<i>Knockout Gas Capsules:</i> Energy Blast 6d6, NND (defense is Life Support [Self-Contained Breathing or the appropriate Immunity]; +1); OAF (-1), No Range (-½), 4 Charges (-1)	[4]
32	<i>Electromagnetic Throwing Disks:</i> Drain 3d6, all Electricity/Electrical Powers simultaneously (+2), Range Based On STR (+¼); OAF (-1), 4 Charges (-1)	[4]
7	<i>Safe Landing System:</i> +40 PD; OIF (-½), Only Protects Versus Falling Damage (-3), 1 Recoverable Charge (-1¼)	[1rc]
6	<i>Armored Costume:</i> Armor (3 PD/3 ED); OIF (-½)	0
5	<i>Radio Headset:</i> Radio Perception/Transmission; OAF (-1)	0
7	<i>Universal Handheld Sensor — Sonar Systems:</i> Active Sonar; OAF (-1)	
7	<i>Universal Handheld Sensor — Radar Systems:</i> Radar; OAF (-1)	
2	<i>Universal Handheld Sensor — Thermal Imaging:</i> Infrared Vision; OAF (-1)	
5	<i>Universal Handheld Sensor — Radar + Thermal Imaging:</i> X-Ray Vision; OAF (-1)	
8	<i>Signal Flare Gun:</i> Images to Sight Group, +4 to PER Rolls to perceive, Increased Size (4" radius; +½); OAF (-1), Set Effect (short messages in the air only; -1), 4 Charges (-1)	[4]
15	<i>Lucky Boy:</i> Luck 3d6	0

Skills

2 TF: Air Vehicles

Total Powers & Skills Cost: 153

Total Cost: 160

150+ Disadvantages

- 10 Hunted: Charles Brigman 8- (As Pow, Seeks To Harm)
- 15 Social Limitation: Secret Identity (Frequently, Major)
- 10 Social Limitation: Minor (Frequently, Minor)

Total Disadvantage Points: 185

Tyler Marlocke is the only student at PS238 who doesn't have superpowers... at least, not yet. His parents are Sovereign and Ultimate Powers, two of the planet's mightiest superheroes and members of the Earth Defense League. They sent him to PS238 because they're convinced he'll manifest some sort of metabilities sooner or later, and they hope being at PS238 will speed the process up. At their insistence he has to go through the same curriculum as the other students, which is often hazardous to his health.

To help Tyler better cope with his situation, Principal Cranston put him in touch with the costumed vigilante Revenant. Since then Revenant has served as Tyler's tutor and mentor. He supplied Tyler with a variety of gadgets and weapons and christened him "Moon Shadow." The PS238 students have no idea who Moon Shadow really is and look up to him as a "real hero" — even though most of the time Tyler's not entirely sure what he should do. His friendship with Revenant gives Tyler access to an entire arsenal of gadgets (though there are some things Revenant won't let him have), as well as advice and assistance; the gadgets on his character sheet represent what he typically carries.

During the recent alien invasion, Tyler's DNA was sampled by the invaders, who used it to engineer a virus to destroy humanity. The infected Tyler has been placed in a stasis chamber until Dr. Newby can find a way to destroy the virus.

Tyler is an eight-year-old boy with blonde hair. As Moon Shadow he wears a grey and dull blue costume including a helmet that looks like a football helmet, a blue-grey cape, and a utility belt.

Quote: "Look... I can't do any of the stuff you do. ... I don't have... you know... powers."





POLYMER

Val	Char	Cost	Roll	Notes
5	STR	0	10-	Lift 50 kg; 1d6 HTH damage [1]
10	DEX	15	10-	OCV: 3/DCV: 3
8	CON	6	11-	
5	BODY	0	10-	
5	INT	0	10-	PER Roll 10-
5	EGO	0	10-	ECV: 2
5	PRE	0	10-	PRE Attack: 1d6
8	COM	0	11-	
6	PD	5		Total: 6 PD (0 rPD)
4	ED	2		Total: 4 ED (0 rED)
2	SPD	0		Phases: 6, 12
3	REC	0		
16	END	0		
12	STUN	0		
				Total Characteristics Cost: 28

Movement: Running: 6"/12"

Cost Powers

Cost	Powers	END
120	<i>Elastic Form:</i> Stretching 10", x125 Noncombat (1,250" total), Reduced Endurance (0 END; +½)	0
16	<i>Squeezing Through Cracks:</i> Desolidification (affected by any attack); Does Not Protect Against Damage (-1), Cannot Pass Through Solid Objects (-½)	4
22	<i>I'm A Nin-Su-Later!:</i> Armor (+30 ED); Only Versus Electricity (-1)	0

Total Powers & Skills Cost: 158

Total Cost: 186

150+ Disadvantages

10	Distinctive Features: elastic form/skin (see text) (Concealable With Effort; Noticed And Recognizable)
15	Social Limitation: Secret Identity (Frequently, Major)
10	Social Limitation: Minor (Frequently, Minor)
1	Experience Points

Total Disadvantage Points: 186

Poly Mekkis was born with the ability to stretch, distort, and compact her physical form in any way she wants to. Her parents agreed to send her to PS238 after being contacted by the government, since they realized that as much as they love her, they're not equipped to cope with her abilities. The school gave her the codename *Polymer*.

Poly's "natural" form is a totally malleable one with a sort of plastic sheen to her skin. She can mold her form to make herself look like a normal seven-year-old girl, but this requires effort on her part: maintaining "normal" form costs her 4 END per Turn. She also forms part of her body to simulate clothing; she doesn't actually wear any.

Polymer can stretch her body for over a mile if necessary (and possibly further — her limits have never truly been tested). To simulate this, the rules for Noncombat Movement are used: her basic "Noncombat Stretching" distance is twice her "Combat Stretching" distance of 10", but she's at ½ DCV and 0 OCV when using her Noncombat Stretching; for every +5 Character Points she spends on her Stretching she can double her Noncombat Stretching distance.

Polymer's body is naturally resistant to electricity. It's hard to hurt her with electric zaps or lightning bolts.

Polymer enjoys using her powers to play practical jokes and have fun. She once proudly told a classmate that she could inflate her body so that she could make a farting sound lasting over an hour!

Quote: "One time I grabbed our mailbox when Mom was driving to the mall, and when we got there, my arm was..."

ANGIE SINTHOUSY

Val	Char	Cost	Roll	Notes
5	STR	0	10-	Lift 50 kg; 1d6 HTH damage [1]
8	DEX	9	11-	OCV: 3/DCV: 3
5	CON	0	10-	
5	BODY	0	10-	
15	INT	10	12-	PER Roll 12-
8	EGO	6	11-	ECV: 3
10	PRE	5	11-	PRE Attack: 2d6
8	COM	0	11-	
3	PD	2		Total: 3 PD (0 rPD)
3	ED	2		Total: 3 ED (0 rED)
3	SPD	12		Phases: 4, 8, 12
2	REC	0		
10	END	0		
11	STUN	0		
				Total Characteristics Cost: 46

Movement: Running: 6"/12"

Cost Powers

84 *Technothuggery*: Power Pool (Gadget Pool), 60 pool cost + 30 control cost; all powers Focus (must have at least -¼ value worth of this Limitation; -¼)

END

var

Skills

3 Computer Programming 12-
 3 Electronics 12-
 15 Gadgeteering 18-
 3 Mechanics 12-
 1 SS: Math 8-
 1 SS: Physics 8-
 3 Security Systems 12-
 3 Systems Operation 12-
 3 Weaponsmith 12-

Total Powers & Skills Cost: 119

Total Cost: 165

150+ Disadvantages

10 Psychological Limitation: Mischievous; Doesn't Take Well To Authority (Common, Moderate)
 15 Social Limitation: Secret Identity (Frequently, Major)
 10 Social Limitation: Minor (Frequently, Minor)

Total Disadvantage Points: 185

Angie Sinthousy was discovered by PS238's "talent scouts" after she surreptitiously "souped up" a police car in St. Louis, causing a minor (and fortunately, fatal to no one) explosion that attracted a lot of media attention. After some intense negotiating by her father, who ran a junkyard there, the government moved the family (and the junkyard!) to Wonderburg so Angie could enroll in PS238.



Since her arrival, Angie has achieved a reputation as a sort of uncontrollable mischief-maker. She prefers to "do her own thing," which means she doesn't really like being told what to do or where to go. She often tries to skip class by sending a hologram-projecting robot to take her place, though almost inevitably the jury-rigged robots malfunction at some point during the day. Then the school tracks her down and she gets to make yet another visit to Principal Cranston's office.

Angie is one of PS238's gadgeteers. She has the intuitive ability to build all sorts of strange devices using seemingly ordinary pieces and parts; for example, she once built a miniature flamethrower using a piece of old fuel line hose, parts from a tape deck, an automobile air freshener, and a cigarette lighter. Her favorite pursuit seems to be taking ordinary vehicles and devices and "pimping them out" with more powerful engines, major-league sound systems, and flashy decorations like fins and pipes. Bigger, stronger, faster, louder, and more powerful — these are her goals. Much of the time the end product soon breaks down or explodes. In part this is because her gadgeteering powers are a little different from those of Herschel Clay or Zodon. Any "simple" device she builds usually works fine and can be used by anyone. Her more complex inventions, on the other hand, are "unstable" and only work when she's using them (or at least is present). (In game terms, consider her complex devices Personal Foci, so that only she can really use them.) This "power" fills in the gaps in her education; compared to Zodon or Von Fogg she has little formal training in math, physics, or other sciences.

Angie is an eleven-year-old girl whose mother is Asian and father is American. She has long black hair and usually wears jeans, a shirt, and a vest. On her left hand she wears her "Power Glove," which is basically a handy toolbox in gauntlet form. She hasn't chosen a codename yet, though she's considering "VTecn0thugg." She tends to speak at a rapid-fire pace and use lots of slang and online lingo, making it difficult for most adults (and more than a few kids) to understand her. She lives with her father at the family junkyard not far from the school. She's got her own "mission control center" there that she built out of junked vehicles and other bits and pieces. As if that weren't enough, she also has her own space station, which occupies the location in space formerly used by the Union of Justice's satellite headquarters.

Quote: "Howyadoin'? I just made 'dat baby *hot*, man! You got all your rockets seriously undercranked, if ya know what I mean."

SUZI FUSION

SUZANNE FINSTER

Val	Char	Cost	Roll	Notes
5	STR	0	10-	Lift 50 kg; 1d6 HTH damage [1]
10	DEX	15	11-	OCV: 3/DCV: 3
10	CON	10	11-	
5	BODY	0	10-	
8	INT	3	11-	PER Roll 11-
5	EGO	0	10-	ECV: 2
5	PRE	0	10-	PRE Attack: 1d6
8	COM	0	11-	
3	PD	2		Total: 11 PD (8 rPD)
6	ED	4		Total: 18 ED (12 rED)
3	SPD	10		Phases: 4, 8, 12
4	REC	2		
20	END	0		
13	STUN	0		
				Total Characteristics Cost: 46

Movement: Running: 6"/12"
Flight: 12"/24"

Cost Powers

30	<i>Heat Blast:</i> Energy Blast 6d6; Side Effect (irradiates environment; -0)	3
60	<i>Heat Field:</i> Energy Blast 4d6, Continuous (+1), Damage Shield (+½), Reduced Endurance (0 END; +½)	0
20	<i>Energy Shield:</i> Force Field (8 PD/12 ED)	2
24	<i>Energy Flight:</i> Flight 12"; Side Effect (gives off tremendous heat; see text; -0)	2
6	<i>Internal Heat:</i> Life Support (Safe Environments: Intense Cold; Intense Heat; Low Pressure/Vacuum)	0

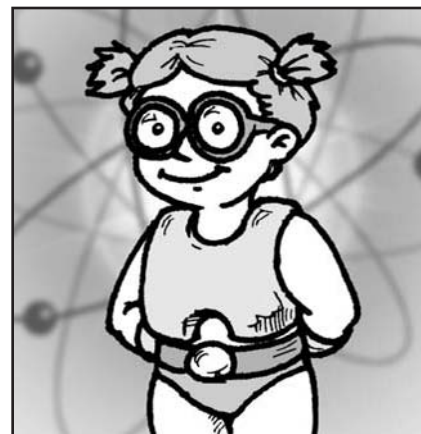
Total Powers & Skills Cost: 140

Total Cost: 186

150+ Disadvantages

- 15 Distinctive Features: high body temperature (Not Concealable; Noticed And Recognizable)
- 15 Social Limitation: Secret Identity (Frequently, Major)
- 10 Social Limitation: Minor (Frequently, Minor)

Total Disadvantage Points: 190



Suzi is the latest generation of the Nuclear Family, a family of superheroes whose powers all involve radiation. Suzi's "family inheritance" manifested at a much earlier age than it had in other children of the original members of the Nuclear Family, and her powers were much stronger to boot. The Family decided the best thing for her was to enroll her at PS238.

As her name and family history indicate, Suzi Fusion's powers involve radiation, though when she uses them they tend to manifest as bursts or blasts of intense heat rather than pure electromagnetic energy. Her powers also affect the local environment in general as well as her intended target — her Heat Blast irradiates the area around her, and her Flight gives off so much heat that if she flies too close to the ground she can melt things! Her body temperature is so high that she has to be careful about touching ordinary people, which would give away the fact that she has metabilities. On the bright side, her internal heat and pressure allow her to survive unprotected in space as long as she has an oxygen supply.

Suzi's behavior sometimes seems a little "odd" to her teachers and classmates. In fact, the same can be said about most members of the Nuclear Family, regardless of age. Some experts have speculated that the Family members' radiation powers carry with them a mild form of autism (or some similar condition). Others believe they're just unusually socialized due to the fact that their radiation powers tend to make people nervous (or even frightened) around them.

Suzi is only six, making her a year or two younger than most of the metaprodigies in her class. Her costume is yellow; her hair is red and tied in short pigtails. Both in costume and out she wears special "flight goggles" with prescription lenses to correct her nearsightedness.

Quote: "Doctor Positron says my internal body temperature can melt lead!"

USA PATRIOT ACT

DILLON FILLMORE

Val	Char	Cost	Roll	Notes
12	STR	7	10-	Lift 133 kg; 2d6 HTH damage [1]
14	DEX	27	12-	OCV: 5/DCV: 5
12	CON	14	10-	
8	BODY	6	11-	
8	INT	3	11-	PER Roll 11-
8	EGO	6	11-	ECV: 3
12	PRE	7	11-	PRE Attack: 2d6
8	COM	0	11-	
5	PD	3		Total: 9 PD (4 rPD)
5	ED	3		Total: 9 ED (4 rED)
3	SPD	6		Phases: x
4	REC	0		
24	END	0		
20	STUN	0		
				Total Characteristics Cost: 88

Movement: Running: 8/16"

Cost Powers

Martial Arts

Cost	Maneuver	OCV	DCV	Notes	
4	Block	+2	+2	Block, Abort	
4	Disarm	-1	+1	Disarm, +10 STR	
4	Dodge	+0	+5	Dodge all attacks, Abort	
5	Kick	-2	+1	STR +4d6 Strike	
4	Punch	+0	+2	STR +2d6 Strike	
3	Throw	+0	+1	STR +v/5, Target Falls	
8	<i>Throwing Disks:</i> Energy Blast 4d6; OAF (-1), Range Based On STR (-¼), 6 Recoverable Charges (-¼)				[6rc]
13	<i>Metal Gauntlets:</i> Multipower, 20-point reserve; all OIF (-½)				
1u	1) <i>Gauntlet-Backed Punch:</i> HA +1d6; OIF (-½), Hand-To-Hand Attack (-½)				1
1u	2) <i>Blocking:</i> Missile Deflection (all Ranged attacks); OIF (-½)				0
8	<i>Armored Costume:</i> Armor (4 PD/4 ED); OIF (-½)				0
3	<i>Polarized Helmet Faceplate:</i> Sight Group Flash Defense (5 points); OIF (-½)				0
4	<i>Fast:</i> Running +2" (8" total)				1
7	<i>Helmet Radio:</i> Radio Perception/Transmission; OIF (-½)				0

Skills

16	+2 with All Combat
2	+1 OCV with Throwing Disks
3	Acrobatics 12-
3	Breakfall 12-
3	Climbing 12-
3	Combat Driving 12-
2	KS: American Superhumans 11-
2	KS: PS238 11-
2	KS: US History 11-
3	Stealth 12-
2	TF: Ground Vehicles

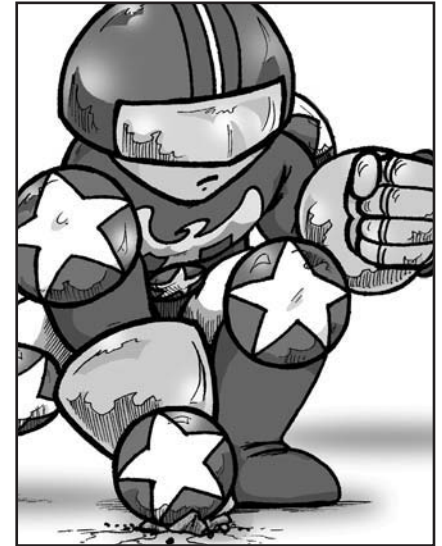
Total Powers & Skills Cost: 110

Total Cost: 198

150+ Disadvantages

10	Psychological Limitation: Dedicated American Patriot (Uncommon, Strong)
5	Rivalry: Professional, with American Eagle
15	Social Limitation: Secret Identity (Frequently, Major)
10	Social Limitation: Minor (Frequently, Minor)
8	Experience Points

Total Disadvantage Points: 198



END

In the early twenty-first century, the major political parties realized that America's beloved patriotic superhero, Freedom Fighter, wouldn't be around forever to embody and protect American values. Even if an enemy didn't get him, old age eventually would. So each of them decided to find a replacement for Freedom Fighter when the time came, a superhero who would represent the party's ideals and promote its platform. Since this was a long-term plan, each of them chose a young superhuman whom they could spend years training and promoting. They jointly christened this competition the "America's Hero" project.

The Republican Party's choice was Dillon Fillmore, a ten-year-old boy gifted with remarkable physical skills for someone his age. After some discussion, the Party workers in charge of the America's Hero effort chose the codename *USA Patriot Act* for him. Like his rival American Eagle, USA Patriot Act recently enrolled at PS238, and the school hasn't been quite the same since.

USA Patriot Act's metabilities are simply that he's much stronger, faster, and agile than a typical boy his age. His handlers have trained him extensively in the martial arts and provided him with a variety of weapons and gadgets. These include an armored costume, metallic gauntlets, a special helmet, and six metal throwing disks. (He can use his Combat Skill Level with the disks to make one bounce back to his hand after he throws it [instead of using it to improve his OCV], thus allowing him to use it again in a later Phase without having to go pick it up.) If necessary his people can provide him with anything else he happens to need — for example, he often uses a motorcycle specially designed for him and scaled to his size.

As the Republican Party's "representative" in the PS238 community, USA Patriot Act has access to a lot of information and resources that other students lack. For example, he's read a lot of the files on the school (including student and faculty files), and if necessary could use his connection to the Republican Party to arrange a meeting with someone or obtain something he needs... within reason, of course.

USA Patriot Act's costume is loosely patterned after Freedom Fighter's. Like that hero's, it's got a red chest (with a golden eagle emblem), arms, trunks, and boots, but the legs are white. On the backs of his hands, at his shoulders, and on his knees are his throwing disks, which are blue with a white star; he's got the same emblem on his belt buckle. His gauntlets look like they're made of polished steel. His helmet is blue, with a red stripe, and has a one-way faceplate over his eyes; it leaves the lower half of his face exposed.

Quote: "The defender of patriotism has arrived! And he's here to hone his skills to fight injustice!"



VICTOR MYCROFT VON FOGG

Val	Char	Cost	Roll	Notes
5	STR	0	10-	Lift 50 kg; 1d6 HTH damage [1]
10	DEX	15	11-	OCV: 3/DCV: 3
8	CON	6	11-	
5	BODY	0	10-	
15	INT	10	12-	PER Roll 12-
8	EGO	6	11-	ECV: 3
10	PRE	5	11-	PRE Attack: 2d6
8	COM	0	11-	
3	PD	2		Total: 9 PD (6 rPD)
3	ED	1		Total: 9 ED (6 rED)
3	SPD	10		Phases: 4, 8, 12
3	REC	0		
16	END	0		
15	STUN	3		

Total Characteristics Cost: 58

Movement: Running: 6"/12"

Cost Powers

Cost	Powers	END
84	<i>Arsenal Of Gadgetry:</i> Power Pool (Gadget Pool), 60 pool cost + 30 control cost; all powers Focus (must have at least -¼ value worth of this Limitation; -¼)	var
12	<i>Powered Armor Suit:</i> Armor (6 PD/6 ED); OIF (-½)	0
16	<i>Force Shield:</i> Force Field (8 PD/8 ED), Reduced Endurance (0 END; +½); OIF (-½)	0
3	<i>Helmet Lens:</i> Infrared Vision; OIF (-½)	0
3	<i>Helmet Lens:</i> Nightvision; OIF (-½)	0
8	<i>Helmet Lens And Microphone:</i> HRRP; OIF (-½)	0

Skills

3	<i>Helmet Lens:</i> +1 OCV with Ranged Attacks; OIF (-½)
3	Computer Programming 12-
3	Electronics 12-
19	Gadgeteering 20-
3	Mechanics 12-
3	SS: Chemistry 12-
3	SS: Physics 12-
3	SS: Robotics 12-
3	Security Systems 12-
3	Systems Operation 12-
3	Weaponsmith 12-

Total Powers & Skills Cost: 175

Total Cost: 233

150+ Disadvantages

15	Psychological Limitation: Mastermind In The Making; Wants To Conquer The World (Common, Strong)
5	Rivalry: Professional, with Zodon
15	Social Limitation: Secret Identity (Frequently, Major)
10	Social Limitation: Minor (Frequently, Minor)
38	Experience Points

Total Disadvantage Points: 233

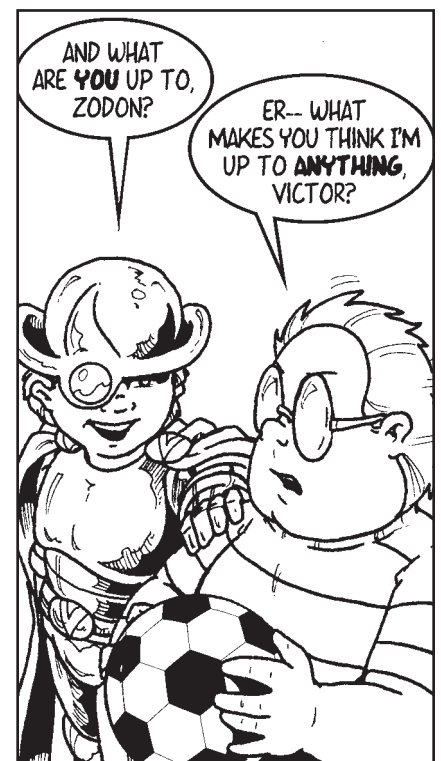
Victor Mycroft Von Fogg is the eight-year-old son of Dr. Philippe Von Fogg, a villain who's threatened the world many times from his mighty zeppelin-castle. Like his father, he's a technological genius and would-be world conqueror. He wears a suit of powered armor patterned after his father's; it's mostly shiny silver, with a helmet that has a vague resemblance to a bowler (but with a high-tech lens over the right eye), plus a green cape.

Doctor Von Fogg sent his son to PS238 because he felt the training he'd receive there would better prepare him to conquer the world someday, as well as allow him to get to know his future adversaries first-hand. Besides, Castle Von Fogg was running out of private tutors it could hire due to Victor's attitudes and experiments ruining their "fragile" minds.

Like Angie and Zodon, Von Fogg is a gadgeteer, though he's not as much of a "tinkerer" as the other two. Thanks to his father he has the money and resources to build all sorts of devices, but his real concern is power. He doesn't want to waste time building a gadget unless he has a specific need for it, such as to counteract one of Zodon's plots or take over the world. He's most likely to use his Gadgeteering to reconfigure part of his armor to provide himself with a tool or weapon that he needs (such as boot-jets if he anticipates needing to escape by flying).

Von Fogg and Zodon can't stand one another and have a pretty intense rivalry going. Each of them constantly tries to out-do the other, and they've even been competing at recruiting other students to become their minions.

Quote: "Join Von Fogg or be vaporized from space."





THE WHIZ

FRANKLIN SPRINGER

Val	Char	Cost	Roll	Notes
5	STR	0	10-	Lift 50 kg; 1d6 HTH damage [1]
20	DEX	45	13-	OCV: 7/DCV: 7
10	CON	10	11-	
5	BODY	0	10-	
8	INT	3	11-	PER Roll 11-
5	EGO	0	10-	ECV: 2
10	PRE	5	11-	PRE Attack: 2d6
8	COM	0	11-	
10	PD	9		Total: 10 PD (0 rPD)
10	ED	8		Total: 10 ED (0 rED)
4	SPD	10		Phases: 3, 6, 9, 12
6	REC	6		
20	END	0		
15	STUN	2		Total Characteristics Cost: 98

Movement: Running: 25"/100"

Cost Powers

43	<i>Super-Running:</i> Running +19" (25" total), x4 Noncombat	4
30	<i>Speedster Tricks:</i> Multipower, 30-point powers	
2u	1) <i>Rapid-Fire Punch:</i> Energy Blast 6d6; No Range (-½)	3
1u	2) <i>Let's Wrap This Up:</i> Entangle 3d6, up to 3 DEF; OIF (appropriate materials of opportunity; -½), No Range (-½), Extra Time (at least a Full Phase, and often longer, depending on how long it takes to get the materials; -½), Defense Depends On Materials Used (-½)	
2u	3) <i>Too Fast To Hit:</i> +6 DCV; Costs Endurance (-½)	3

Total Powers & Skills Cost: 78

Total Cost: 176

150+ Disadvantages

10	Distinctive Features: fast-growing hair and nails (Concealable With Effort; Noticed And Recognizable)
15	Social Limitation: Secret Identity (Frequently, Major)
10	Social Limitation: Minor (Frequently, Minor)

Total Disadvantage Points: 185

Franklin Springer is the son of the heroine Lady Lightspeed and her husband (who's not superpowered). Her speedster powers depend on ingesting MPH₂O, a special "energy drink" she accidentally invented. Franklin was exposed to it *in utero* while she was pregnant. He seemed normal after he was born... but when he was three he got ahold of some MPH₂O and drank it. This "activated" his latently mutated genes, giving him innate speedster powers. His powers are similar to his mother's (though proportionately weaker since he's a kid), but don't require him to drink MPH₂O.

The Whiz can run at tremendous speeds — about 150 miles per hour at top velocity. He has the reflexes to match, making it nearly impossible to catch or hit him. Part of his classwork at PS238 involves learning how to use his speed effectively. He's already learned two "speedster tricks" — how to punch someone a dozen times in the blink of an eye; and how to instantly wrap up an opponent using available materials (such as ropes, chains, or the like). In time he's likely to discover many more ways to apply his super-speed abilities in combat.

The Whiz's metabolism is so fast that his hair and nails grow at a prodigious rate. He has to visit the PS238 nurse's office several times each day to have them cut so that no one gets suspicious. He also eats a lot more food than ordinary children his age.

The Whiz is eight years old. His costume is a red bodystocking with a yellow lightning-bolt-like design on his chest and back, plus grey goggles to keep his eyes safe when he's moving at high speeds.

Quote: "Let's play kickball! Me against everybody!"

ZODON

Val	Char	Cost	Roll	Notes
3	STR	-2	10-	Lift 25 kg; ½d6 HTH damage [1]
8	DEX	9	11-	OCV: 3/DCV: 3
5	CON	0	10-	
5	BODY	0	10-	
15	INT	10	12-	PER Roll 12-
5	EGO	0	10-	ECV: 2
8	PRE	3	11-	PRE Attack: 1½d6
8	COM	0	11-	
2	PD	1		Total: 8 PD (6 rPD)
2	ED	1		Total: 8 ED (6 rED)
3	SPD	12		Phases: 4, 8, 12
2	REC	0		
10	END	0		
10	STUN	0		

Total Characteristics Cost: 34

Movement: Running: 6"/12"
Flight: 10"/20"

Cost Powers

- 84 *Arsenal Of Gadgets*: Power Pool (Gadget Pool), 60 pool cost + 30 control cost; all powers Focus (must have at least -¼ value worth of this Limitation; -¼)
- 12 *Hoverchair Defense Systems*: Armor (6 PD/6 ED); OIF (-½)
- 13 *Hoverchair Life Support Systems*: Life Support (Safe Environments: all; Self-Contained Breathing); OIF (-½)
- 15 *Hoverchair*: Flight 10", Reduced Endurance (0 END; +½); OIF (-½), Must Remain Within 2" Of The Ground (see text; -½)
- 3 *Hoverchair Arms*: Extra Limbs (2); OIF (-½)
- 9 *Hoverchair Arms*: +15 STR, Reduced Endurance (0 END; +½); OIF (-½), Only With Hoverchair Arms (-1)
- 8 *Hoverchair Communications Systems*: HRRP; OIF (-½)

Skills

- 3 Computer Programming 12-
- 3 Electronics 12-
- 19 Gadgeteering 20-
- 3 Mechanics 12-
- 3 SS: Chemistry 12-
- 1 SS: Dimensional Physics 8-
- 3 SS: Physics 12-
- 3 SS: Robotics 12-
- 1 SS: Temporal Physics 8-
- 3 Security Systems 12-
- 3 Systems Operation 12-
- 3 Weaponsmith 12-

Total Powers & Skills Cost: 192

Total Cost: 226

150+ Disadvantages

- 15 Psychological Limitation: Mastermind In The Making; Wants To Conquer The World (Common, Strong)
- 5 Rivalry: Professional, with Victor Von Fogg
- 15 Social Limitation: Secret Identity (Frequently, Major)
- 10 Social Limitation: Minor (Frequently, Minor)
- 21 Experience Points

Total Disadvantage Points: 226



END

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Zodon (presumably his real first name) is something of a mystery. His parents' identity has been classified by the government (to protect them from reprisals in case Zodon makes someone powerful *really* angry), and he's hacked into and tampered with enough official records to hide other pertinent facts from the curious. All that's known for sure is that he's five years old, but due to his immense intelligence he talks and acts like someone much older. He doesn't seem to share the ordinary pursuits of the other children; he's concerned with expanding his resource base, implementing various schemes, and eventually conquering the world. His first step is to outfox Herschel Clay's security devices and take over PS238.

Zodon is a highly-skilled gadgeteer, able to convert even seemingly innocuous devices like Speak 'n' Spells to his nefarious purposes. Two things hinder his gadgeteering work, though. The first is lack of resources. He has no money, so he's forced to scrounge for parts and doesn't always have what he needs. The second is teacher scrutiny. Zodon's the most obvious troublemaker in the school, so the faculty pays extra attention to him. He and Herschel Clay are engaged in a sort of "war" where Zodon keeps trying to defeat or bypass Clay's elaborate security measures. So far it's a war that Herschel's winning, but Zodon's not even close to giving up.

Zodon's main gadget is his hoverchair, which he spends all his time in (to the point where his school hologram has to account for it by making him look like a fat kid). It's an egg-shaped chair with various devices built into it, including hover technology that allows him to fly a few feet off the ground (more advanced flying drains its batteries quickly, so Zodon almost never does it). It protects him, allows him to survive in nearly any environment, and even has systems to keep him clean. It includes two artificial arms that Zodon uses in place of his own, which always remain hidden beneath the chair's control console.

Zodon's gadgeteering work often involves building gadgets into his hoverchair, such as cloaking devices to slip past Herschel Clay's sensors or a time travel gadget. His most recent addition is a device that lets him alter his school hologram so that he can look like an adult (though this gadget's not yet perfected). The chair's communications systems allow him to monitor all standard audio and video bands. He recently upgraded the chair so that he can use it to activate or deactivate his hologram at will, and even change what the hologram shows.

Zodon is only seen from the waist up because he's always in his hoverchair. He wears a blue-grey jumpsuit. On his oddly-shaped head he wears a golden headband with a brownish crystal; it's an anti-gravity unit that lets him hold his head upright without effort. He has a penchant for swearing, but thanks to the "Barry Ween" nanochip Herschel Clay injected into his brain, his cusswords get turned into ordinary (if strange in context) words. Long strings of profanity become Rodgers and Hammerstein show tunes!

Quotes: "Someday, when we are pronounced Villain and Hero, I will look back fondly on the days when I could have defeated you merely by confusing you to death."

"My brain is going to hemorrhage. If I wasn't given the chance to do independent study in the labs, I'd go CAROLING ape-BEANS."



OTHER STUDENTS

The students described above aren't the only ones enrolled at PS238. Many others take classes there. Some are part of the Rainmaker Program for students whose powers may have commercial applications but aren't really suited to crimefighting; others simply aren't popular, prominent, or powerful enough to attract much attention... yet. Several of them are described below; for the most part, other than one or two specific powers, they're just ordinary kids, without any improved Characteristics or anything like that.

JIMMY ARCHER ("KID ARACHNIO")

Jimmy is the son of Dr. Arachnio, a well-known minor hero. His powers are a lower-powered version of his father's. He has a set of four metal "spider legs" attached to a sort of high-tech backpack. The legs let him hold himself up off the ground, climb walls, and so forth; two of them also have built-in blasters.

Powers: Extra Limbs (4); +10 STR, Only With Extra Limbs; Clinging (normal STR); Energy Blast 5d6, 12 Charges.

UTHER BROWN

Uther is a "food transmutator." He can turn any object that he touches into food. For now he can't control appearance — the object still looks like what it used to be — but he can make the object into any type of food, with any type of nutrition or fat content, that he wants. For example, he could turn a rock into a chocolate bar... but a chocolate bar with no fat, no calories, and 100% of the USDA recommended allowance of vitamins and nutrients. He's already got dozens of restaurants competing to hire him.

Power: Major Transform 3d6 (inanimate objects into any type of food; "heals back" through another application of transmutation powers) (45 Active Points); No Range (-½). Total cost: 30 points.

KATHY BRYANT ("THE RESTORER")

Kathy has the power to repair and restore broken or damaged devices or objects. She does this by gathering molecules from the air and other things around her and using them to put the target object back into its previous state. For example, after Harold Nelson kidnapped the Rainmaker Project children, she used her powers to restore a bus with

a cracked engine block and flat tires to working condition, and she restored Civil War-era swords to their original, pristine state.

Power: Minor Transform 4d6 (damaged or broken objects/devices to their proper, functioning state; "heals back" through various sources of damage and decay) (40 Active Points); Concentration (½ DCV; -¼), No Range (-½). Total cost: 23 points.

SATORI DEACON

Satori Deacon isn't a PS238 student — she goes to the Excelsior Public School located above PS238. Nevertheless, she does have superpowers and the PS238 faculty recently became aware of her. Satori can see ghosts and spirits, and can "see through" illusions (such as those created by Vashti Imperia). Even more importantly, she can let a spirit possess her and use its powers (if it has any — for example, if it's the ghost of a deceased metahuman or sorcerer) through her.

Generally speaking, Satori dislikes her powers. She doesn't enjoy talking to ghosts and would prefer that they leave her alone. Letting a spirit possess her and use her body can be even more traumatic. Hopefully she'll soon leave Excelsior for PS238 itself so she can learn more about how to use her amazing metabilities.

Power: In game terms, it takes many *HERO System* Powers to represent what Satori can do. Seeing ghosts and seeing through illusions are both Enhanced Senses. Her ability to let spirits possess her and use their powers through her is a sort of Magic Pool with the Limitation that she's not in control of herself while possessed.

CELESTIA

Celestia is the daughter and firstborn child of the Celestial, one of Earth's most powerful mystic heroes. Many gods and spirits attended her birth and brought her gifts. From the goddess Athena she gained strength, toughness, fighting skill, and wisdom; from Xocotl, an Aztec star-god, she was given the power to surround her hands with mystic flame. The other gifts she received were mostly minor (for example, the "gift of courtly speech" from the Norse goddess Freya), but may become more important, or manifest in unexpected ways, as she grows older.

Powers: STR 15, DEX 10, CON 15, INT 10, EGO 13, PRE 10, PD 10, ED 10; +1 with All Combat; Martial Arts (Karate); Damage Resistance (6 PD/6 ED); Star-Touch (Energy Blast 6d6, No Range).

KYLE CURTIS ("LASER SIGHT")

Kyle has the power to fire laser beams from his eyes. Unfortunately he's severely cross-eyed, so he has to wear a large, circular "focusing lens" over his eyes so both beams strike the same target.

Powers: Multipower (Energy Blast 6d6, RKA 1d6); Physical Limitation (-3 to hit with Multipower attacks unless wearing focusing lens).

GREG GRIFTON ("BACKBLAST")

Greg, a fun-loving, confident, sometimes even aggressive kid who makes friends easily, has energy powers. He can fly, protect himself with a bubble of force-energy, and shoot energy bolts from his hands. Unfortunately his control over his powers isn't yet perfect; sometimes he loses control and accidentally shoots one of his friends.

Powers: Elemental Control (Energy Blast 6d6 (Activation Roll 14-, failed roll means he hits a friend or the like), Flight 15", Force Field (10 PD/10 ED, costs 0 END)).

STANLEY HARRISON ("BULLET")

Stanley is the son of the Steel Sentinel, a powered armor hero. When he turned eight his father built him a miniature version of the Steel Sentinel armor and he became Bullet, his father's sidekick. When PS238 opened its doors, the Steel Sentinel decided that some formal training would improve upon what Stanley had already learned on the job.

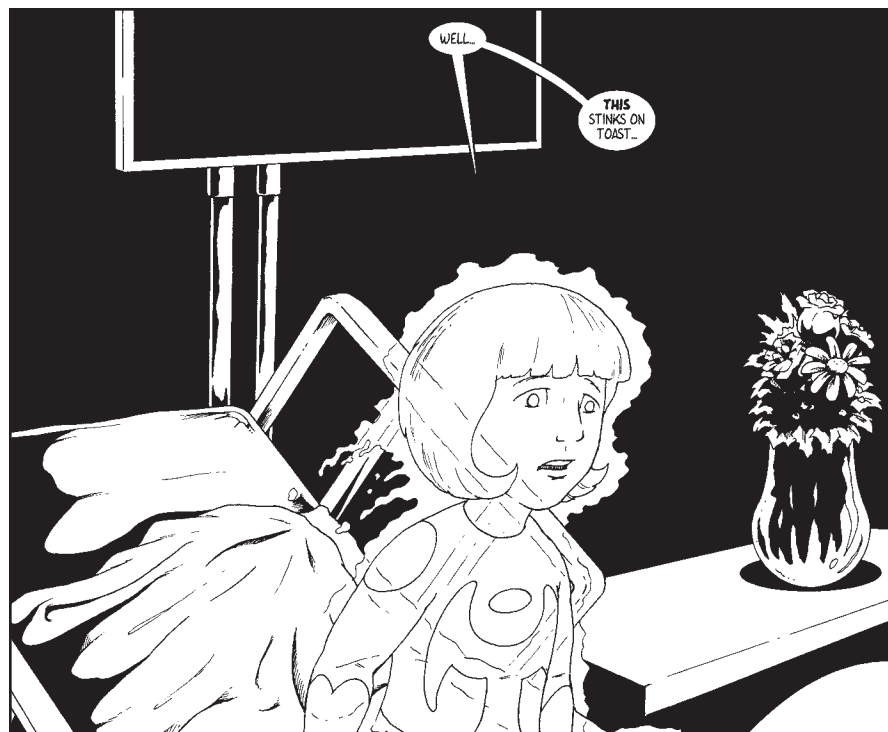
Because he's actually been out "on the street" fighting crime, Bullet sometimes looks down on his classmates and holds himself out as superior, an attitude that hasn't won him many friends. He often takes extra patrol passes to earn extra credit.

Powers: Wears a powered armor suit that protects him and has various built-in weapons and sensors: Armor (10 PD/10 ED); Energy Blast 6d6; Entangle 4d6, 4 DEF, 8 Charges; HRRP; Infrared Vision.

MARVIN HAZELWOOD ("THE SLEEPER")

Marvin has the power to put people to sleep. He has to be able to touch them, or at least be within about six feet of them, to do it. The Rainmaker Program predicts that he might enjoy a profitable career as an anesthesiologist or sleep therapist.

Power: Ego Attack 10d6, Reduced Endurance (0 END; +½) (150 Active Points); No Range (-½). Total cost: 100 points.



HESTIA

Hestia is the ancient Greek goddess of home, hearth, hospitality, family, and fertility. For reasons that remain unknown, she's appeared in modern-day America in the form of a girl, and is now enrolled at PS238.

Power: Hestia's powers are both unusual and broad (beyond the simple fact that she's a goddess, which makes her very durable, observant, and so forth). Most have to do with making a home or family a better place. For example, she could make an infertile person fertile once more, help someone win the mate of their dreams, or deepen the bonds of love. She also has power over those who break or violate the laws of hospitality (by, for example, breaking into a house) — she can stop or punish such conduct no matter how powerful the transgressor. She has similar powers to protect her host if she's a guest. In *HERO System* terms, she has a large Magic Pool with significant Limitations on what she can do with it.

XAVIER JORDON

Xavier, one of the youngest students at PS238 (age 3), is the son of the Black Titan and Battle Axe, two of Earth's most powerful heroes. Despite his young age he's already demonstrated strength and toughness on par with Captain Clarinet.

Power: STR 40; PD 12; ED 12; Damage Resistance (12 PD/12 ED).

VERA KNICKERBOCKER ("THE WITNESS")

Vera's powers involve the past and memories. She can view the past history of an area, seeing the people and things that were there before the present day. She can help someone recall lost memories, or make them relive unpleasant memories. Among other things, her powers would make her a skilled finder of lost treasures. As she grows, she may gain other, related, powers (like the ability to make people forget things, or to implant false memories in someone's mind).

Power: Vera's main power is of Clairsentience with Retrocognition; this requires Concentration (½ DCV) and Extra Time (Full Phase). Helping people remember things would be an Aid INT, Only To Make INT Rolls To Remember (-2). Forcing someone to relive painful memories could rise to the level of a small Ego Attack if it's strong enough.

JENNIFER LAUDER ("THREE-EYES")

Jennifer comes from a family whose roots in the occult run deep, so it came as no surprise to her parents that she inherited mystic powers. The fact that her metabilities manifest through a third eye in the middle of her forehead was, however, a bit of a shock! With her three eyes Jennifer can see the future and hypnotize people with ease. She keeps her blonde bangs long and thick so she can come her hair down and over her third eye to hide it when necessary.

Powers: Clairsentience (Sight Group) with Precognition; Mind Control 8d6, Requires Eye Contact; Nightvision; +2 to PER Rolls with the Sight Group.

VERN MCINTIRE

Vern has the power to heal injuries and illnesses; he's been working closely with Dr. Newby, who has similar powers, to learn how to use them effectively. He's discovered that for older wounds, ones that have already begun to heal, using his powers can cause the subject intense pain (though they still heal the injury just fine). And as he demonstrated when Ambriel Valentine died, his healing metability is so strong that he can, through enormous effort, bring the dead back to life! The PS238 faculty has kept that ability *very* secret, though Satori Deacon knows he can do it and has warned him as strongly as possible *never* to do it again for fear of dire consequences.

Power: Healing BODY 4d6 (40 Active Points); Side Effects (subject may experience up to Drain STUN 4d6 if injury has already begun to heal; -¼) (total cost: 32 points) **plus** Resurrection (20 Active Points); Increased Endurance Cost (x5 END; -2 (total cost: 7 points). Total cost: 39 points. (Note: Resurrection is a special Adder from the full *HERO System* rules; it allows the character to bring someone back to life when using Healing BODY on them.)

MURPHY

Murphy is one of PS238's supernatural students. By his own description, he is "but a fragment of the being who rules the land of Sentient Sleep." Shattered in a confrontation with a would-be dimensional conqueror, he now finds himself "lessened," he and each of his siblings but fractions of their former "parent." Whether he and his siblings (who include a pale girl who seems to be associated with Death) will ever be "reunited" and made whole again remains to be seen.

Powers: Murphy's best description of his power is that he is "Prince of Daydreams." He's demonstrated the ability to make people sink into a deep daydream, and claims to have total knowledge of all stories from throughout Reality.

STEVE NEWDECK ("SOUNDTRACK")

Steve's power is the ability to reproduce any music he's ever heard, up to about 120 decibels in volume. The Rainmaker Program anticipates his having a career in the music industry, whether as a performer or in some other capacity. In

time his powers may grow, or expand to types of noises other than music; when he was “amped up” by Harold Nelson he could emit sounds focused enough to cause pain.

Power: Images to Hearing Group, +4 to PER Rolls, Increased Size (4” radius; +½) (25 Active Points); Set Effect (only to reproduce music he’s heard; -½). Total cost: 17 points.

PAUL PETERSON (“BLAZE”)

Paul, who’s only six, is a pyrokinetic. He can control fire and usually can’t be hurt by it. In fact, he even has the power to set himself on fire and burn like a human torch without ever hurting himself or the fire burning out until he wants it to.

Powers: RKA 1d6, Continuous, Damage Shield; Telekinesis (20 “STR” — can pick up and move 1 Damage Class of fire per 5 “STR” used), Fire Only; Armor (30 PD), Hardened, Only Versus Fire; Life Support (Safe Environment: Intense Heat).

RAMSES

This mysterious young man (who answers to no other name) just showed up at PS238 one day shortly after it opened and enrolled himself. He claims to be a reincarnation of the Egyptian pharaoh Ramses II, and has provided information to archaeologists that tends to confirm that (including directing them to a previously-undiscovered temple from that time period). He seems to possess some minor mystic powers, including the ability to fly and limited invulnerability, but otherwise seems content to take standard classes rather than trying to learn how to cast spells.

ATHENA REYH (THE PLATINUM SHIELD)

Athena is the daughter of Lady Valiant, a powerful (and somewhat arrogant and temperamental) superheroine. Her powers mainly involve slightly greater than normal human strength, toughness, and reflexes. She’s putting them to good use studying as much hand-to-hand combat as PS238 will allow (two fighting styles per semester), acrobatics, and related disciplines. Her signature weapon is a shiny, round shield that she can throw, use as a melee weapon, and so on.

Powers: STR 13; DEX 15; CON 13; Martial Arts (Kung Fu, Aikido, Jeet Kune Do); Shield (HA +2d6; Energy Blast 4d6; +2 DCV).

BASIL SGOUROS (“OLYMPUS STRIKE”)

Basil Sgouros’s father is a Greek archaeologist. One night, while poking around one of his father’s digs, Basil found a magical helmet forged by Zeus himself and left for him there as a gift (though Zeus won’t explain why). When he put it on he gained great strength and power over lightning. Because he’s not yet old and strong enough to control his powers fully, he has an unfortunate tendency to short out or interfere with ordinary electronic devices when he’s near them (this has no combat effect; it just makes it hard for him to use the Internet or watch TV).

Powers: STR 10, DEX 10, CON 10, PRE 10, PD 8, ED 10; Damage Resistance (2 PD/6 ED); Multipower (Energy Blast 8d6; RKA 2d6); Physical Limitation (tends to short out or interfere with electronic devices when he’s nearby).

ZACHARY SHIPMAN

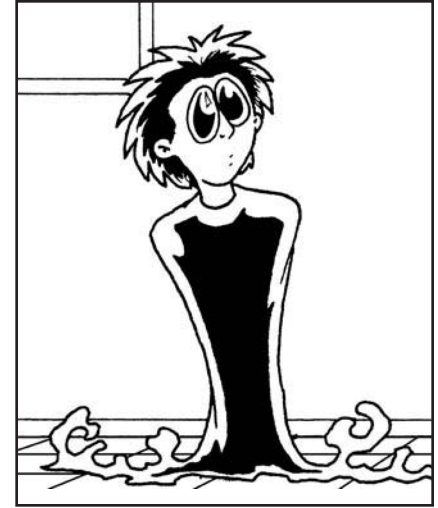
Zach’s power is the ability to dig, and dig quickly — he can burrow through the ground faster than most people can run. His classmates sometimes nickname him “the Gopher,” but he’s not sure if he wants to adopt that as his formal codename.

Power: Tunneling 8” through up to DEF 8 material. Total cost: 40 points.

HAROLD SIGRIDSON (“ASGARD”)

Harold is from Denmark. While playing in the woods near his home, he discovered a trove of magical artifacts created by the Norse gods, primarily a helm from Odin that “grants clear sight” and a belt like Thor’s that “grants godly might.” When he puts them on and chants a special magical rhyme, he gains those powers. Since his powers come from many different Norse gods, he chose the codename “Asgard,” not understanding what it sounded like due to his poor English; his classmates often jokingly call him “Ass Guard.”

Powers: STR 15, DEX 10, CON 13, PD 8, ED 8; +3 with Sight Group PER Rolls; +6 versus the Range Modifier for Sight Group PER Rolls.



LYLE SUTTON

Lyle has the power to “perceive patterns.” By observing the world around him he can perceive minute details and bits of information that ordinary humans cannot. As a result he knows all sorts of things — for example, he once told all his classmates what each of them had eaten for breakfast, just by looking at them — and can even foresee the future! But so much information flows into his brain every moment that it can become painful. Thus, he spends most of his time in a white room, shielded from most of the world, talking very little. Lately he’s had the help of Harold Nelson, who can dampen Lyle’s powers to the point where they’re not painful, thus allowing him to experience more of the world.

Powers: Clairvoyance (Sight Group) with Precognition and Retrocognition; various Enhanced Senses; Deduction with a very high Skill Roll.

TAKAHASHI SHIRO (“SHADOW”)

Shiro is from Japan and is the son of two superheroes. From his father he’s learned the martial arts and stealth skills of the fabled ninja; from his mother he inherited the power to control the “*chi* energy” within him. He can cause his hands to glow with *chi* energy so that he can hurt people just by touching them, or make his punches hurt more. This power becomes even stronger if he can channel it through a weapon or other object. Ideally that would be a sword, particularly his father’s ancestral mystic sword, but the PS238 faculty doesn’t like the idea of giving an eight-year-old a bladed weapon. So he usually makes do with a cardboard tube.

Powers: DEX 12; Martial Arts (Ninjutsu); Stealth 14-; Multipower (Energy Blast 4d6, No Range; HA +2d6; Energy Blast goes up to 5d6 if he uses a cardboard tube, 6d6 for a larger, harder object like a baseball bat).



NORA VEGIARD

Nora is a werewolf. Usually she's just a little girl, but if she wants to she can transform into a wolf (actually, given her age, a wolf pup), grow claws and fangs, and the like. Thanks to Nora's presence in class, Vashti Imperia has instituted a strict "no biting" rule.

Powers: Multiform (into wolf pup or wolf-girl form); HKA 1 point (claws and fangs); enhanced sense of smell.

JARED WHITMAN ("OVERRIDE")

Six-year-old Jared is one of PS238's mentalists, with a talent for mental control. Until his parents came to PS238 and were given the school's psi-block virus, he totally dominated the family's life by making his parents do whatever he wanted. His attitude hasn't improved much since he began attending classes; unless he learns how to be more mature and responsible odds are he'll become a supervillain someday.

Powers: Mind Control 9d6; Mind Scan 6d6; Telepathy 6d6.

LYNN WOLCOTT ("TOP HAT")

Lynn Wolcott's parents are the mystic superheroes Dr. Wonder and Arcana. When she was born, a strange god or spirit neither of them had ever seen showed up with a gift for her: a top hat. They were suspicious, but they could sense no inimical magics, so they let her have it. When she was four they discovered she could pull objects from it, much like a stage magician — except that she was creating the objects out of thin air and could make anything she wanted! For now her powers remain limited to using the hat and are fairly minor as metabilities go, but Miss Imperia believes she may gain greater mystic power as she grows older.

Power: Magic Pool (20 Pool + 10 Control Cost); OAF (-1), Limited Use (see text; -½).

ADAM WOODS ("ANIMATOR")

Adam has the power to animate inorganic matter. He can "bring it to life" and give it simple commands (like "bring me that can of soda"). However, right now he can only affect small, soft objects with any degree of reliability — the larger, harder, and/or denser an object is, the less power he has over it. Typically he limits himself to making balloon animals "come to life."

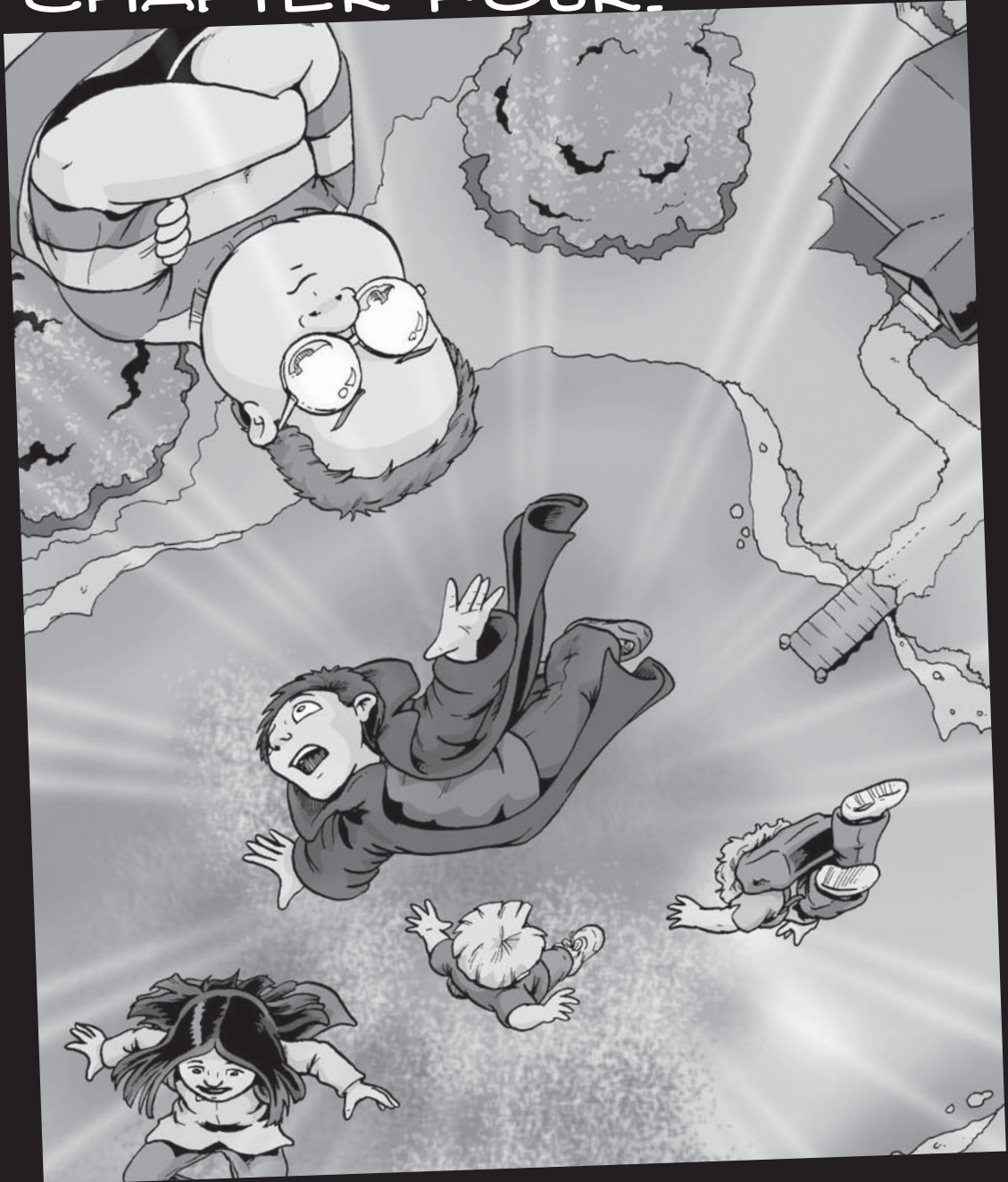
Power: Telekinesis (6 STR) (9 Active Points), OIF (requires any small, soft inorganic matter; -½), Restricted Use (see text; -½). Total cost: 4 points.

DEIRDRE YATES ("ORCHID")

Deirdre has the power to make plants grow faster and larger. She can almost instantly cause a tiny sapling to grow into a full-sized tree, for example. As she grows and her powers become stronger, she may learn other ways to control plants. Depending on how she chooses to use her powers as an adult, she could become a major boon to the timber industry, help alleviate world hunger, or the like.

Power: Major Transform 3d6 (plants into larger/older versions of themselves; "heals back" through the application of plant-shrinking powers). Total cost: 45 points.

CHAPTER FOUR:



GAMEMASTERING

PS238

RUNNING THE GAME



This chapter is for GameMasters, or GMs — the player who constructs the framework of an adventure for the Player Characters to participate in, who referees and arbitrates the events of the game session, who plays all the characters except the PCs, and who makes rulings about any questions that arise during the game. *If you're not a GM, don't read this chapter!* — it contains secret information only the GM should know, and you'll spoil your fun if you learn about it.

CREATING PS238 ADVENTURES

A standard Superhero adventure in a *Champions* campaign usually goes something like this: the villains do something; the heroes react to what just happened and conduct an investigation; the heroes finally track down the villains and a battle occurs, hopefully one the heroes win. There are plenty of variations on that basic structure, but most Superhero adventures feature some investigation and plenty of fighting.

PS238 RPG adventures are different. Since the PCs aren't superheroes but young heroes in training, they don't actively fight crime or get involved in the sort of escapades that heroes like Atlas or Revenant do. That means you can't construct a PS238 adventure the same way you would a typical *Champions* adventure. Instead you have to think about the sort of things that kids do and experience, then filter them through a metahuman lens to figure out how to create a conflict or problem for the PCs to deal with.

Some examples of ways you can create PS238 adventures include:

BULLIES

Bullies like Charles Brigman are a problem for kids of all ages. They can be even more of a problem for the PS238 kids, who can't use their powers to stop a bully who otherwise would be a pushover for them — they have to use their brains and (relative) maturity to solve the problem. And of course, a

bully doesn't have to threaten a PC to make an impact; a metaprodigy with heroic inclinations is going to want to stop the bullying even if it's some other kid who's getting picked on.

CONCERN ABOUT POWERS

PS238 students are young, and often unsure of themselves or worried about what their powers can do. A character might voluntarily restrict his use of a power because it scares him, he's worried about hurting people, he thinks the power is "evolving" into something more dangerous and he'll get in trouble, or for many similar reasons. Working through his concerns might take several adventures, and often comes down to a crucial incident where he *has* to use the power he's worried about to save the day.

AN ENEMY COMES TO SCHOOL

Sometimes the PS238 kids don't have to go looking for trouble — it comes to them. Harold Nelson and the alien invaders are both examples of enemies (or at least threats) that showed up at the school, forcing the metaprodigies to deal with them whether they wanted to or not. You can't pull this stunt very often, since too many "visitors" will expose the school's secret, but sometimes it's a great way to jump-start an adventure.

EXCELSIOR POWERS

If a kid the PS238 students know at Excelsior Public School develops superpowers, that can cause all sorts of difficulties, such as potentially exposing the school if the new metaprodigy attracts too much attention. However, it's also possible that the super-kid causes the trouble himself by abusing his powers, or by not doing something he ought to.

EXTRA CREDIT

If a student's not doing so well in a class, perhaps the teacher will give him an extra credit assignment that leads to adventure. For example, Tyler Marlocke's assignment to "show Malphast what it means to be a human child" got both of them involved in all sorts of difficulties. And just imagine what an imaginative gadgeteer child might build for "extra credit"!

FAMILY TROUBLES

Even if things are going well in school, a metaprodigy may have family problems. His parents might be getting a divorce, maybe an older sibling picks on him, someone in the family might be very sick, or something similar. These tend to be problems no metabilities can solve, so the PC will have to figure out how to deal with the problem just like an ordinary kid would.

FIELD TRIPS

Every kid loves to go on field trips — and when you attend PS238, a field trip might involve going to the Moon, another dimension, the Sentinels' satellite headquarters, Atlantis, the secret caverns of the Mole-People, or many other exotic places. And of course, something will happen when the PCs are there that forces them to use their powers, what they've learned in class, and their brains to get home safely.

MY SO-CALLED SECRET IDENTITY

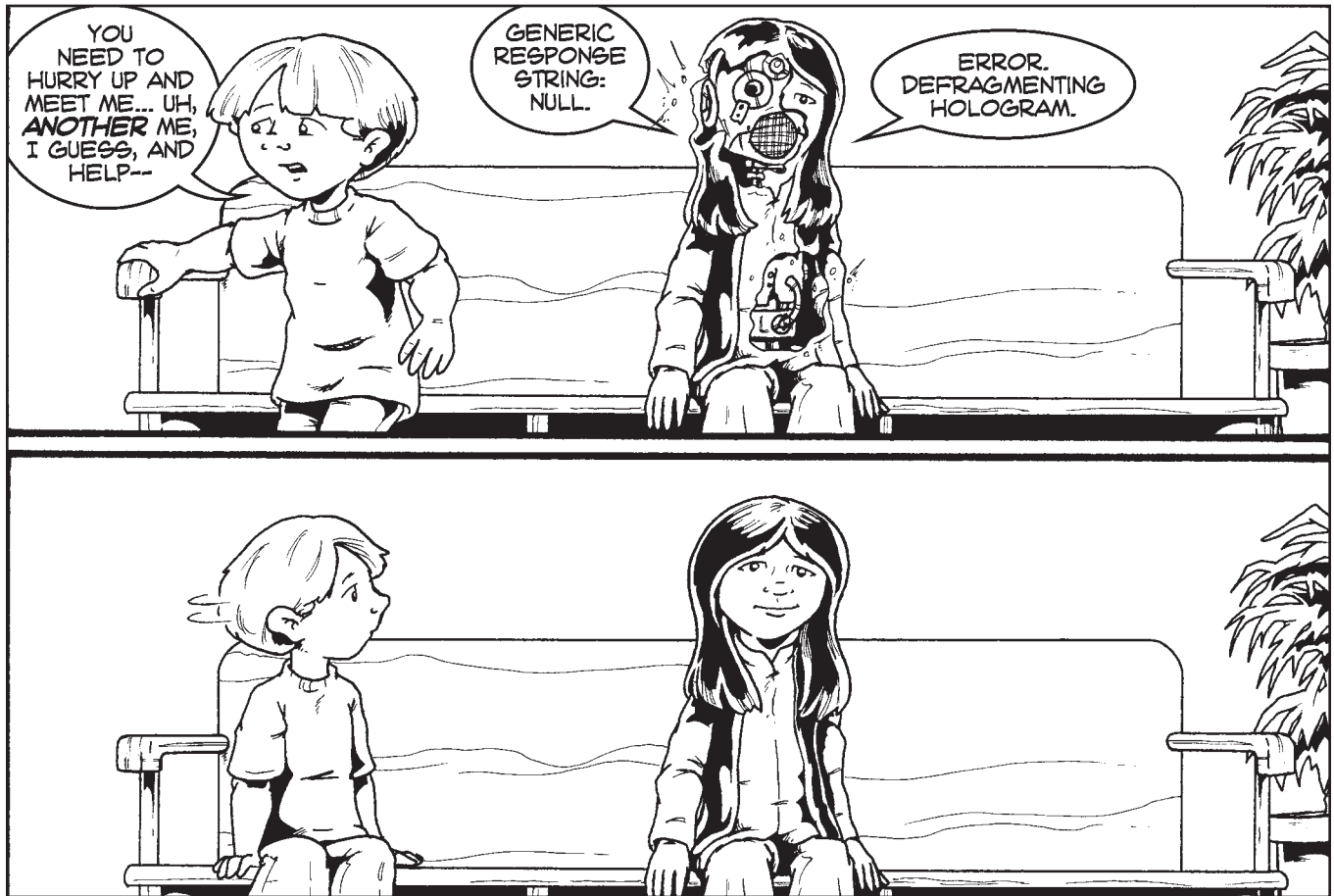
Since the PS238 kids have to maintain secret identities (partly to help keep the school secret, partly as practice for being heroes later in life), anything that threatens to reveal a student's powers can lead to an adventure. It gets even better if the student thinks he's partly to blame and doesn't want to tell a teacher for fear of being punished — instead he recruits his friends to help him solve the problem on his own. Adventure and hilarity ensue.

THE NEW KID

A new kid coming to school can easily change the playground social dynamic, create rivalries, or just plain "stir things up" and cause difficulties for the PCs. Perhaps the newcomer is also suspicious in some way — for example, the PCs might start to wonder if he's a spy for the Praetorian Academy, has villainous inclinations, is a reporter trying to break the story of PS238, or is a shapechanged alien invader. Whatever his background, his presence at PS238 causes problems the PCs have to resolve.

THE NEW TEACHER

A new teacher can be even more troublesome than a new student, particularly if he replaces a beloved old teacher. PS238 screens its faculty carefully, but you never know what sort of people might slip in using mental powers, shapechanging, or other abilities. The new teacher might want to kidnap the PCs, steal their powers, or study them — or he might just be a harsh, unforgiving grader who makes the PCs' academic lives miserable.



PATROL PASS

PS238 students can get a “patrol pass” and go patrolling for extra credit (see page 28). This is about as close to traditional superheroing as they come, so it’s easy to whip up an adventure this way — just have the student run into a villain or other problem. Technically he’s supposed to call the school for help rather than trying to handle this sort of thing himself. But between communications difficulties, the need to act immediately, being attacked while observing the situation, and youthful exuberance it’s not hard to get around that particular rule.

PUPPY LOVE

The PS238 kids are too young to have true romantic adventures like teen heroes and adults do. But that doesn’t mean one kid couldn’t develop a little crush on another kid — and nothing makes people act like fools so much as love.

SCHOOLYARD RIVALRY

One PC might develop a rivalry with another student (possibly even another PC). If this factors into the game enough, he can probably take it as a *Rivalry Disadvantage* (page 143), but even if it doesn’t rise to that level you can use it to generate subplots and stories. Just watching the two kids try to beat each other at kickball, schoolwork, and Double Dog Dares can be mighty entertaining.

SPORTS AND GAMES

The PS238 kids like to play sports and games as much as any other kids. Sometimes the faculty can arrange it to let them play against each other using their metabilities, but it can be just as much fun to watch how they deal with competition when their powers don’t apply.

TEACHER WOES

Problems with teachers can lead to adventures for the PS238 kids, just like Polymer’s and Julie Finster’s fear that Miss Kyle was leaving the school caused them to “tag along” on her trip to Las

Vegas to convince her not to quit. For example, a student might think that a teacher he likes has some sort of problem and decide to “solve” it for her without her knowing... and of course he gets in over his head or causes some trouble he didn’t intend to.

VACATION

A metaprodigy’s family is as likely to go on vacation during the school year as any other family, and of course there’s always the question of what the PS238 kids do during their summer break. However, a vacation may be difficult to work into an adventure unless you can find a way for all the PCs’ families to go on vacation together. For example, maybe their families get together and rent a large cottage at the beach for several weeks. Each set of parents is responsible for coming to the beach for a week and watching all the kids (the parent’s vacation is actually getting several weeks at home without any kids to worry about; the time at the beach isn’t exactly relaxing if they have to keep an eye on half a dozen metaprodigies!).

THE GM'S VAULT

Chapters One, Two, and Four provide the basic information that kids attending PS238 would know (or can easily learn). But that doesn't mean it's correct, or that they know the whole story. Here, in the *GM's Vault*, are the secrets about what's *really* going on at the school.

PAGE 7 — THE LOCKERVATOR

One day while Tyler Marlocke and Malphast were using one of the lockervators, Malphast was enjoying some music and accidentally summoned a strange sort of octopus-like extra-dimensional creature. Unbeknownst to anyone, even Malphast, the demon is *still* in the lockervator! It's decided that lockervator is its "lair." It usually uses an Invisibility power to keep hidden, and the lockervator's sensors can't pick it up. Ordinarily it leaves students riding the lockervator alone, but sometimes it decides to play mischievous "tricks" like throwing them out of the lockervator when it stops moving, taking things from their backpacks, or pinching them. It might become actively hostile if anyone tries to get rid of it.

PAGES 9-10 — THE GHOST IN THE SATELLITE

The "ghost" who lives in the grounded Beacon of Justice satellite headquarters is Amanda Clay, Herschel's deceased wife. One of the Union of Justice's adventures took the team deep below the surface of the Earth, and somehow when he was down there Herschel brought back an exotic virus which made Amanda very sick... so sick she was dying. Conventional medicine and healing powers couldn't stop the progress of the disease. Just as she was about to breathe her last, Herschel injected her with a nanite swarm he'd invented. The nanites immediately went to work and suppressed the disease into remission. She soon returned to normal and everything seemed fine for a while... but then the nanites began "improving" her. Soon she developed superpowers — she could fly, fire energy bolts, rapidly heal, withstand tremendous amounts of damage, and interface with computers — and joined the Union of Justice as "Aurora."

Sadly, the "improvements" didn't stop there. Aurora became more and more powerful... and less and less human. Eventually she tried to take over the world by interfacing with the global computer networks from the Union of Justice's orbiting satellite headquarters.



Her teammates had to stop her. Even the barrage of their attacks wasn't making much progress until Herschel fired a specialized EMP gun he'd invented. She vaporized, since by that time there was very little human flesh left in her at all.

The team mourned her death, and in time formed the nucleus of the PS238 faculty. But when Herschel de-orbited the Beacon of Justice to use as a part of PS238, she re-appeared as a "ghost" intent on obtaining a human body (since she was a woman in life, she wants a female form again; male

students and teachers don't attract her attention that way). Alarmed that Aurora might escape (and not wanting to "kill" his wife again), Herschel sealed up the satellite part of the school and never reopened it. He himself has never gone in there; he can't bring himself to fight this "ghost" for fear that something of his wife still lingers on. She once sent him a message through the satellite's security system saying that she missed him, which only makes him all the more reluctant to provoke a confrontation.

PAGE 10 — DIANA LANGTON

Diana Langton, the woman who works at the K-Square, is one of Dr. Positron's selves. Sometimes one of his other selves takes her place or fills in on another shift if it seems important.

PAGE 10 — MR. EXTRAORDINARY

Mister Extraordinary wasn't actually a Bolshevik; he had his family tell the papers that to save them from a power-hungry government official. You can read all the details in *PS238 #7*.

PAGE 11 — ATLAS

Atlas's first appearance in 1968 wasn't when he landed on Earth; he actually landed here as a young boy and was raised by human parents. See *PS238 #8* for more information.

PAGE 12 — THE PRAETORIAN ACADEMY

The Praetorian Academy is a real threat to PS238... and ironically, one whose origins derive from those of PS238 itself.

Herschel Clay's original vision for PS238 was as a self-contained "instaschool." He created a refrigerator-sized device that could be put anywhere the government wanted a school for metaprodigies. The device would go to work, using nearby materials and nanotech to create the school. An artificial intelligence system would teach the students and run the facility with little need for human oversight. Miss Kyle, who'd actually been a teacher, emphatically stated that kids needed teachers to teach, not a video screen. Herschel mothballed his prototype device, placing it in a crate in a Clay Industries warehouse.

There was man who was the CEO of a charter school company whose proposals were passed over for funding in favor of some nebulous project in the Department of Education. He traced the funding to a contract with Clay Industries and broke into the facility where "PS238 Mark I" was stored. He found it and started tinkering with it to find out what it was... and in his crude fumbblings accidentally merged with the device, the AI and his mind becoming one. The newborn "cybernetic education machine" christened itself "the Headmaster." He downloaded all the data he could from nearby Clay Industries computers, grabbed as much stored technology as he could carry, and escaped.

To this day, Clay Industries doesn't know the theft took place — the Headmaster had plenty of time to re-arrange the now-empty crates that held the stolen

technology and erase the traces of his meddling from the computers. (Besides, Herschel's got his hands too full with PS238 to worry about revisiting old projects.) The Headmaster went on to found the Praetorian Academy.

The Academy is a harsh institution — a strict "military school" where metaprodigies are ruthlessly trained by "Praetorians" (teachers who have codenames, such as Praetorian Onyx or Praetorian Basilisk). The philosophy is akin to "with great power comes great earning potential"; the Academy's emphasis is not on becoming a hero so much as it is on becoming a powerful, well-trained superhuman who can decide to do whatever he wants with his powers (which may include taking advantage of the Academy's squad of employment counselors to find a lucrative job). The students are taught discipline (through corporal punishment, if necessary) and pushed hard to develop their powers and the skills to use them to best effect. Many of them are hired out for various jobs by the Academy before they graduate. Some of them quickly discover they don't like the rigid discipline or the exploitation... but if they try to run, the Headmaster sends his Centurions (see page 62) to retrieve them.

At PS23, many (if not most) of the kids come from established hero families (or families that already have some connection to the Superhuman World). In contrast, Praetorian Academy students often come from families where they're the first ones to have metahuman powers — and their parents don't see why their kids can't not only learn discipline, but earn a decent buck doing it.

Praetorian students are referred to simply as "Recruit" [Last Name] when they first go to school, and "Underguard" [Code Name] after they've been there a few years or proved that they're ready for greater responsibilities (such as manning the recruitment booth at career fairs). They wear a standard uniform consisting of a jumpsuit, a full-face mask, and a cowl-like hood; the color of the uniform indicates a student's grade. As a student progresses, one of the perks he receives is that he gets to customize his uniform, gradually turning it into his costume a piece at a time. (However, he must have the school's Greek-helmet logo prominently displayed somewhere on his costume.) A student is also allowed to pick a new code name (if he doesn't like the one the school already gave him) as a mark of achievement.

PAGE 40 — PROSPERO

Prospero is generally friendly toward Humanity, but he's not entirely as benevolent as he seems. His species has been at war with the Septo aliens (see page 63) for thousands of years, and he was sent to Earth to make sure they don't perpetuate their own species by transforming Humanity with a genetically-tailored virus. (The fact that his species sent him, a kid, instead of a fully-trained warrior shows just how desperate they're getting.) If Prospero finds out that Tyler Marlocke, who's infected with the alien virus, is still alive (even though he's in stasis), he might feel compelled to carry out his "prime directive"... and kill Tyler.

Herschel's translation technology can't comprehend Prospero's language because it's largely culturally-contextualized slang that translator devices can't understand. Millennia ago Prospero's people went through what Humanity's undergoing now — an Information Revolution, an explosion of communications and data generated by computers and computer networks. Their computer slang, their "leet speak," became so totally integrated into their language that it virtually took it over, making it impossible to break it down logically and understand it by artificial means. Angie can intuitively semi-understand what Prospero's saying because she tends to speak and write largely in Internet slang herself!

PAGE 47 — ZODON

Zodon was born with an ultra-genius intellect. Able to speak at an adult level from the age of two, he quickly became the bane of his parents' existence. Finally, annoyed at their attempts to enforce an 8:00 PM bedtime, he built a dimensional gate and sent them to another dimension where he'd been born an ordinary child. He wanted them to experience how awful it would be to live without him and the "improvements" he made to their existence. When he checked in on them a few weeks later, he was infuriated to find them leading happy, well-adjusted lives. This caused him to go on a rampage in this dimension that attracted the attention of the authorities. They swooped in, confiscated the gateway and most of his other technology, and "enrolled" him in PS238 for "safekeeping." What happened to Zodon's parents remains a secret known only to a few government officials and Zodon himself.

VILLAINS



CHARLES BRIGMAN

UNDERGUARD GREYHOUND

Val	Char	Cost	Roll	Notes
8	STR	3	11-	Lift 75 kg; 1½d6 HTH damage [1]
8	DEX	9	11-	OCV: 3/DCV: 3
8	CON	6	11-	
8	BODY	6	11-	
5	INT	0	10-	PER Roll 10-
5	EGO	0	10-	ECV: 2
8	PRE	3	11-	PRE Attack: 1½d6
8	COM	0	11-	
3	PD	1		Total: 3 PD (0 rPD)
3	ED	1		Total: 3 ED (0 rED)
3	SPD	12		Phases: 4, 8, 12
4	REC	0		
16	END	0		
16	STUN	0		
				Total Characteristics Cost: 41

Movement: Running: 6"/12"
Teleportation: 20"/40"

Cost Powers

183	<i>Teleportation:</i> Multipower, 183-point reserve	
7u	1) <i>Short-Range Teleportation:</i> Teleportation 20", x4 Increased Mass, Reduced Endurance (0 END; +½)	0
12u	2) <i>Long-Range Teleportation:</i> Teleportation 6", x1,000,000 Noncombat (enough to reach anywhere on Earth), x4 Increased Mass, Reduced Endurance (0 END; +½); Can Only Be Used As Noncombat Movement (-0), Can Only Go To Places He's Already Been To (-½)	0
5u	3) <i>Dimensional Teleportation:</i> Extra-Dimensional Movement (any location in any dimension), x4 Increased Mass, Reduced Endurance (0 END; +½); Can Only Go To Places He's Already Been To (-½)	0

Skills

3 Stealth 11-

Total Powers & Skills Cost: 210

Total Cost: 251

150+ Disadvantages

10	Hunted: Praetorian Academy 8- (Mo Pow, NCI, Watching)
15	Psychological Limitation: Bully (Common, Strong)
15	Social Limitation: Secret Identity (Frequently, Major)
10	Social Limitation: Minor (Frequently, Minor)
51	Experience Points

Total Disadvantage Points: 251

Charles Brigman is an eighth grader who used to attend Excelsior Public School. He had a well-deserved reputation as a bully and shoplifter. Unbeknownst to him, his family, or anyone else, he had the superpower of teleportation. However, it took an involuntary trip to the Rock of Challenge, another dimension, brought on when Malphast decided to put a stop to his bullying, to activate that power.

The cosmic beings who oversaw the contest — the Determinant, entity of Order; and the Balagan, aspect of Chaos — took away Brigman's memory of the contest and



his powers. But somehow, despite their powers, his memory returned. Then he began using his powers to harass and terrify people he didn't like or who he felt had done him wrong — Diana Langton the K-Square lady, Tyler Marlocke, many other students. At first he satisfied himself with teleporting them over Truman Lake, but he threatened to do worse, and even stranded Diana (and later Tyler) in the Rock of Challenge dimension briefly. He told his friends he had plans to run the town. But fortunately, the PS238 kids found out what he was doing and, using teamwork, defeated him.

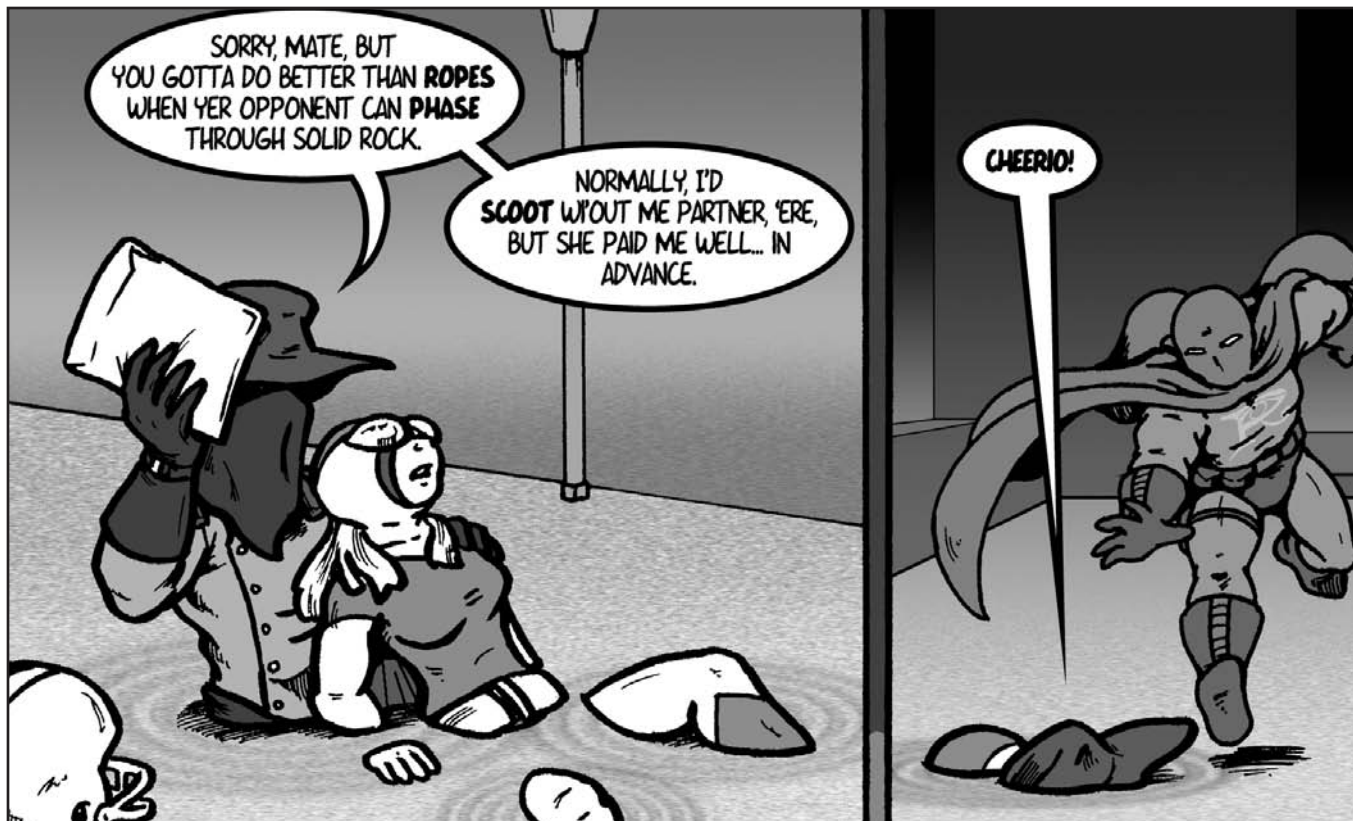
Unfortunately, just as they knocked him out two Centurions from the Praetorian Academy showed up and took him away. When Brigman found out about the Academy, he agreed to enroll right away — its philosophy of "strength and profit through power" suited him perfectly. Now with the code name "Underguard Greyhound," he's looking forward to showing the "kinder-capes" who's boss.

Brigman has the power to teleport. He can reach any point on Earth (and perhaps even the Moon or other planets) and can even cross the dimensional barrier to other planes. However, he can only teleport to places he can see with the naked eye or that he's previously visited. For example, he teleported Julie Finster to the Grand Canyon because he'd gone there on a family vacation. But he couldn't have teleported her to, say, Los Angeles because he's never been there.

Brigman is a surly-looking eighth grader, big for his age, with dirty blonde hair and (usually) a bad case of acne. These days he's typically seen wearing his Praetorian Academy uniform.

Quote: "I can, whaddayacallit, teleport. I could pop us to the roof or something if I wanted to. ... I'm going to run this whole town."

END



THE HIGHWAYMAN

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 HTH damage [1]
14	DEX	12	12-	OCV: 5/DCV: 5
14	CON	8	12-	
10	BODY	0	11-	
13	INT	3	12-	PER Roll 12-
10	EGO	0	11-	ECV: 3
15	PRE	5	12-	PRE Attack: 3d6
10	COM	0	11-	
				Total: 8 PD (0 rPD)
8	PD	6		
8	ED	5		Total: 8 ED (0 rED)
4	SPD	16		Phases: 3, 6, 9, 12
5	REC	0		
28	END	0		
25	STUN	3		
				Total Characteristics Cost: 58

Movement: Running: 6"/12"

Cost Powers

- 80 *Phasing:* Desolidification (affected by magic), Usable With Other (+½), Reduced Endurance (0 END; +½)
- 7 *Strong Punch:* HA +2d6; Hand-To-Hand Attack (-½)

Skills

- 1 Computer Programming 8-
- 5 Stealth 13-
- 2 WF: Small Arms

Total Powers & Skills Cost: 95

Total Cost: 153

200+ Disadvantages

- 20 Hunted: FBI 8- (Mo Pow, NCI, Capture)
- 15 Social Limitation: Secret Identity (Frequently, Major)

Total Disadvantage Points: 235

The mysterious Highwayman is a cat burglar supreme... because he has the power to walk through walls! He can “phase” through any solid object, in the process not only bypassing the barrier but not triggering motion detectors and similar security devices. He can take up to 100 kg of weight with him when he phases, allowing him to (for example) steal something heavy or bring a partner through a wall with him. He’s known to partner with Kestrel (see below) on occasion.

The Highwayman wears a dark brown tunic that buttons on the right-hand side, dark brown pants, and black gloves, boots, wide-brimmed hat, and kerchief-like mask.

Quote: “Sorry, mate, but you gotta do better than ropes when yer opponent can phase through solid rock.”

END

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CECIL HOLMES

AGENT OF THE BUREAU OF ALIEN MONITORING

Val	Char	Cost	Roll	Notes
5	STR	0	10-	Lift 50 kg; 1d6 HTH damage [1]
8	DEX	9	11-	OCV: 3/DCV: 3
8	CON	6	11-	
5	BODY	0	10-	
10	INT	5	11-	PER Roll 11-
5	EGO	0	10-	ECV: 2
10	PRE	5	11-	PRE Attack: 2d6
8	COM	0	11-	
3	PD	2		Total: 3 PD (0 rPD)
3	ED	1		Total: 3 ED (0 rED)
2	SPD	2		Phases: 6, 12
3	REC	0		
16	END	0		
12	STUN	0		
				Total Characteristics Cost: 30

Movement: Running: 6"/12"
Flight: 6"/12"

Cost Powers

- 60 *Diminutizer Pistol:* Major Transform 10d6 (normal-sized person, creature, or object to one that's just a few inches tall with proportionately-reduced Characteristics, abilities, and powers; heals back after one month or when exposed to Shrinking Ray a second time); OAF (-1), Limited Range (20"; -¼), 12 Charges (-¼)
- 12 *Batwing Coat:* Flight 6", Reduced Endurance (0 END; +½); OIF (-½)
- 2 *Observant:* +1 to Sight Group PER Rolls
- 3 *Kid Spy Sonic Ear Parabolic Microphone:* +4 to offset the Range Modifier for Hearing Group PER Rolls; OAF (-1)

Skills

- 2 KS: Alien Conspiracies 11-

Total Powers & Skills Cost: 79

Total Cost: 109

150+ Disadvantages

- 15 Psychological Limitation: Alien Conspiracy Theorist (Common, Strong)
- 15 Social Limitation: Secret Identity (Frequently, Major)
- 10 Social Limitation: Minor (Frequently, Minor)

Total Disadvantage Points: 190

Cecil Holmes is an ordinary kid... sort of. Highly observant and prone to conspiracy theories, he realized there was something "odd" about Excelsior Public School. When he met Tyler Marlocke and told him about all of this, Tyler convinced him that all the students and teachers he was suspicious of were aliens.

Thrilled to have his conspiracy theories validated, Cecil was even more thrilled when Tyler got him a badge appointing him as an agent of the "Bureau of Alien Monitoring." Cecil's diligently carried out his duties ever since, often reporting in to "the Director" (actually the costumed vigilante Revenant; see page 68).

Cecil has two gadgets that have proven extremely useful in his war against alien infiltrators of Earth. The first is a Diminutizer Pistol, which Revenant took from a villain called the Diminutizer. It shrinks the target to just an inch or two in height but inflicts no lasting harm. (It's got a sensor in it that alerts Revenant whenever Cecil fires it.) Second, when Malphast and Cecil went dimension-hopping to rescue Tyler Marlocke from the Rock of Challenge (where Charles Brigman had stranded him), Malphast's mother altered Cecil's coat so it can sprout bat-wings that allow him to fly. (Dimension-hopping also changed Cecil physically, giving him, among other things, claws on his fingertips and tentacles in place of an ordinary mouth, but the changes are only apparent and effective in other dimensions.)

Of course, Cecil isn't a "villain" in the classic sense of the word. He doesn't intend anyone any harm, and in fact he's trying to do good. But he's a threat to PS238 and its students because (a) he might reveal their secrets to the world in the name of "protecting Earth from their fiendish alien plot!", and/or (b) attacking them.

Cecil is an eight-year-old boy of standard weight and build for a boy who engages in regular moderate exercise. He has black hair and a friendly face that's quick to show enthusiasm or suspicion.

Quote: "Your invasion plans are *doomed!* I don't care how many tentacles or guns your allies have, we'll beat you all!"

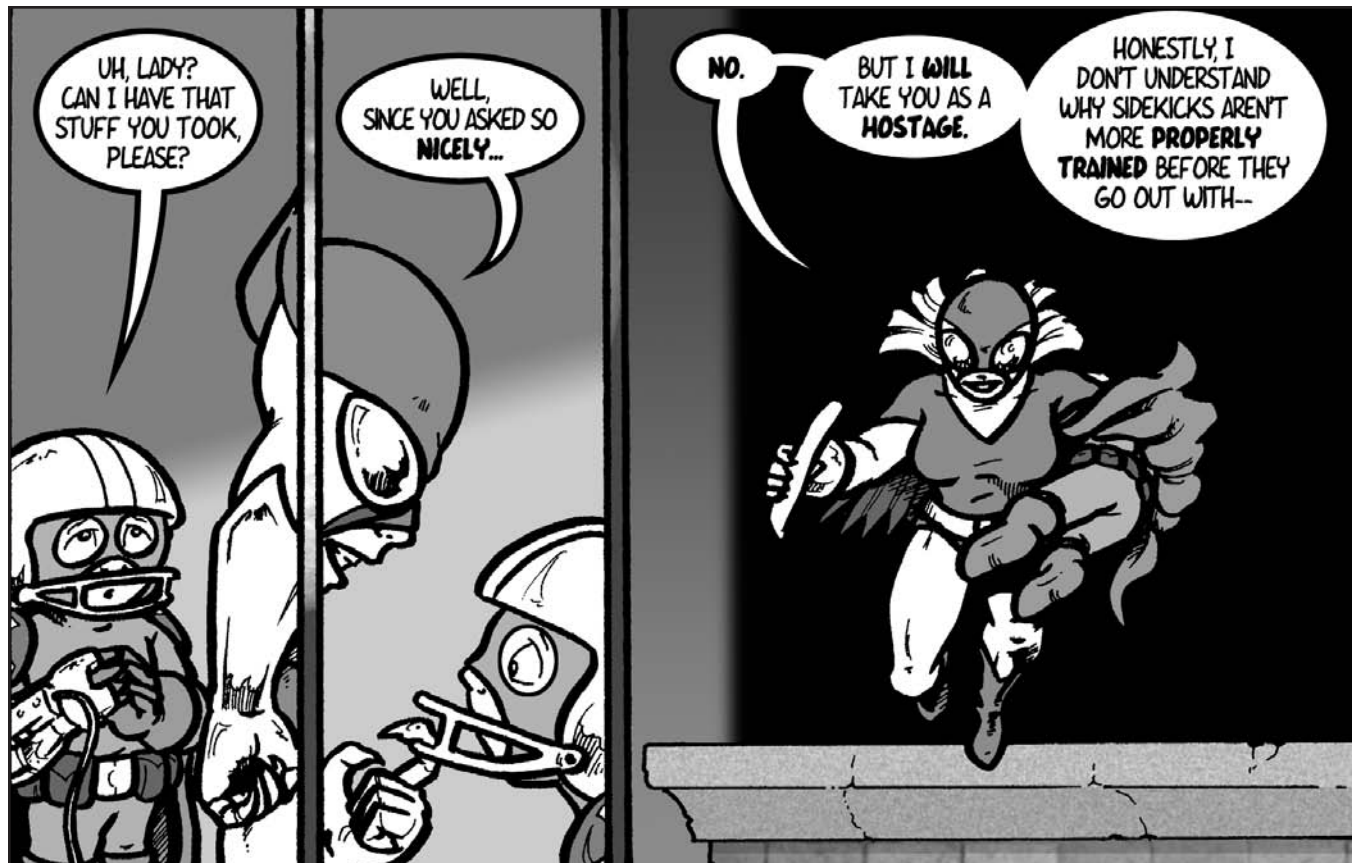
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KESTREL

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 HTH damage [1]
15	DEX	15	12-	OCV: 5/DCV: 5
15	CON	10	12-	
10	BODY	0	11-	
13	INT	3	12-	PER Roll 12-
10	EGO	0	11-	ECV: 3
15	PRE	5	12-	PRE Attack: 3d6
12	COM	1	11-	
6	PD	4		Total: 6 PD (0 rPD)
6	ED	3		Total: 6 ED (0 rED)
4	SPD	15		Phases: 3, 6, 9, 12
5	REC	0		
30	END	0		
25	STUN	2		
				Total Characteristics Cost: 58

Movement: Running: 6"/12"
Gliding: 6"/12"

Cost Powers

- 10 *Talon-Gloves:* HKA ½d6 (1d6+1 with STR), Reduced Endurance (0 END; +½) (15 Active Points); OIF (-½)
- 20 *Telekinesis:* Telekinesis (10 STR), Fine Manipulation; Concentration (½ DCV; -¼)
- 4 *Telekinetic Gliding:* Gliding 6"; Costs Endurance (-½)

Skills

- 3 Lockpicking 12-
- 3 Security Systems 12-
- 3 Stealth 12-

Total Powers & Skills Cost: 43

Total Cost: 101

200+ Disadvantages

- 20 Hunted: FBI 8- (Mo Pow, NCI, Capture)
- 15 Social Limitation: Secret Identity (Frequently, Major)

Total Disadvantage Points: 235

The Kestrel is a professional burglar with low-level telekinetic powers. Besides being able to telekinetically pick up objects and manipulate locks, she can also "lift" herself just enough to allow her to glide. In case she gets into combat she has gloves with claws built into the fingertips, but she prefers to get away clean and avoid battle if possible.

The Kestrel wears a two-tone costume in light blue and a darker blue. Her mask covers her entire head except for her mouth and lets her long blonde hair hang free. Under her arms are "glider-wings" that make it easier for her to control her gliding.

Quote: "Sorry, but I've got a delivery to make and don't have time to mess with you and "Captain Daycare" here."

END

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PRAETORIAN ACADEMY CENTURION

Val	Char	Cost	Roll	Notes
10+10	STR	0+5*	11-/13-	Lift 100/400 kg; 2d6/4d6 HTH damage [1 / 2]
12+5	DEX	6+7*	11-/12-	OCV: 4/6/DCV: 4/6
10+10	CON	0+10*	11-/13-	
10	BODY	0	11-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
10	PRE	0	11-	PRE Attack: 2d6
8	COM	-1	11-	
3	PD	1		Total: 18 PD (15 rPD)
3	ED	1		Total: 18 ED (15 rED)
3+1	SPD	8+7†		Phases: 4, 8, 12/3, 6, 9, 12
4	REC	0		
20	END	0		
20	STUN	0		

Total Characteristics Cost: 44

*: OIF (-½), No Figured Characteristics (-½); †: OIF (-½)

Movement: Running: 6"/12"
Flight: 15"/30"

Cost Powers

33	<i>Electric Blaster:</i> Energy Blast 10d6; OIF (-½), 15 Charges (-0)	END [15]
40	<i>Glue Projector:</i> Entangle 6d6, 10 DEF; OIF (-½), Limited Range (20"); -¼, 12 Charges (-¼)	[12]
16	<i>Static Field:</i> RKA 1d6, Continuous (+1), Damage Shield (+½); OIF (-½), Side Effects (cannot use Bootjets or Communications System while Damage Shield is active, always occurs; -½), 10 Charges (-¼)	[10]
31	<i>Radio Jamming Field:</i> Darkness to Radio Group 10" radius, Personal Immunity (+¼); OIF (-½), No Range (-½), 15 Charges (-0)	[15]
30	<i>Powered Armor:</i> Armor (15 PD/15 ED); OIF (-½)	0
40	<i>Bootjets:</i> Flight 15"; 200 Charges (+1); OIF (-½)	[200]
8	<i>Communications System:</i> HRRP; OIF (-½)	0

Total Powers & Skills Cost: 198

Total Cost: 242

200+ Disadvantages

- 15 Hunted: the Headmaster 14- (Mo Pow, Watching)
- 15 Social Limitation: Secret Identity (Frequently, Major)
- 12 Experience Points

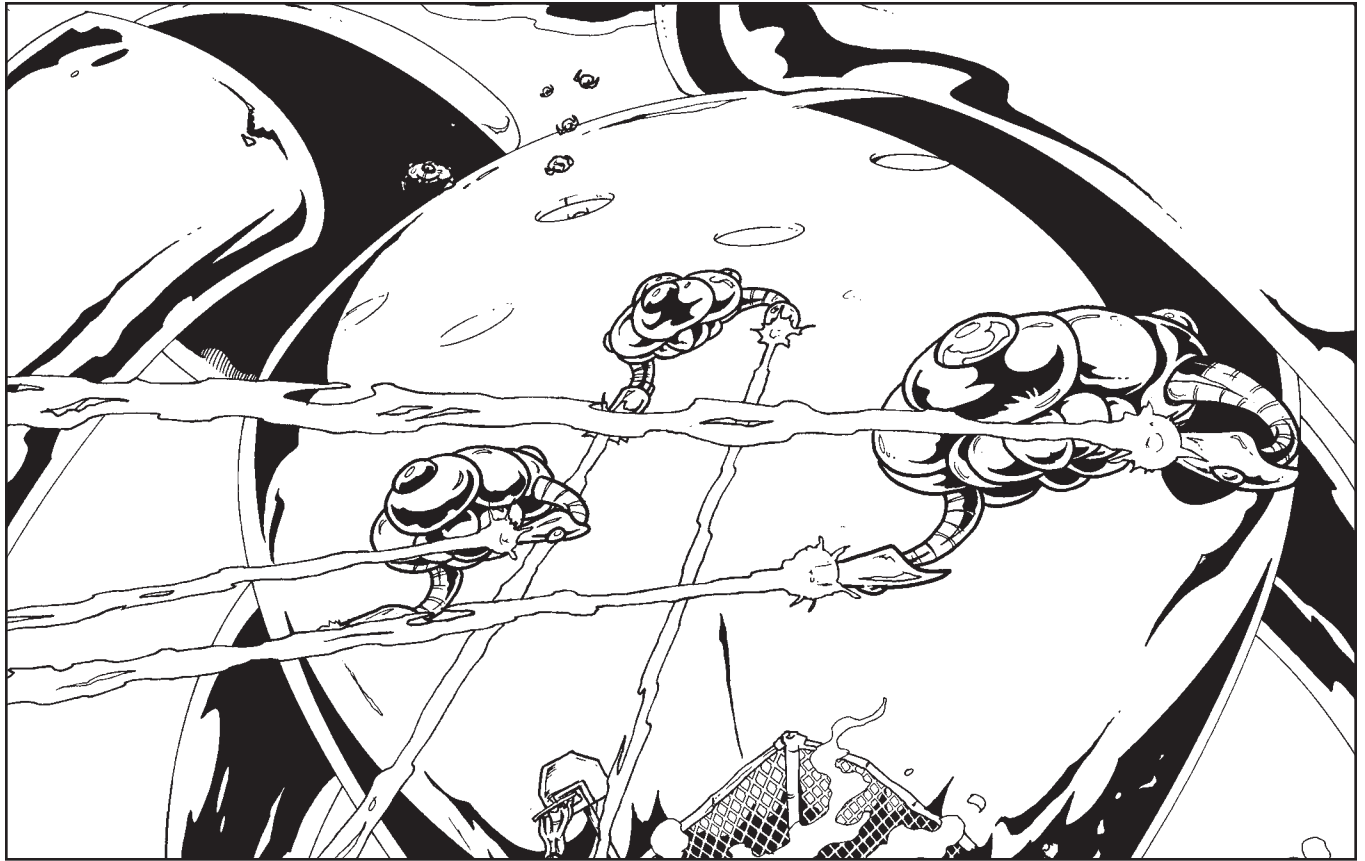
Total Disadvantage Points: 242

Description: This character sheet represents a typical Centurion, the golden powered armor-wearing minions of the Headmaster of the Praetorian Academy. Individual Centurions may differ slightly; for example they might have a few more (or less) points in various Characteristics, or have some Skills representing hobbies or past experiences.

The Centurions serve primarily as "retrieval units," either to "recruit" (kidnap) young metahumans the Headmaster wants to enroll (regardless of their feelings on the matter), or to recapture students who flee the Academy or decide to "play hooky" for a day. The weapons in their armor are designed to support this function, not for sustained direct combat against superheroes. If a Centurion team is going after a known target or has an important task to perform, the Headmaster may "upgrade" their armor with weapons or other devices specifically designed to help them capture that target.

Centurions typically work in teams of two, supported by a pilot who ferries them where they need to go in a specially-designed plane. They ride in pods on either side of the fuselage; their bootjets don't have enough fuel for long trips.





SEPTO BLASTER-BOT

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 HTH damage [1]
15	DEX	15	12-	OCV: 5/DCV: 5
15	CON	10	12-	
8	BODY	-4	11-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
10	PRE	0	11-	PRE Attack: 2d6
4	COM	-3	10-	
8	PD	6		Total: 8 PD (8 rPD)
8	ED	5		Total: 8 ED (8 rED)
3	SPD	5		Phases: 4, 8, 12
5	REC	0		
30	END	0		
25	STUN	4		
				Total Characteristics Cost: 38

Movement: Running: 6"/12"
Flight: 10"/20"

Cost Powers

Cost	Powers	END
100	<i>Blaster Arms:</i> Energy Blast 8d6, Autofire (2 shots; +½), 250 Charges (+1) [250]	
8	<i>Robotic Form:</i> Damage Resistance (8 PD/8 ED)	0
10	<i>Robotic Mind:</i> +20 PRE; Only To Protect Against Presence Attacks (-1)	0
20	<i>Anti-Grav Systems:</i> Flight 10"	2
-12	<i>No Legs:</i> Running -6" (0" total)	
-2	<i>No Legs:</i> Swimming -2" (0" total)	
-2	<i>No Legs:</i> Leaping -2" (0" total)	
12	<i>Communications System:</i> HRRP	0
5	<i>Tentacular Arms:</i> Extra Limbs (1)	0

Skills

4 +2 OCV with Blaster Arms

Total Powers & Skills Cost: 143

Total Cost: 181

200+ Disadvantages

- 20 Vulnerability: 2 x STUN from Electricity (Common)
- 20 Vulnerability: 2 x BODY from Electricity (Common)

Total Disadvantage Points: 240

The Septos (Septosquibagos, the aliens who recently tried to invade Earth, so named by the "Director" of the "Bureau of Alien Monitoring" based on a suggestion by "Agent" Cecil Holmes) created these robotic devices as "support troops" for their Probe-Bots (see below). Each one is a sort of flattened sphere about three feet in diameter with an "arm" on each side that contains a blaster weapon. On the underside it has three tentacle-like arms it can use to pick things up.

SEPTO PROBE-BOT

Val	Char	Cost	Roll	Notes
40	STR	30	17-	Lift 6,400 kg; 8d6 HTH damage [4]
15	DEX	15	12-	OCV: 5/DCV: 5
25	CON	30	14-	
20	BODY	20	13-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
20	PRE	10	13-	PRE Attack: 4d6
4	COM	-3	10-	
				Total: 18 PD (18 rPD)
				Total: 18 ED (18 rED)
				Phases: 4, 8, 12
				Total Characteristics Cost: 130

Movement: Running: 10"/20"

Cost Powers

- 20 *Grab And Hold:* Entangle 5d6, 5 DEF; No Range (-½), Limited Capacity (see text; -½), Probe-Bot Loses 2d6 Killing Damage If Victim Escapes By Force (see text; -½)
- 18 *Tough Robotic Form:* Damage Resistance (18 PD/18 ED)
- 10 *Robotic Mind:* +20 PRE; Only To Protect Against Presence Attacks (-1)
- 8 *Many Long Legs:* Running +4" (10" total)
- 8 *Probes:* Detect Genetic Structure Of Entangled Victim 16- (no Sense Group)
- 12 *Communications System:* HRRP
- 5 *Tentacles:* Extra Limbs (8)
- 10 *Reach:* Stretching 2", Reduced Endurance (0 END; +½), Tentacles Only (-¼), No Noncombat Stretching (-¼)

END

- 5
- 0
- 0
- 1
- 0
- 0
- 0
- 0

Total Powers & Skills Cost: 91
Total Cost: 221

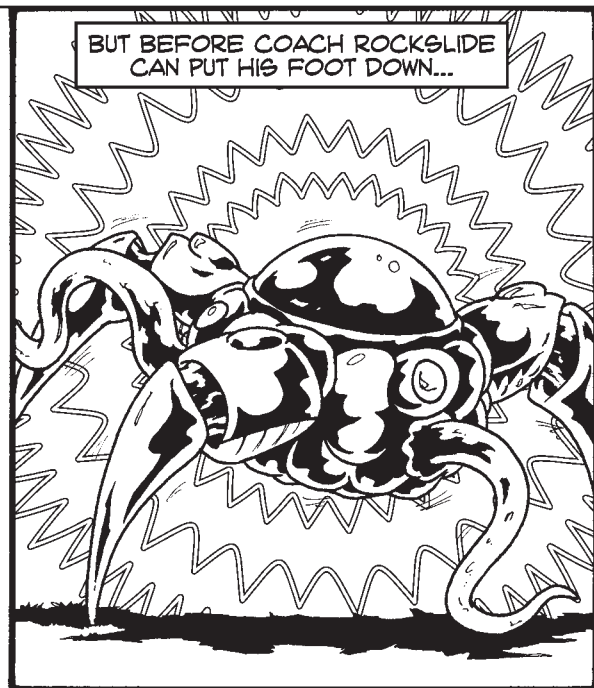
200+ Disadvantages

- 20 Vulnerability: 2 x STUN from Electricity (Common)
- 20 Vulnerability: 2 x BODY from Electricity (Common)

Total Disadvantage Points: 240

A Probe-Bot is a partly robotic, partly organic war machine. Created by the Septos, it was sent to Earth to gather genetic samples as the spearhead of their invasion plan. It has a hide "tougher than defendium alloy" (as Herschel Clay put it), making it difficult to damage.

Since its primary purpose is to gather genetic samples, the Probe-Bot's main attack is to Grab a victim with one of its tentacles and stuff him into a compartment in the robot's interior. The compartment's big enough to hold one adult or up to three PS238-age kids. An Entangled victim is then subject to the robot's medical probes and sensors, which analyze his genetic structure to determine his compatibility with Septo biology. If a victim breaks out of the Entangle by force (such as using his STR or an Energy Blast), he damages the Probe-Bot in the process; it takes 2d6 Killing Damage.



DR. PHILIPPE VON FOGG

Val	Char	Cost	Roll	Notes
10+10	STR	0+5*	11-/13-	Lift 100/400 kg; 2d6/4d6 HTH damage [1 / 2]
15+5	DEX	15+7*	12-/13-	OCV: 4/7/DCV: 4/7
15+10	CON	10+10*	12-/13-	
10	BODY	0	11-	
25	INT	15	14-	PER Roll 11-
15	EGO	10	12-	ECV: 5
20	PRE	10	13-	PRE Attack: 4d6
10	COM	0	11-	
5	PD	3		Total: 30 PD (25 rPD)
5	ED	2		Total: 30 ED (25 rED)
3+1	SPD	5+7†		Phases: 4, 8, 12/3, 6, 9, 12
5	REC	0		
30	END	0		
30	STUN	7		

Total Characteristics Cost: 106

*: OIF (-½), No Figured Characteristics (-½); †: OIF (-½)

Movement: Running: 6"/12"
Flight: 20"/40"

Cost Powers

140	<i>Skilled Gadgeteer:</i> Gadget Pool, 100 pool cost + 50 control cost; Focus (all powers in Pool must have at least -¼ worth of this Limitation; -¼)	var
40	<i>Gauntlet Blaster:</i> Energy Blast 12d6; OIF (-½), 15 Charges (-0)	[15]
30	<i>Powered Armor:</i> Armor (15 PD/15 ED); OIF (-½)	0
20	<i>Force Shield:</i> Force Field (10 PD/10 ED), Reduced Endurance (0 END; +½); OIF (-½)	0
48	<i>Bootjets:</i> Flight 18"; 200 Charges (+1); OIF (-½)	[200]
3	<i>Helmet Lens:</i> Infrared Vision; OIF (-½)	0
3	<i>Helmet Lens:</i> Nightvision; OIF (-½)	0
8	<i>Helmet Lens And Microphone:</i> HRRP; OIF (-½)	0

Skills

7	<i>Helmet Lens:</i> +2 OCV with Ranged Attacks; OIF (-½)
3	Computer Programming 14-
3	Electronics 14-
19	Gadgeteering 22-
3	Mechanics 13-
2	SS: Biology 11-
2	SS: Chemistry 11-
3	SS: Electronic Engineering 14-
3	SS: Physics 14-
3	SS: Robotics 14-
3	Security Systems 14-
3	Systems Operation 14-
3	Weaponsmith 14-

Total Powers & Skills Cost: 349

Total Cost: 455

200+ Disadvantages

20	Hunted: Earth Defense League 8- (Mo Pow, NCI, Capture)
10	Hunted: Emerald Gauntlet 8- (As Pow, Capture)
15	Psychological Limitation: Determined To Conquer The World, Mwah Hah Hah Hah Hah! (Common, Strong)
210	Experience Points

Total Disadvantage Points: 455

A gifted man with at least a level 7 intellect (and possibly higher), Philippe Von Fogg was raised without any positive role models or proper supervision — when he was four he trapped his parents in suspended animation and simply raised himself. Realizing that all other men were idiots and fools, he decided that Von Fogg should rule the world! To show that no nation had power over Von Fogg and that he had power over all nations, he built himself a massive zeppelin-castle as his headquarters from which to conquer Earth.

Other than taking a little time to fall in love and get married, Dr. Von Fogg has been working to take over the world ever since. His weapons are his matchless intellect, his skills with technology, and... well, a whole lot of weapons. He's clashed with Atlas, the Earth Defense League, the Union of Justice, and many other heroes and superteams, but his chief adversary has always been the Emerald Gauntlet.

Doctor Von Fogg's powered armor basically looks the same as his son's, though it's more detailed (and definitely more powerful): shiny silver (with some gold highlights), with a helmet that has a vague resemblance to a bowler (but with a high-tech lens over the right eye), and a green cape.

Quote: "What kind of world is it where a man who can build a zeppelin-mounted death ray can't even operate a simple camcorder?"

END





NPCs — Non-Player Characters — are all the other characters you play who aren't PCs or villains. Some of them might oppose the PCs, some might help them, and some are simply part of the story.

HAROLD NELSON

THE RAINMAKER

Val	Char	Cost	Roll	Notes
8	STR	-2	11-	Lift 75 kg; 1½d6 HTH damage [2]
10	DEX	0	11-	OCV: 3/DCV: 3
10	CON	0	11-	
10	BODY	0	11-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
10	PRE	0	11-	PRE Attack: 2d6
8	COM	-1	11-	
3	PD	1		Total: 3 PD (0 rPD)
3	ED	1		Total: 3 ED (0 rED)
2	SPD	0		Phases: 6, 12
4	REC	0		
20	END	0		
20	STUN	1		Total Characteristics Cost: 0

Movement: Running: 6"/12"

Cost Powers

1,250	<i>Alter Metabilities:</i> Multipower, 1,250-point reserve	
10u	1) <i>Drain Metabilities:</i> Drain 20d6, all Superpowers at once (+2), all special effects at once (+2), Delayed Return Rate (points return at the rate of 5 per 5 Minutes; +½), Limited Range (10"; +¼), Reduced Endurance (0 END; +½); All Points Return In Full After 30 Minutes (-¼)	0
71u	2) <i>Enhance Metabilities:</i> Aid 20d6, all Superpowers at once (+2), all special effects at once (+2), Delayed Return Rate (points fade at the rate of 5 per 5 Minutes; +½), Limited Range (10"; +¼), Reduced Endurance (0 END; +½); All Points Fade Away After 30 Minutes (-¼), Others Only (-½)	0
22u	3) <i>Uncontrollable Metabilities:</i> Major Transform 12d6 (person with controlled superpowers to person who can't control his superpowers; "heals back" through another application of this power or after 30 minutes have passed), Reduced Endurance (0 END; +½); Limited Range (10"; -¼)	0
1,200	<i>Drain Metabilities Field:</i> Drain 20d6, all Superpowers at once (+2), all special effects at once (+2), Delayed Return Rate (points return at the rate of 5 per 5 Minutes; +½), Continuous (+1), Damage Shield (+½), Reduced Endurance (0 END; +½); All Points Return In Full After 30 Minutes (-¼)	0
55	<i>Let It Rain:</i> Change Environment 1,000" radius (make it rain), -1 to Sight Group PER Rolls, Reduced Endurance (0 END; +½); No Range (-½)	0

Skills

18 +6 with *Alter Metabilities* Multipower

Total Powers & Skills Cost: 2,626

Total Cost: 2,626

200+ Disadvantages

15	Psychological Limitation: Still Under Dr. Irons's Hypnotic Influence (see text) (Uncommon, Total)
15	Psychological Limitation: Distrustful Of The Government And Most Authority Figures (Common, Strong)
15	Social Limitation: Secret Identity (Frequently, Major)
2,382	Experience Points

Total Disadvantage Points: 2,626

Background/History: In 1960, Harold Nelson was an orphaned boy with the metability to make it rain whenever he wanted. The US government created a special project, the Rainmaker Program, to study him in the hope of determining how to give powers to people, or take them away.

When the Program stalled, the government enlisted the help of a questionable ally: a man named Dr. Irons. Irons was a metahuman scientist who could build devices decades beyond what currently existed, and who'd placed his mind inside a robotic body. After capturing him when he tried to rob a bank to obtain funds for his criminal research, the government gave him the chance to earn a reduced sentence by helping the Program. He agreed... but had his own motives. Given access to Nelson, he built a device that significantly enhanced the boy's powers, while simultaneously using the subliminal hypnotic technology built into his robot body to subtly make the boy his pawn. He convinced Nelson the government wanted to hurt and exploit him, and that they both needed to escape. Using his device, he enhanced Nelson's powers to the point where he created a storm violent enough to blast a hole in the side of the government lab, and the two of them fled into the rainy night.

After an initial, and ultimately unpleasant, encounter with the boy who'd grow up to become the superhero Atlas, Nelson, with Irons's head as his constant companion, began an itinerant life as a rainmaker-for-hire. He lived that way for forty years... and then they heard about a *new* Rainmaker Program. Determined not to let the government exploit and hurt any more children, Nelson, subliminally prodded and helped by Dr. Irons, broke into PS238, neutralized all resistance, and kidnapped the Rainmaker Program students.

One successful getaway later, Nelson, Irons, and the children hid in a rural barn. There Irons used his hypnotic powers to force the children to create for him an all-new human body and transferred his mind into it. Just after that process was completed, Revenant and Moon Shadow showed up to try to capture him and rescue the kids. Irons attempted to escape in Revenant's helicopter, but apparently died when the vehicle crashed. However, no trace of his body was found, so it's possible he may have survived.

Nelson expected to be taken into custody, but the wise heads at PS238 realized what had happened and what had been

done to him over the decades, and decided to help him. He now works at PS238 as the janitor, and assists with the Rainmaker Program. He's a particular comfort to Lyle Sutton, since he can remove Sutton's "pattern perception" powers temporarily, allowing Lyle to experience the world without pain.

Personality/Motivation: Harold Nelson is a noble and kind-hearted soul who was led astray for forty years by the evil Dr. Irons. He really only wants to live his life peacefully, and if possible help others. However, his life experiences have made him very distrustful of the government (and to a lesser extent other authority figures). He may react angrily or with paranoia if ordered to do something, or if he thinks metaprodigies are being exploited or harmed.

Thanks to the fact that he spent literally decades under Dr. Irons's subliminal hypnotic influence, Nelson finds it difficult to resist the evil Doctor's orders.

If Dr. Irons gives him instructions, whether worded as gentle "suggestions" or outright commands, Nelson has to succeed with an EGO Roll at a -5 penalty to resist obeying. (Of course, since Dr. Irons is dead, this shouldn't pose a problem, and hopefully Nelson will "grow out of it" in time.)

Quote: "The government wants to know how superpowers work, so they poke and prod the folks with powers that can't fight back. Like us."

Powers/Tactics: Harold Nelson possesses two superpowers, one relatively trivial and the other immensely powerful in certain circumstances. First, he can make it rain over about a two kilometer radius area. Second, as a side effect of what Dr. Irons did to him so he could "escape" from the original Rainmaker Program, he can control other superhumans' metabilities. He can totally shut them off, amp them up to

tremendous levels of power, or render the target unable to control his powers. (The latter ability has various effects that the GM can determine — for example, American Eagle found it painful to stop firing her energy bolts, Suzi Fusion simply couldn't stop emitting extremely dangerous amounts of radiation, and Miss Kyle became so dense she didn't have the strength to move.) Any of these effects lasts for a maximum of about half an hour, and Nelson cannot use them on himself, only others. He cannot affect technology or gadgets, only innate superpowers.

Appearance: Harold Nelson is a white man about 50 years old; he's 5'8" tall and about 160 pounds. He's got brown hair and a short, bushy brown beard (though he recently shaved it and cut his hair to fit his new identity papers). He usually wears simple working clothes and a farmer's hat.



THE REVENANT

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 HTH damage [1]
20	DEX	30	13-	OCV: 7/DCV: 7
20	CON	20	13-	
15	BODY	10	12-	
20	INT	10	13-	PER Roll 13-
15	EGO	10	12-	ECV: 5
25	PRE	15	14-	PRE Attack: 5d6
10	COM	0	11-	
10	PD	7		Total: 16 PD (8 rPD)
10	ED	6		Total: 16 ED (8 rED)
4	SPD	10		Phases: 3, 6, 9, 12
10	REC	6		
40	END	0		
40	STUN	7		
Total Characteristics Cost: 136				

Movement: Running: 6"/12"
Swinging: 15"/30"

Cost Powers

<i>Martial Arts</i>				
Maneuver	OCV	DCV	Notes	END
4 Block	+2	+2	Block, Abort	
4 Disarm	-1	+1	Disarm, 30 STR	
4 Dodge	+0	+5	Dodge all attacks, Abort	
4 Escape	+0	+0	35 STR vs. Grabs	
3 Grab	-1	-1	Grab Two Limbs, 30 STR	
5 Kick	-2	+1	8d6 Strike	
4 Punch	+0	+2	6d6 Strike	
3 Throw	+0	+1	4d6 + vel/5, Target Falls	
4 +1 Damage Class (already added in)				
107 <i>Gadgeteer:</i> Gadget Pool, 80 pool cost + 40 control cost; Focus (all powers in Pool must have at least -¼ worth of this Limitation; -¼), Can Only Change Pool At Headquarters (see text; -¼)				var
40 <i>Taser Baton:</i> Multipower, 80-point reserve, all OAF (-1)				
1u 1) <i>Fighting Baton:</i> HA +2d6, Reduced Endurance (0 END; +½); OAF (-1), Hand-To-Hand Attack (-½)				0
3u 2) <i>Taser Touch:</i> Energy Blast 8d6, NND (defense is insulated ED; +1); OAF (-1), No Range (-½), 16 Charges (-0)				[16]
30 <i>Grappler-Gun:</i> Multipower, 60-point reserve; all OAF (-1)				
1u 1) <i>Swingline:</i> Swinging 15"; OAF (-1)				1
1u 2) <i>Entangling Line:</i> Entangle 4d6, 4 DEF; OAF (-1), Limited Range (10"; -¼), Lockout (can't use other Multipower slots as long as Entangle exists; -½), 1 Recoverable Charge (-1¼)				
2u 3) <i>Tranquilizer Dart Projector:</i> Energy Blast 6d6, NND (defense is appropriate Life Support [Immunity]; +1); OAF (-1), Must Target Unprotected Hit Locations (-¼), 6 Charges (-¾)				[6]
18 <i>Thermex Grenades:</i> RKA 2d6, Area Of Effect (One Hex; +½), Armor Piercing (+½); OAF (-1), Range Based On STR (-¼), 4 Charges (-1)				[4]
7 <i>Throwing Blades:</i> RKA ½d6, Autofire (up to 3 shots; +½); OAF (-1), Range Based On STR (-¼), 15 Charges (-0)				[15]
16 <i>Armored Costume:</i> Armor (8 PD/8 ED); OIF (-½)				0
10 <i>Immense Willpower:</i> Mental Defense (13 points total)				0

Skills

32	+4 with All Combat
3	Acrobatics 13-
3	Acting 14-
3	Breakfall 13-
3	Climbing 13-
3	Combat Driving 13-
3	Combat Pilot 13-
3	Computer Programming 13-

200+ Disadvantages

20	Hunted: FBI 8- (Mo Pow, NCI, Capture)
20	Hunted: OMEGA 8- (Mo Pow, NCI, Kill)
15	Psychological Limitation: Protects Innocents And Fights Evil (Common, Strong)
10	Psychological Limitation: Thrill-seeker (Common, Moderate)
15	Social Limitation: Secret Identity (Frequently, Major)
235	Experience Points

Total Disadvantage Points: 515

Background/History: The origin and history of the man called the Revenant are shrouded in mystery. What little is known suggests that he is an enormously wealthy man who, through study and willpower, has trained himself to be as athletic, intelligent, and observant as a human being can be — enough to put him on a par with many superhumans. Armed and equipped with an arsenal of gadgetry he set out to fight crime and evil and protect the innocent people of the world from superhuman threats.

Personality/Motivation: Several things drive the Revenant to fight crime. First and most importantly, he genuinely wants to protect the innocent and helpless from evildoers, villains, and thugs. Second, he sees himself as a sort of “check on the powerful,” as Dr. Positron puts it. He thinks superhumans aren't often as aware of their impact on the world as they should be, and one of his roles as a costumed vigilante is to make sure they don't abuse their power or cause more harm than good. Third, he simply gets a real kick out of action and adventure. He loves being able to drive through city traffic at 125 miles an hour, jump off of tall buildings, and defeat people many times stronger and tougher than he is. Sometimes it's hard for him to resist a challenge or other dangerous forms of “fun.”

Quote: “I sometimes think access to cash is the greatest superpower of all.”

Powers/Tactics: Revenant is a highly-trained costumed vigilante able to hold his own against many superhumans, or against multiple ordinary opponents at a time. In addition to having developed his body almost to the peak of human performance, he's a proficient martial artist, a skilled detective, an expert on infiltration, a pilot, and a gadgeteer.

Revenant is immensely wealthy — so wealthy he can do things like fund his crimefighting career, keep himself free despite being wanted for questioning in 33 states, and secretly put orbital

- 3 Concealment 13-
- 3 Contortionist 13-
- 3 Criminology 13-
- 3 Deduction 13-
- 3 Disguise 13-
- 3 Electronics 13-
- 13 Gadgeteering 18-
- 3 KS: Superhumans 13-
- 3 Lockpicking 13-
- 3 Mechanics 13-
- 3 Security Systems 13-
- 3 Stealth 13-
- 3 Streetwise 13-
- 3 Systems Operation 13-
- 3 Weaponsmith 13-

Total Powers & Skills Cost: 379

Total Cost: 515



OMEGA

One of the Revenant's long-time adversaries is a secret criminal syndicate called OMEGA — the Order of Majestic Evil and Grand Acquisition. Its insidious tentacles seem to reach all over America (and the world). Its combat agents wear dull gold bodysuits with a black omega on the chest. Many of its lieutenants and leaders have metahuman powers; the supposed commander of the entire organization, whom Revenant believes is called Master Omega, is said to be incredibly powerful, possibly on par with Atlas.

defense satellites around the Earth. He has an *enormous* arsenal of weapons, gadgets, and vehicles. In fact, it's more than he can carry or use at any one time. His Gadget Pool represents this; unlike a standard Gadget Pool, he can't normally change his gadgets around "in the field" by succeeding with a Gadgeteering roll. To change his Pool he has to go back to his headquarters or some other source of supply (like one of his cars) to "swap out" his current gadgets for other ones. If he needs to design a new gadget he has to spend time in one of his labs inventing it.

Revenant has used his wealth and skills to establish multiple false identities for himself, ranging from well-heeled movers and shakers who can mingle with the Washington, New York, and Hollywood elites to underworld figures that allow him to "spy" on his chosen prey. If necessary he can establish new ones with just a few days' notice. Revenant also has several secret headquarters around Wonderburg and the country. One of them is a seemingly normal house not far from PS238.

Appearance: Revenant wears a dark blue and grey costume with a dark blue utility belt, dark blue cape, dark blue full-face mask, and a chest symbol that combines a stylized "R" with an eye (the same symbol appears on his business cards). He carries his Taser-Baton in a black sheath on his right hip.

OTHER NPCs

CLOUDSPLITTER

Cloudsplitter is the spirit of an American Indian cursed to remain on the spot where the Excelsior Public School now exists. Once a warrior and shaman of great skill and power, he had pride in equal measure. His actions might have brought disaster on his tribe, so the tribe's medicine man captured him



and bound him with a curse never to leave that spot until he somehow atoned for his misdeeds. Decades past, the wilderness giving way to a town that became a city, and eventually Excelsior was built. Cloudsplitter continued his lonely existence, observing the people around him without anyone knowing it, until Satori Deacon saw him.

Cloudsplitter's name comes from his most potent magical power: to create storms and call down the lightning from them. During the alien invasion he possessed Satori Deacon and used this power to destroy most of the alien invaders. Whether this qualifies as "atonement" that will allow his spirit to travel to the afterlife remains to be seen.

Powers: Change Environment (create storms) over a two-kilometer radius; RKA 2d6, Increased Maximum Range (can attack anywhere within the area of

a storm he creates), No Range Modifier, Only Works During Storms. All of Cloudsplitter's powers can only be used when he possesses a living host; as a spirit he cannot use them.

THE CONSULTANT

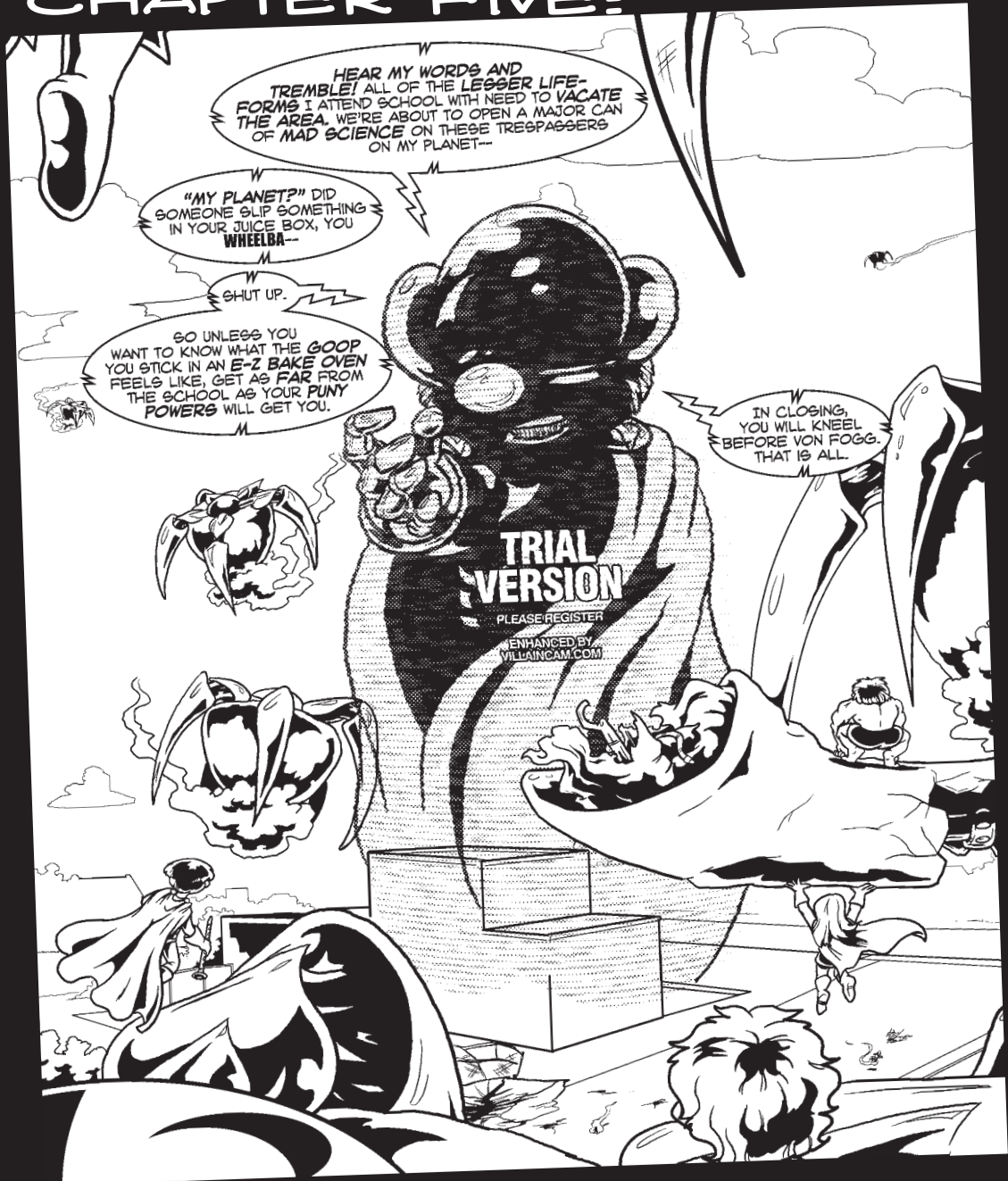
The mysterious Consultant is a freelance information broker in the underworld. She buys and sells information to anyone who can meet her price: heroes; villains; politicians; corporate executives. A lot of her business is done on a barter basis — a client trades his information for hers — but she's just as happy to take cash. Her prices aren't cheap, but she often knows more about what's going on than anyone else.

According to the Revenant, the Consultant's memory and analytical ability approaches the superhuman. She may also have some empathic powers, though he has no proof of this.

PARADOX

Paradox is an enigmatic cosmic entity who keeps the time continuum from falling apart due to the activities of time travellers and other threats. He doesn't stop *everything* a time traveller does, but he "holds the roof up" if things get too out of hand, thus preventing most major changes in history. For example, if the PCs went back in time and stopped Adolf Hitler from becoming the leader of Nazi Germany, Paradox will either (a) rearrange things to undo what they did, or (b) change history to ensure that what happened in World War II still happens even without Hitler. He's prone to appearing if a "future you" shows up to tell the "present you" something you need to know, creating the paradox of where the information originated.

CHAPTER FIVE:



AN INTRODUCTION TO THE

HERO SYSTEM

THE HERO SYSTEM



The *PS238 Roleplaying Game* uses the *HERO System*, an award-winning set of roleplaying game rules that got its start as the superhero game *Champions* in 1981. However, this isn't the full *HERO System* rules; it's a simplified version of them designed specifically to let you play *PS238*. The core mechanics of the two systems — how you make an Attack Roll or a Skill Roll, how characters take damage, and so forth — are identical, but the rules presented here leave out a lot of options and details to save you time. If you want to find out what the full *HERO System* is like, check out *The HERO System 5th Edition, Revised* rulebook.

WHERE CAN I GET SOME HELP?

If you have a question about the *HERO System* rules, there are several places you can turn for help. First, check the Index in this book — it's pretty thorough and may point you toward what you're looking for.

Second, if you're interested enough, buy a copy of *The HERO System 5th Edition, Revised* rulebook. It's *much* more detailed than the rules presented here, and its advanced explanations, options, and examples probably answer your questions.

Third, visit the message boards at the Hero Games website, www.herogames.com. The boards have hundreds of registered fans, many of whom post every day. They're one of the friendliest, most enthusiastic communities in gaming, and if you ask a question they'll answer it quickly. Additionally, other parts of the website, including the *Free Stuff* page, have lots of useful resources and downloads to help you play.

Fourth, you can contact the author of this book, *HERO System* Line Developer Steven S. Long, by e-mail at info@herogames.com. Steve is glad to answer questions from the fans about Hero's rules or products, though the volume of mail he sometimes gets means he may not be able to answer your question right away.

BASIC RULES AND CONCEPTS

Before you proceed to the meat of the *HERO System* rules, you should familiarize yourself with some of the basic concepts of the game. The text below also includes a short summary of the rules that you can refer to during the game.

GAME BASICS

PLAYERS AND THE GAMEMASTER

You need at least two people to play the *PS238 RPG* or any other *HERO System* game. One is the *Gamemaster*, or "GM." He's the person who plans the adventure for the characters, takes the part of all Non-Player Characters (NPCs, everyone in the world other than the player characters), and makes rules decisions for the game. Everyone else is a *Player*, who creates a *Player Character* ("PC") to play in the game. In the *PS238 RPG*, the PCs are all metaprodigies — students at PS238.

DICE

The *HERO System* uses six-sided dice (d6) to resolve combat, the use of Skills, and similar situations. The number before the "d6" notation indicates how many dice to roll; for example, 12d6 means 12 dice; 2d6+1 means roll two dice and add one point to the total.

Most dice-rolling in the *HERO System* requires you to roll 3d6 and get a result equal to or less than some number. This is indicated in the text by a minus sign (-) following the number. For example, a Skill your character can perform successfully on an 11 or less roll is written 11-.

Whenever you attempt any 3d6 roll — whether an Attack Roll, Skill Roll, Characteristic Roll, Perception Roll, or other roll — a result of 3 (three ones) always hits or succeeds; a result of 18 (three sixes) always misses or fails.

CALCULATIONS AND ROUNDING

In the *HERO System*, you use *Character Points* (see page 82) to purchase all of your character's abilities and powers. Sometimes this requires calculations involving division or multiplication. When calculating the cost of something using multiplication or division, always round off to the next whole number in favor of the player character. Numbers from .1 to .4 round down; numbers from .6 to .9 round up; and .5 rounds up or down depending upon what's best for the character.

The only exception is calculating SPD — SPD *always* rounds down. A SPD of 2.9 is still a SPD of 2, not a SPD of 3.

If a calculation involves two or more separate parts (such as REC, which is STR/5 plus CON/5), round at each separate step of the calculation. Thus, a character with BODY 10, STR 15, and CON 15 has a STUN of 26 (BODY 10; plus STR/2 = 7.5, rounds to 8; plus CON/2 = 7.5, rounds to 8; 10+8+8 = 26).

Regardless of the rounding rules, the minimum cost of anything is 1 point.

GAME SCALE AND MOVEMENT

Movement and maps in the *HERO System* use hex-shaped *inches* which, in game terms, are 2 meters (approximately 6.5 feet) wide. The text often refers to "hexes" or "inches" interchangeably; inches are written 1", 2", and so forth. Despite this terminology, you don't need a map to play; you can keep track of characters' movement and positioning in your head if you prefer.

STANDARD HEIGHT AND WEIGHT

For *HERO System* purposes, all adult characters are 1" (2 meters) tall and weigh 100 kilograms (220 pounds). Powers, Disadvantages, or other abilities they buy may change this, but that's the defined "norm" for the game. Naturally, PS238 kids are proportionally shorter and lighter.

CHARACTER CREATION

The heart of the *HERO System* is its rules for character creation. Using them, you can create any type of character, power, gadget, or ability you want, subject to the GM's campaign restrictions.

You build *HERO System* characters with *Character Points* (page 82). A character purchases everything he can do, from his ability to lift heavy objects to his ability to use magic or superpowers, with *Character Points*.

In the *PS238 RPG*, you have 150 *Character Points* to build your metaprodigy with (the GM will tell you if he wants to use a different amount of points). 100 of those *Character Points* are "free" (you get them from the GM at the start of the game); you get the remaining 50 by taking *Disadvantages* — complications, hindrances, or flaws — for your character. The main purpose of *Disadvantages* is to simulate character conception, but they're also worth extra *Character Points*. The classic example in the *PS238 RPG* is having a *Secret Identity*; every student has one, and he gets 15 points for it. Other examples are having a special enemy that you fight, being afraid of heights, or following a code of honor. Each of these *Disadvantages* gives you extra *Character Points* to build your metaprodigy with.

There are no restrictions on how you spend your *Character Points*. There's no rule that says you have to spend 20% of a character's points on *Skills*, or that you can only spend 10 points on a particular *Characteristic*. In the *HERO System*, you have the freedom to design your character the way *you* want it — and the accompanying responsibility to create a fair, fun, and reasonable character. You'll find that the most enjoyable characters tend to spread their *Character Points* around some rather than spending them all on one or two things.

There are four things your *PS238 RPG* character can buy with *Character Points*: *Characteristics*, *Skills*, *Talents*, and *Superpowers*.

CHARACTERISTICS (PAGE 83)

All *HERO System* characters have eight *Primary Characteristics* (such as *Strength* and *Intelligence*) that represent physical and mental capabilities; and six *Figured Characteristics* (such as *Physical Defense* and *Stun*) that are mostly used in combat. An average human has *Primary Characteristics* of about 8-10; an average student who's the same age as your metaprodigy has *Primary Characteristics* of about 5-8.



Primary Characteristics all have *Characteristic Rolls* equal to $9 + (\text{Characteristic}/5)$ or less. For example, a character with a *DEX* of 20 has a *DEX Roll* of 13- ($9 + (20/5) = 13$). When the GM asks you to make a *Characteristic Roll* (such as a *DEX Roll* to walk along a narrow beam), you roll 3d6 like normal. The more you make (or fail) the roll by, the greater your degree of success (or failure). The GM puts a penalty on a *Characteristic Roll* when you attempt particularly difficult feats, making it harder to succeed.

SKILLS (PAGE 87)

A character's *Skills* represent specialized knowledge or training he possesses. This includes things like how to fly a plane, do acrobatic flips and tumbles, or fire a gun. It also covers the character's in-depth knowledge of any subject you can think of (math, Fire Demons, social studies, aliens...).

A character can try to get information, perform a task, or gain other benefits from knowing a *Skill* by making a *Skill Roll*. Each *Skill* has a *Skill Roll*, typically between 8- and 18- (the higher,

the better). Most *Skills* are based on a *Characteristic*, just like *Characteristic Rolls*, and you roll all of them the same way: roll 3d6; if the total on the dice is less than or equal to your *Skill Roll*, your character succeeds; if it's higher than the *Skill Roll*, he fails.

TALENTS (PAGE 94)

Talents are unusual abilities or attributes a character possesses. They include things like a natural sense of direction, having extremely fast reflexes, or being able to speed read. Some of them involve rolls similar to *Skill Rolls*; others function automatically.



SUPERPOWERS AND GADGETS (PAGES 94-103)

The most important part of character creation for many metaprodigies is choosing their *Superpowers* (or “metabilities”) — the superhuman powers that set them apart from normal humanity. Examples include being super-strong, being able to fly or teleport, or the power to transform objects into metal. Some characters, like Zodon or Angie, don't have superpowers other than an extremely high intelligence and a gift for tinkering; instead of buying true Superpowers, they buy *Gadgets*, which are just as good in most ways but can be taken away from them pretty easily.

Pages 94-103 have dozens of typical Superpowers and Gadgets that you can buy for your character. However, you're not restricted to just those examples if you have an idea for a power that's different from them. Those Superpowers and Gadgets are built with *Powers*, and pages 104-28 describe Powers so that you can use them to make your own Superpowers and Gadgets if you want to. Each Power costs a certain amount of Character Points, depending upon how powerful or useful it tends to be (often the cost is incremental, such as 5 Character Points per 1d6 of effect).

Advantages And Limitations (Pages 129-36)

Characters sometimes apply *Advantages* to make a Superpower better, or *Limitations* to restrict its use. Advantages increase a Power's cost, while Limitations reduce it. See pages 129, 133. For example, Gadgets almost always have a Limitation called *Focus*, which indicates that the ability is an object or device. That means it can be taken away from the character who has it, and therefore it costs him fewer points than another character's Superpower that can't be.

Power Frameworks (Page 137)

Sometimes characters buy Superpowers through *Power Frameworks* — ways to group Powers so they cost fewer points. However, this savings entails some restrictions on when and how the character can use the Superpowers in his Framework. There are two types of Frameworks that any character can use — Elemental Controls and Multipowers. Characters who use Gadgets or whose power involve magical spells often have special types of Power Frameworks known as a *Gadget Pool* or *Magic Pool*, respectively.

COMBAT

HERO System combat is simple, but flexible. You can use the combat rules to have your metaprodigy perform just about any action or attack you can think of.

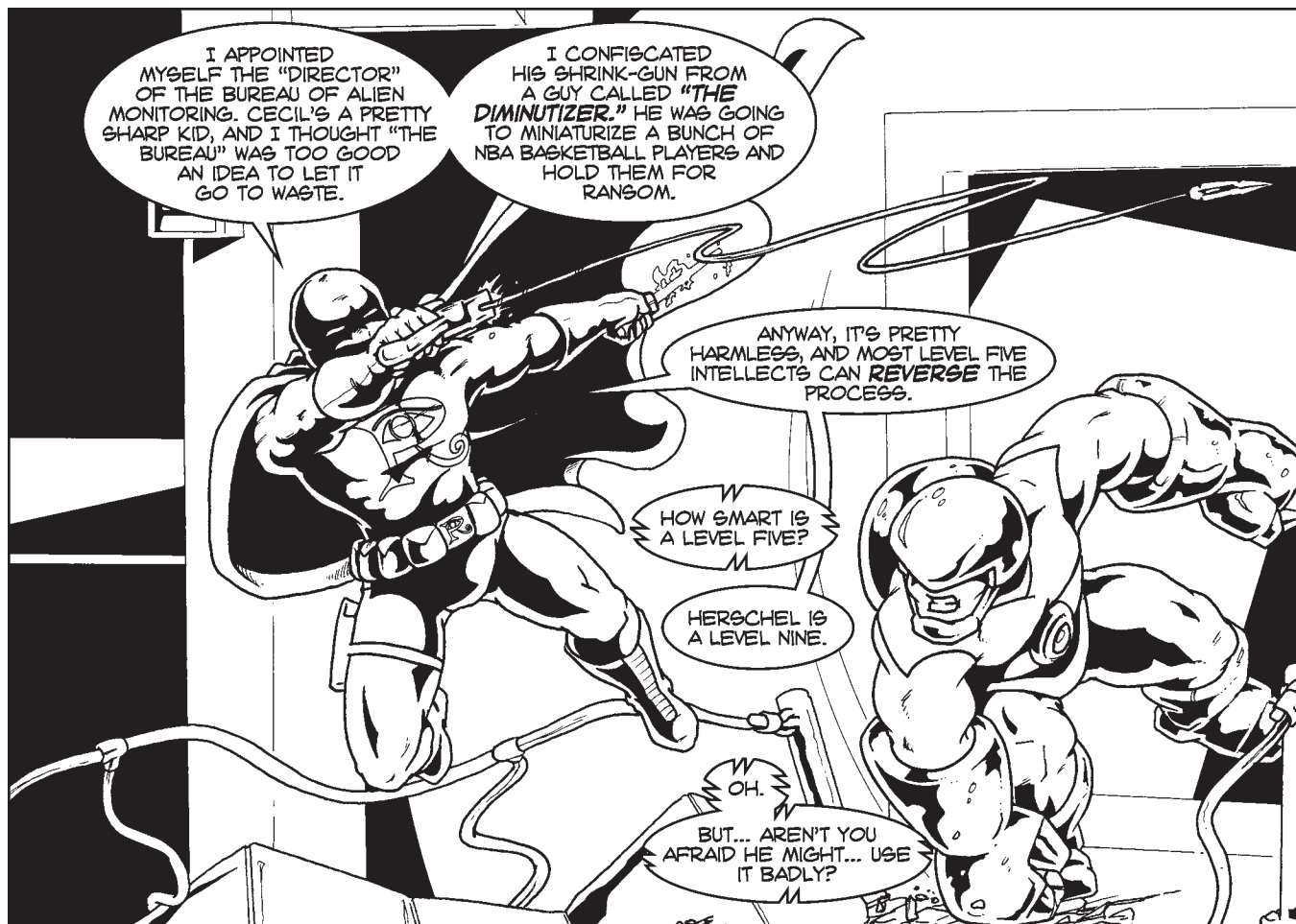
GOING FIRST (PAGE 149)

Two of your character's Characteristics — Dexterity (DEX) and Speed (SPD) — determine when he acts in combat, and how often. The rules divide combat time into 12-second *Turns*; each of those seconds is a *Segment*. The character's SPD indicates which Segments he can take an Action in; these Segments are his *Phases*. Thus, a character with 5 SPD has 5 Phases — five times each Turn when he can act. The *Speed Chart* (page 149) indicates the Phases for each SPD.

In each Segment, several characters may have a Phase — for example, characters with SPD 3 and SPD 6 both act in Segment 4. All characters who can act in a Phase do so in order of DEX, from highest to lowest. Thus, a character with DEX 20 acts before one with DEX 18; however, a character may Hold his Action and act later in the Phase if he wants.

ACTIONS (PAGE 149)

A character may take an Action in each of his Phases. His Actions may



include *Full Phase Actions* (which require his entire Phase) or *Half Phase Actions*, which require only half of his Phase (in other words, he can perform two Half Phase Actions per Phase). Full Phase Actions include using more than half of your inches of movement (a "Full Move") or recovering from being Stunned. Half Phase Actions include using up to half your inches of movement (a "Half Move").

Attacks are a special type of Action. A character may make a Half Move and then attack; in that case, the attack is considered a Half Move, too. But if a character makes an attack before making any Half Moves, the attack is considered a Full Move. In other words, once a character makes an attack, that's all he can do that Phase.

Some Actions take so little time to perform that they are *Zero Phase Actions*. Characters can perform Zero Phase Actions at the beginning of a Phase or after making a Half Phase Action, but not after making an attack. Zero Phase Actions include turning a Power on or off.

Some Actions take no time at all, and can be performed whenever a character wishes, even if he doesn't have a Phase or has already acted in a Phase. No

time Actions include making a Presence Attack, speaking, or making a roll when the GM asks you to.

ATTACKS (PAGE 152)

A character's *Combat Value*, or CV, determines his chance to hit targets in combat, and to avoid being hit. A character's CV is equal to his (DEX/3). Thus, a character with DEX 20 has a CV of 7 ($20/3 = 7$).

CV is divided into two subcategories, *Offensive Combat Value* (OCV) and *Defensive Combat Value* (DCV). OCV and DCV are both equal to CV. Thus, a character with a CV of 7 has OCV 7 and DCV 7. Various Combat Maneuvers, Combat Skill Levels, and other factors may modify a character's OCV or DCV.

To attack, roll 3d6. To hit, you need to roll less than or equal to a number calculated with this formula: $11 + \text{Attacker's OCV} - \text{Defender's DCV}$. Thus, if the attacker has OCV 6, and the defender has DCV 4, the attacker must roll $(11 + 6 - 4 =) 13$ or less to hit.

Mental Attacks are slightly different. They use *Ego Combat Value* (ECV), equal to (EGO/3). Otherwise, making a Mental Attack is basically the same as making any other kind of attack.

DOING DAMAGE; TAKING DAMAGE (PAGE 159)

If your character hits his target with an attack, the attack does damage.

STUN And BODY Damage

There are two basic types of damage in *HERO System*: STUN damage and BODY damage. Taking STUN damage decreases a character's STUN and can knock him out; taking BODY damage decreases a character's BODY, which causes injuries and can kill him. Almost all types of attacks cause one or both types of damage. Some, such as Ego Attacks, only cause STUN damage. Most, such as Energy Blasts, Killing Attacks, punches, guns, and knives, cause both STUN and BODY.

Normal And Killing Damage

Another important distinction is between *Normal Damage* attacks and *Killing Damage* attacks. Most attacks do Normal Damage, but Killing Attacks do Killing Damage (which, as its name implies, is deadlier). Normal Damage and Killing Damage are calculated differently and applied to defenses differently. See pages 159-60 for more information.

Defenses Against Damage

Characters have defenses that protect them against damage. All characters

have *Physical Defense*, or PD (which protects against physical attacks like punches and clubs) and *Energy Defense*, or ED (which protects against energy attacks like laser beams or fire). PD and ED are *Normal Defenses*; they protect against Normal Damage. The character subtracts his defenses from the STUN and BODY damage done to him, and applies the remainder (if any) to his STUN and BODY. If a character hit with a 22 STUN, 6 BODY physical attack has 10 PD, he takes 12 STUN (22-10) and 0 BODY (6-10).

Normal Defenses offer no protection against Killing Damage. For that, characters need *Resistant Defenses*, such as Armor or a Force Field. See pages 159-60 for more information.

THE EFFECTS OF DAMAGE (PAGE 160)

If a character loses more STUN from a single attack than he has points of CON, he becomes *Stunned* (dazed and unable to act). In the above example, if the character has a CON of 12 or higher, he won't be Stunned by that attack; if his CON is 11 or less, he's Stunned. A Stunned character must spend a Phase to recover from being Stunned before he can act again.

If a character loses all of his STUN from one or more attacks, he's *Knocked Out* (unconscious) and completely unable to act. However, he wakes up when he regains STUN. Characters regain lost STUN by taking *Recoveries*. For each Recovery taken, the character gets back his Recovery Characteristic (REC) worth of STUN and END.

If a character loses BODY, he's injured — he suffers burns, cuts, bleeding wounds, broken bones, and so forth. If he loses all of his BODY (down to 0 BODY), he begins to bleed to death. When he reaches his negative BODY (for example, -10 BODY for someone who normally has 10 BODY), he dies. Characters heal BODY damage at the rate of REC in BODY per month.



PS238 RPG CHARACTER SHEET

Many gamers who play in *PS238 RPG* games like to use this official character sheet to keep track of their characters; it's patterned after the standard *HERO System* character sheet. You have Hero Games's permission to make copies of this blank character sheet for your own personal use.

1. BASIC CHARACTER INFORMATION

The first part of the character sheet contains basic information about the character: his costumed name, his real name, and the name of the player. You can also jot down some notes here about his personal appearance — hair color, eye color, and the like — if you want to.

2. CHARACTERISTICS BLOCK

The next part of the character sheet lets you write down your character's Characteristics. You put the value (the character's rating in each Characteristic, such as 50 STR or 18 INT) in the "Val" column, and how many Character Points you spent on each Characteristic in the "Points" column. The "Base" column lists the rating the character starts with for free, and the "Cost" column summarizes how much additional points of each Characteristic cost. You can read more about Characteristics and their costs on pages 83-86.

Primary Characteristics also have a "Roll" column. You calculate each Characteristic's roll as $9 + (\text{CHAR}/5)$ or less; see page 84.

Notes

The "Notes" section of the Characteristics Block summarizes some of the crucial information you derive from each Characteristic. Next to STR you list the damage your character can do in Hand-To-Hand Combat, how much he can lift (see page 84), and the Endurance (END) cost of his STR (1 END per 10 STR).

Next to DEX, list the character's base OCV and DCV (each $\text{DEX}/3$; see pages

84-85). For example, Firebrand has DEX 23, so his OCV and DCV are both 8.

Next to INT, list the character's PER Roll, which you calculate as $9 + (\text{INT}/5)$ or less.

Next to EGO, list the character's base ECV ($\text{EGO}/3$; see page 154).

Next to PRE, list the character's dice in Presence Attacks — 1d6 for every 5 points of PRE, as explained on page 162.

Next to PD and ED, there are spaces to list the character's Resistant defenses, and his total PD and ED. See pages 159-60 for more about Resistant defenses and applying them to damage.

Next to SPD is a list of numbers, 1 to 12, representing the twelve Segments in a Turn. Circle the Segments in which your character has a Phase (see page 149) so you don't forget them. For example, Firebrand has SPD 6, so he's circled 2, 4, 6, 8, 10, and 12.

At the bottom of the Notes section is a space where you can write in the total amount of Character Points you spent on Characteristics. That way you know how much you have left to spend on Skills, Powers, and the like.

3. COMBAT BLOCK

The right-hand column of the front of the character sheet contains useful combat information in quick-reference form. At the top of the block, write down your character's Base OCV and Base DCV (which are also listed in the Characteristics Block (2)). Right below that, make note of any standard adjustments to OCV or DCV, such as Combat Skill Levels (page 89) the character has. There's also space to list the Total OCV and DCV — the base plus all relevant adjustments.

Below the "Combat Information" section is a summary chart listing the Combat Maneuvers. It has room to write in any additional Maneuvers the character knows, such as Martial Maneuvers he's paid Character Points for. Right below this section there's a quick-reference table for the Range Modifier.

4. SKILLS AND TALENTS BLOCK

If your character has purchased any Skills (page 87) or Talents (page 94), write them down here. The first column lists the Cost in Character Points, and the second the Name of the ability. If the ability has a roll (like most Skills), write it down in the third column.

5. POWERS AND EQUIPMENT BLOCK

If your character has metabilities built with Powers (page 104), write them down here. If he carries equipment (weapons, armor, and so on), write that down here, too.

The first column, "Cost," is where you note the Character Point cost of the ability. (If it's something the character gets for free, like his hologram projector, just leave this column blank.) The second column is the Name of the ability, if you want to give it one.

The "Power/Equipment" column is where you write down the game notation for the ability — the Powers, Advantages, and Limitations it's built with. Some complex powers may need more space; use multiple lines if necessary. If the ability costs Endurance (END), list it in the "END" column. (For guns and other equipment with Charges [page 134], you can list that here instead — just put a parentheses or brackets around the number to distinguish it from a normal END cost.)

At the bottom of this block, make note of the total Character Points you've spent on Powers and/or Equipment.

6. DISADVANTAGES BLOCK

Lastly, you need to make note of the Disadvantages (page 140) your character has. The Value column contains the number of points you get from the Disadvantage. Under "Disadvantage," list the Disadvantage itself by name and description, including any other information you consider relevant. If the Disadvantage requires a roll of some sort, you can note that in the "Roll" column. At the bottom of this block, make note of how many Character Points you get from Disadvantages.

CHAPTER SIX:



CHARACTER CREATION

CHARACTER TYPES



Before you learn the nuts and bolts of creating your character, such as what Character Points are and how you can spend them, you should consider a few basic things about your character, like where his powers come from and what general type of powers he has.

CHARACTER ORIGIN

In traditional comic book stories, superheroes have all sorts of *origins*, or explanations for where they got their powers. Some are born with them, some get them as the result of an accident, some train themselves to be better than normal somehow.

But PS238 is not a typical comic book superhero sort of setting, since the main characters (and your Player Characters!) are children with superpowers, not adult superheroes. That means most of them have the same origin: they were born with their powers (in comic book terminology, they're "mutants"). Sometimes they're born with obviously superhuman abilities, like Captain Clarinet's power to fly, the Flea's ability to talk to bugs, or Uther Brown's power to transform ordinary objects into delicious food. Some, like Zodon and Angie, are born with unusually high intelligence and a superhuman gift for working with technology. Metaprodigies like Malphast are born with innate magical powers.

However, a few PS238 students get their powers from other sources. For example, Emerald Gauntlet has a super-weapon (his gauntlet) that was given to his family by aliens.

CHARACTER ARCHETYPE

An *archetype* is a "standard" or "typical" sort of character found in certain types of stories. Comic books have many archetypical superheroes, and therefore the odds are that your PS238 RPG campaign will as well. Some of the major superhero archetypes include:

BRICK

Julie: I can fly fast, and I'm pretty tough, and I can lift a lot, and... I guess that's about it.

American Eagle: That's number eighty-four, then.

Moon Shadow: Eighty-four?

American Eagle: The super strength, speed, and flight power combination is the most common. She's the eighty-fourth one.

—PS238 #18

One of the most common superhero archetypes is the character with superhuman strength, often referred to by the slang term *Brick*. Besides being able to lift huge amounts of weight, Bricks can punch really hard, and are usually really tough — often so tough that they can't be hurt by things like bullets or knives. And as American Eagle says, it's not uncommon for Bricks to be able to fly and to move very quickly; the ones who can't fly can usually make tremendous leaps.

Typical powers for Bricks include Super-Strength, Super-Toughness, Flight, and Super-Leaping (see pages 95-99). Captain Clarinet, Bernard Brenner, Julie Finster, and Coach Rockslide are all examples of Bricks.

ENERGY PROJECTOR

"I don't think we want you taking responsibility for irradiating a playground...."

—Miss Kyle speaking to Suzi Fusion, PS238 #0

An *Energy Projector* is a superhuman whose powers are based on controlling and projecting some type of energy, such as fire, electricity, sound, or lasers. For example, Suzi Fusion has radiation-based powers, Emerald Gauntlet can create all sorts of energy beams and objects with his gauntlet, and Laser Sight can fire energy beams from his single "eye."

Energy Projectors can be even more spectacular in their use of powers than Bricks. From a PS238 perspective this sometimes makes it hard to keep the school's or a student's secret under wraps — witness all the "gas leak" stories the

faculty has come up with to explain it when Suzi Fusion mis-uses her powers.

Typical powers for Energy Projectors include Energy Beam, Flight, Telekinesis, and Force Shield (see pages 95-99).

GADGETEER

"Oh, this is ingenious, my boy! Using a Speak-'n'-Spell to bypass the keyboard DNA-sensors, a modified calculator to generate passwords, and we're still working on how you broke into the FAA's computers to drop that plane."

—Herschel Clay uncovering Zodon's latest nefarious scheme, PS238 #1

Gadgeteers don't have superpowers like most other characters — their "power" is their ability to create super-technology devices that are equivalent to superpowers. (PS238's powers categorization system refers to these sorts of abilities as "alpha-technological.") For example, instead of being able to fire laser beams from his eyes like an Energy Projector, the Gadgeteer builds himself a laser pistol; instead of being able to fly under his own power he invents a jetpack. Compared to most other types of heroes, Gadgeteers tend to have lots of Skills like Electronics, Mechanics, Science Skills, and Systems Operation. They're skilled at using all sorts of technology, not just their own inventions — and in a world filled with computers and other types of high technology, that can make them very powerful.

Some typical Gadgets for Gadgeteers are listed on pages 100-03. Zodon and Angie are both examples of Gadgeteers.

MARTIAL ARTIST

"You state that she can only learn two fighting styles per semester. This is unacceptable. Less than four is an outrage, and you don't seem to offer the latest techniques from eastern Asia."

—Lady Valiant complaining about PS238's hand-to-hand fighting curriculum, PS238 #0

This character isn't necessarily a true superhuman. He's normally at a human or slightly-above-human level of physical performance, but augments his abilities with extensive training in formal or informal martial arts. He may also have some skill with weapons, carry lots of useful gadgets, and so on. Despite the term "Martial Artist," he may be better known as an investigator or an acrobat than a fighter.

Typical powers for Martial Art-

ists include, unsurprisingly, Martial Arts (see page 91). The Revenant is an example of a Martial Artist; Moon Shadow may become one someday if he never manifests superpowers and continues his training.

MENTALIST

*TELEPATHY — Because It's No Fun
If A Song Is Stuck In Only One Head*
—PS238 motivational poster

This character has powers that derive from the energy of the mind, such as telepathy or the ability to mentally control other people (these are sometimes referred to as *psionic* powers). Psionic powers have some of the same characteristics as magic (they're mysterious and spooky), but usually are not as versatile and don't depend on supernatural or occult explanations.

Typical powers for Mentalists include Illusions, Mental Control, Mind Blast, Telekinesis, and Telepathy (see pages 95-99). Jared Whitman is an example of a Mentalist; so is Principal Cranston (though his powers are suppressed).

METAMORPH

*"If I inflate myself, I can make a fart
sound that lasts for an hour!"*
—Polymer brags about
her powers, PS238 #28

Metamorphs are shapechangers. A Metamorph can alter the shape, dimensions, coloration, density, and/or malleability of his body. Characters who can Grow very tall, Shrink to become just an inch high, Stretch their bodies, change shape into animals, or become intangible are all examples of Metamorphs.

Typical powers for Metamorphs include Stretchy Body, Giant Size, and Tinyness (see pages 95-99). Polymer is an example of a Metamorph; so is Cristina "Micro-Might" Kyle.

MYSTIC

*"I left a homonculus in charge of
my science class. We can savor the
irony in flight."*
—Vashti Imperia, PS238 #1

Mystics are characters trained in the use of magic, who have a natural affinity for magic, who have magic-derived powers, or who possess and use enchanted items. They're relatively rare at PS238, and sometimes difficult to deal with because of the unpredictable nature of their powers.

Typical powers for Mystics could include virtually any ability listed on pages 95-99, but they'd be spells rather than metabolities and therefore look (and maybe sound) different. Vashti "Spell Syrin" Imperia, Murphy, and Malphast are all examples of Mystics.

PATRIOT

*"I will defend myself as well as the
American way of life, to live in free-
dom from threats such as those rep-
resented by the likes of you!"*

—USA Patriot Act fends off
some bullies in PS238 #6

A Patriot is a character who deliberately embodies traits that his nation finds especially admirable, and chooses to represent that nation in a symbolic way. (In some cases, he may embody a different concept, belief system, religion, philosophy, or principle, one not necessarily related to nationalistic fervor). He's an archetype only in a symbolic sense; Patriots don't all have related sets of powers, and usually embody one of the other archetypes as well. For example, a Patriot might also be a Martial Artist, a Weapon-master, a Brick, or an Energy Projector.

PS238 has at least two Patriots among the student body: USA Patriot Act and American Eagle. They frequently compete to "out-Patriot" one another and are always running against one another for class president.

POWERED ARMOR

*Principal Cranston: Herschel, ...
when you said you'd fly up and have
a look at the object, I assumed you'd
be in a shuttle, not your old "Man-
tium" suit.*

*Herschel Clay: I wanted to bring
along some firepower, just in case.*

—Herschel Clay uses his Mantium
powered armor to pursue a Septo
Probe-Bot in PS238 #21

A Powered Armor character is a variant of the Gadgeteer. The main difference between the two archetypes is that the Powered Armor hero has an all-in-one gadget — he integrates all his devices into a single suit of super-tech armor. Also, he's not as likely to be the actual inventor of the apparatus (he might just be an employee, tester, or friend of the inventor, or even someone who actually stole the suit from the inventor).

Typical Gadgets for Powered armor wearers include the ones listed under *Powered Armor* on page 102. Herschel "Mantium" Clay is an example of a Powered Armor character, though these days he rarely wears his armor and is really more of a Gadgeteer. Victor Von Fogg and his father are both also Powered Armor wearers.

SPEEDSTER

*Miss Kyle: Franklin! I thought I told
you to obey the indoor speed limits!*

Franklin Springer: Sorry, Miss Kyle....
—the Whiz disrupts class while
distributing handouts in PS238 #1

A Speedster's powers are based around movement, usually (but not always) at high velocities. The typical speedster either runs or flies very fast, and probably has extremely high reflexes in addition, all of which makes him a high-mobility, hard to hit target with some unusual abilities. Other speedsters focus on unusual Movement Powers (like Flight or Teleportation) and their implications.

Typical powers for Speedsters include Flight, Super-Digging, Super-Leaping, Super-Running, and Teleportation (see pages 95-99). The Whiz, Zach Shipman, and Charles Brigman are all examples of Speedsters.

WEAPONMASTER

This character has a powerful weapon (or a set of powers that are weapon-like) and relies on it almost exclusively in combat. Weaponmasters are rare among the PS238 student body, since nearly all the students have actual superpowers.

NOT USING ARCHETYPES

Naturally, you don't have to base your characters around one of these classic comic book archetypes. Many PS238 campaigns are better if they include some characters who don't fit into such precise categories. For example, the Human Alloy, PS238's science teacher, has the power to transmute things into metal, and the student Orchid can make plants grow very quickly — neither really fits any of the archetypes well.

Similarly, don't feel restricted by the explanations of archetypes — use that information if it helps you, and ignore it otherwise. If you have a different take on a particular archetype than what's described above, create your character to suit your his own preferences. Archetypes aren't straitjackets; they're for inspiration and guidance only.

A REVEALING FLAW

When you create your PS238 metaprodigy, you should also consider what sort of difficulties he might face, particularly when it comes to hiding the fact that he has superpowers. Giving your metaprodigy a “revealing flaw” makes it more fun to roleplay him and gives the GM ways to involve your character in adventures.

A brief review of the PS238 student body shows all kinds of revealing flaws:

- Bernard Brenner, Zodon, Murphy, Prospero, and many others have such unusual appearances that they have to hide them with holograms (or, like Malphast, with mystical illusions)
- The Whiz’s hair and nails grow so fast he has to get them cut several times a day
- Suzi Fusion emits dangerous levels of radiation if she’s not careful
- Captain Clarinet and other “bricks” tend not to suffer the usual cuts, bumps, bruises, and scrapes that most kids their age do, which might make an observant person suspicious
- Polymer’s skin normally has a plastic look to it; she has to concentrate to make herself look like an ordinary human girl

In game terms, revealing flaws are usually represented by Disadvantages (page 140). Distinctive Features is the usual choice, though most students should choose Distinctive Feature that qualify as “Easily Concealed” so you don’t make life *too* difficult for them.

CHARACTER POINTS



In *The PS238 Roleplaying Game*, like in any *HERO System* game, you create a character by spending *Character Points* to buy the various abilities and attributes a character has — everything from how strong and agile he is, to what he knows how to do (and how well he can do it), to his Superpowers (like the power to cast spells or fly). You also have to spend Character Points for Gadgets and other equipment, though the GM may let you have some ordinary objects, like a typical flashlight, for free.

Character Points come from two sources. The first is *Base Points*. These are Character Points you get for free from the GM when you start to design a character. The second is *points from Disadvantages*. If the Base Points aren’t enough for you to create the character you have in mind, you can take Disadvantages, which are complications, hindrances, or flaws your character suffers from (see page 140). Each Disadvantage you take is worth a certain number of additional Character Points — the more severe the Disadvantage, the more Character Points it’s worth to your character (but the more it handicaps him).

200 CHARACTER POINTS

When you create a *PS238 RPG* metaprodigy character, you build him with a total of up to *200 Character Points*: 150 Base Points that you get for free from the GM, plus up to 50 points from Disadvantages. Some NPCs, such as the teachers at PS238 and the villains your characters confront, may be built on many more Character Points than that. Additionally, the GM can change the number of Character Points you build characters with if he wants.

Since every PS238 metaprodigy automatically has two Disadvantages, *Social Limitation: Secret Identity* for 15 points and *Social Limitation: Minor* for 10 points (see page 140), he only needs to come up with another 25 points’ worth of Disadvantages to meet his total of 50. A “revealing flaw” such as a Distinctive Feature (see page 141) is often a good choice to fill part of those 25 points.

Points For Adults

Adult metahumans, who are more powerful, are typically built on 200 Base Points plus up to 150 points from Disadvantages. Ordinary adults, such as a typical police officer or thug, are usually built on (at most) 50 Base Points plus up to another 50 points from Disadvantages.

RESTRICTIONS ON SPENDING POINTS

The *HERO System* doesn’t have any restrictions on what you can spend Character Points on. If you want to spend most of them on Characteristics and just a few on Skills, you can; if you want to buy a lot of Superpowers for your character but leave him with more or less ordinary Characteristics, you can.

To guide your decisionmaking and help you create a fun, balanced character, here are the “average” ranges of characters’ abilities in *PS238 RPG* campaigns:

- Primary Characteristics: 8-18
- Speed (SPD): 3-5
- Combat Value (CV): 4-9
- Damage Classes in attacks: 5-10
- Active Points in Superpowers: 20-50
- Skill Rolls: 8- to 13-
- Defense (overall): 8-14
- Resistant Defense: 0-8

Of course, those ranges are only guidelines, not restrictions. For example, a character with Super-Strength probably has Strength (STR) above 18, even though most Primary Characteristics range from 8-18 in *PS238 RPG* campaigns. Additionally, some GMs establish limits or guidelines for spending points to ensure you create characters appropriate for their campaigns — so check with your GM before you start building a character for his game.

What all this means is that it’s your responsibility to learn about the different things you can spend points on — Skills, Powers, Talents, and so on. Unless you know what’s available to buy, you’re going to have a little trouble creating the character you want. But it’s not difficult to gain enough familiarity with the *HERO System* to start the character creation process. Just skim over pages 83 to 139 to learn what the different game elements and options are, then come up with an idea for a character and focus in on the elements most appropriate for it.

CHARACTERISTICS



Characteristics represent a character's natural attributes (such as physical strength, intellect, and willpower). The higher a Characteristic, the better a character is at whatever that Characteristic represents. A character with Strength 20 is stronger than one with Strength 15.

HERO System characters have two types of Characteristics: Primary and Figured.

PRIMARY CHARACTERISTICS

Primary Characteristics represent a character's physical and mental capabilities. All *PS238 RPG* student characters start with a value of 5 in each of their Primary Characteristics, except for Comeliness which starts at 8. (Adults in the *PS238* campaign, such as Miss Kyle or the Revenants, are built as standard *HERO System* characters, with 10 in each Primary Characteristic to start.) The accompanying table lists the Primary Characteristics and how many Character Points it costs to raise each one's value by 1.

FIGURED CHARACTERISTICS

The second type of Characteristic is *Figured Characteristics*, so called because you derive their values from a character's Primary Characteristics. Figured Characteristics mainly represent various combat capabilities. You can raise or lower Figured Characteristics independently of the Primary Characteristics by spending Character Points.

MOVEMENT

Related to Characteristics are a character's ability to move. All characters can run, leap, and swim at a base level indicated in the accompanying table. They can buy more Running, Leaping, or Swimming if they want.

PRIMARY CHARACTERISTICS TABLE

Base Value	Primary Characteristic	Cost Per Point
5	Strength (STR)	1
5	Dexterity (DEX)	3
5	Constitution (CON)	2
5	Body (BODY)	2
5	Intelligence (INT)	1
5	Ego (EGO)	2
5	Presence (PRE)	1
8	Comeliness (COM)	½

FIGURED CHARACTERISTICS TABLE

Base Value	Figured Characteristic	Formula	Cost Per Point
(1)	Physical Defense (PD)	STR/5	1
(1)	Energy Defense (ED)	CON/5	1
(1)	Speed (SPD)	1 + (DEX/10)	10
(2)	Recovery (REC)	(STR/5) + (CON/5)	2
(10)	Endurance (END)	2 x CON	½
(11)	Stun (STUN)	BODY+(STR/2)+(CON/2)	1

If the numbers on a Figured Characteristic don't come out even, use the rounding rules described on page 72. For example, a character with STR 15, CON 15, and BODY 10 has 26 points of STUN: 10 (from BODY) + 8 (STR/2 = 7.5, rounds up to 8) + 8 (CON/2 = 7.5, rounds up to 8).



MOVEMENT TABLE

Base Value	Movement Mode	Cost per +1"
6"	Running	2
2"	Swimming	1
2" (STR/5)	Leaping	1

EXPLANATION OF CHARACTERISTICS

The following descriptions give some idea of the use and effects of each Characteristic in the game.

CHARACTERISTIC ROLLS

In some situations, it may not be clear whether a character can perform a particular action. For example, Andrea falls out of a building and tries to grab a ledge as she passes it — will she succeed? In this sort of situation, where no Skill applies, the GM can ask a character to make a *Characteristic Roll* based on the most relevant Characteristic (DEX, in this case). Characteristic Rolls equal 9 plus the Characteristic divided by 5:

$$9 + (\text{CHARACTERISTIC}/5)$$

Thus, a DEX Roll is $9 + (\text{DEX}/5)$ or less. Andrea (DEX 15) has a DEX Roll of 12- ($9 + (15/5)$). She grabs the ledge if she rolls 12 or less on 3d6.

Don't use Characteristic Rolls too much, since they can slow down play and may rob the player of control over his character.

PRIMARY CHARACTERISTICS

STRENGTH (STR)

Strength represents the character's raw physical power: how much damage he does in HTH Combat; how much he can lift, carry, and throw; and so forth. The Strength Table indicates the effects of various levels of STR; as you can see, every +5 STR adds +1d6 to the character's HTH damage and doubles his lifting capacity. 1 point of STR costs 1 Character Point.

STR costs Endurance to use — 1 END per 10 points of STR. See page 107 for more information about spending END.

STRENGTH TABLE

Strength	Lift (kg)	Damage	Leap (hexes)	Example
-25	.8	—	—	Grenade, Football
-23	1.0	—	—	
-20	1.6	—	—	Pineapple
-18	2.0	—	—	
-15	3.2	—	—	One-Handed Sword
-13	4.0	—	—	Rifle
-10	6.4	—	—	
-8	8.0	—	—	Shotput
-5	12.5	—	—	
-3*	16.0	—	—	
0	25.0	—	—	Full suitcase, Small Missile, TV set
3	37.0	½d6	½"	
5	50.0	1d6	1"	
8	75.0	1½d6	1½"	
10	100.0	2d6	2"	Man
13	150.0	2½d6	2½"	
15	200.0	3d6	3"	Two men, piano
18	300.0	3½d6	3½"	
20	400.0	4d6	4"	Motorcycle
23	600.0	4½d6	4½"	Sailboat
25	800.00	5d6	5"	Small Trailer
28	1,200.0	5½d6	5½"	Medium Missile
30	1,600.0	6d6	6"	Small Car, Large Missile
35	3,200.0	7d6	7"	Truck
40	6,400.0	8d6	8"	Small Jet, Combat Helicopter
45	12.5 tons	9d6	9"	Jet Fighter, Subway Car
50	25.0 tons	10d6	10"	Infantry Fighting Vehicle
55	50.0 tons	11d6	11"	Tank
60	100.0 tons	12d6	12"	Space Shuttle

Lift: The maximum amount of weight the character can usually just manage to lift off the ground, stagger with for a step or two, then drop, in kilograms (1 kg = 2.2 pounds). This assumes a solid lifting surface.

Damage: Normal Damage in HTH Combat

Leap: Running broad jump forward, distance in hexes. Running jumps upward and standing jumps are half this distance; standing jumps upward are one-fourth this distance.

Throwing Things

Characters also use STR to throw things. To calculate throwing distance, use the Strength Table to determine how much STR it takes to lift the object. Then subtract that STR from the character's STR. If the result is zero or less, he cannot throw the object. If the result is more than zero, that's the "Extra Strength" the character has to throw with. Consult the Throwing Table to determine how far he can throw the object.

The Normal Damage done by a thrown object equals the character's dice of STR damage, or the DEF+BODY of the object, whichever is less. Thus, a STR 60 character (12d6 damage) throwing a telephone pole (DEF 5, BODY 5) does 10d6 Normal Damage. If he threw an armored car (DEF 8, BODY 18), he'd do 12d6 Normal Damage.

DEXTERITY (DEX)

Dexterity represents a character's agility and reaction time. It also represents accuracy: a character's Combat Value (CV) is his DEX/3. 1 point of DEX costs 3 Character Points.

CONSTITUTION (CON)

Constitution represents a character's health and hardiness. A character's CON determines how easily he's Stunned in combat (see page 160). 1 point of CON costs 2 Character Points.

BODY (BODY)

Body represents how much damage a character can take before dying (see page 160). 1 point of BODY costs 2 Character Points.

INTELLIGENCE (INT)

Intelligence represents a character's ability to take in and process information quickly. It does not necessarily reflect knowledge or lack thereof (a character could be ignorant or a genius, but still have an INT of 10). INT has more to do with processing and reacting to information than with raw learning. INT serves as the basis for Perception Rolls and many important Skills. 1 point of INT costs 1 Character Point.

THROWING TABLE

Extra Strength	Throwing Distance
0 or less	0"
3	1"
5	2"
8	3"
10	4"
13	5"
15	6"
18	7"
20	8"
23	9"
25	10"
28	11"
30	12"
35	14"
40	16"
45	18"
50	20"
55	22"
60	24"
65	26"
70	28"
75	30"
80	32"
85	34"
90	36"
95	38"
100	40"

COMBAT VALUE TABLE

Here's a quick-reference table to help you calculate your character's CV. Substitute "EGO" for "DEX" and it tells you your character's ECV, too.

DEX	CV
0, 1, 2, 3, 4	1
5, 6, 7	2
8, 9, 10	3
11, 12, 13	4
14, 15, 16	5
17, 18, 19	6
20, 21, 22	7
23, 24, 25	8
26, 27, 28	9
29, 30, 31	10
...and so on	

EGO (EGO)

Ego represents a character's mental strength and strength of will. EGO helps a character when he undergoes a test of willpower, becomes wounded, resists interrogation or Mental Powers, or tries to overcome his Psychological Limitations. 1 point of EGO costs 2 Character Points.

PRESENCE (PRE)

Presence represents the character's forcefulness, charisma, bravery, and leadership qualities — in short, his





impressiveness. PRE allows characters to impress or awe others and to resist the effects of other characters' high PRE. (See *Presence Attacks*, page 162.) 1 point of PRE costs 1 Character Point.

COMELINESS (COM)

Comeliness reflects the character's beauty or handsomeness. 1 point of COM costs ½ Character Point.

FIGURED CHARACTERISTICS

PHYSICAL DEFENSE (PD)

Physical Defense represents a character's ability to withstand damage from physical attacks, such as punches. (See page 159.)

PD has a base value of (STR/5); increasing it costs 1 Character Point per 1 point.

ENERGY DEFENSE (ED)

Energy Defense represents a character's ability to withstand damage from energy attacks, such as electricity or fire. (See page 159.)

ED has a base value of (CON/5); increasing it costs 1 Character Point per 1 point.

SPEED (SPD)

Speed represents how many Phases a character has in a Turn, and when they occur (see page 149).

Speed has a base value of 1 + (DEX/10). Each additional 1 point of SPD costs 10 Character Points.

SPD is the only Figured Characteristic that doesn't round in favor of the character (except that all characters start with SPD 2). To increase SPD after rounding off, characters must buy the remaining fraction of a SPD point. Each 1/10 of a SPD point costs 1 Character Point.

Example: A character with a DEX of 18 has a base speed of $1 + (18/10) = 2.8$, which rounds down to 2, so the character is SPD 2. If the character wanted to be SPD 3, that would cost 2 Character Points. If the character wanted to be SPD 4, it would cost 12 Character Points.

A character with SPD 0 cannot move; he's frozen in place.

RECOVERY (REC)

Recovery represents how fast a character recovers from being exhausted or knocked out; it also allows the character to heal more quickly. Each point of REC allows the character to regain 1 point of lost STUN and 1 point of spent END each Post-Segment 12 Recovery and each Phase in which the character takes a Recovery (see page 161).

REDUCING CHARACTERISTICS

Characters may reduce (or "sell back") Characteristics below beginning values. The points gained are the same as the price for raising the Characteristic by a corresponding amount.

Example: Albert wants his character to be less healthy than normal — in game terms, to start the campaign with a Constitution of 7 instead of 10. If he decides to do this, he gains the Character Points appropriate to the loss. Since his character lost 3 points of CON, and CON is worth 2 Character Points per point, the character gains 6 Character Points to buy other Characteristics or Skills. However, the loss of CON affects the character's ED, REC, END, and STUN. Moreover, he's rather frail.

A character may sell back each and every Primary Characteristic below the listed value, but only one Figured Characteristic, and may not reduce any Primary Characteristic below 5 without the GM's permission.

Recovery has a base value of (STR/5) + (CON/5). Each additional 1 point of REC costs 2 Character Points.

ENDURANCE (END)

Endurance represents the energy a character expends to act, exert himself, and use his powers. A character who uses a Power, moves, or uses STR expends END (unless the GM chooses to ignore this rule in the interest of faster game play; see page 107).

END has a base value of 2 x CON. Each additional 1 point of END costs ½ Character Point.

STUN (STUN)

Stun represents how much damage a character can take before being Knocked Out (see page 160).

STUN has a base value of BODY + (STR/2) + (CON/2). Each additional 1 point of STUN costs 1 Character Point.

DEFENSE (DEF)

"Characters" like vehicles, bases, and inanimate objects use this Characteristic. DEF represents an object's protection against damage (both physical and energy). DEF is Resistant.

1 point of DEF costs 3 Character Points.



Skills are abilities characters have learned or are trained to perform. Examples of Skills include lockpicking, spaceship piloting, knowing all about politics, and fencing. This section describes the different Skills available in the *HERO System*, their point cost, and how Skills affect the game.

BUYING SKILLS

A character learns a Skill by paying the Character Point cost listed (usually 3 points). Once a character buys a Skill, he may use it as much as he wants without paying more points. However, improving his ability with a Skill costs more Character Points.

HERO System groups Skills into five categories for ease of reference when creating characters. The categories are: Agility Skills; Background Skills; Combat Skills; Intellect Skills; and Interaction Skills. Characters may have Skills from any or all categories.

SKILL ROLLS

Most Skills are rated with a number which indicates how well the character knows the Skill — the higher the number, the better he is at the Skill. In general, a character with an 11- is fairly good at a Skill, while any Skill over 14- is remarkable.

The base Skill Roll for most Intellect, Agility, or Interaction Skills, and some Background Skills, is calculated by the following formula:

Skill Roll = 9 + (Characteristic/5) or less

For example, the base Skill Roll for an Intellect Skill is 9 + (INT/5) or less (round in favor of the character). The Skill Roll Table lists the rolls for Skills based on different Characteristic values.

Most Background Skills have a base 11- roll. Some Skills, such as Martial Arts, Transport Familiarity, and Weapon Familiarity, don't involve a roll at all.

Improving the Skill Roll for standard Characteristic-Based Skills by +1 costs 2 Character Points. Background and Combat Skills have different costs, explained in their individual descriptions. Characters can also improve Skill Rolls by purchasing Skill Levels (see page 92).

USING SKILLS

The following rules cover the use of Skills generally. The Skills' individual descriptions may have additional rules.

SUCCESS AND FAILURE

Characters make Skill Rolls using 3d6.

If a character rolls *less than or equal to* his Skill Roll, taking all modifiers into account, he has succeeded. The more he makes the roll by, the greater his degree of success.

If character rolls greater than his Skill Roll, taking all modifiers into account, he has failed. This means he can't perform the chosen action or receives no benefit from the Skill until the situation changes in his favor — in other words, until he somehow gets at least a +1 modifier to the Skill Roll.

Obtaining a +1 to a Skill Roll can be as simple as taking more time (see *Taking Extra Time*).

Bonuses And Penalties

In the *HERO System*, bonuses and penalties to a Skill Roll apply to the Skill's rating, not to the number rolled on the dice. Thus, a positive modifier — like +1 or +3 — is good, because it improves the character's chance to succeed; a negative modifier — like -2 or -5 — is bad, because it decreases the chance of success.

For example, if a character has Lockpicking 13- and he uses tools that provide a +2 bonus, he has Lockpicking 15-. If he rolls a 12, he makes the roll by 3.

SKILL VERSUS SKILL CONTESTS

Sometimes characters use their Skills in opposition, such as when one character tries to conceal something while another character tries to find it. This is a *Skill Versus Skill Contest*.

In a Skill Versus Skill Contest, the character taking action makes his roll first. If he fails, the other character automatically wins the contest. If he succeeds, the other character must make his Skill Roll at a penalty of -1 for every 1 point by which the first character makes his

SKILL ROLL TABLE

Characteristic Value	Skill Roll	Description
N/A	8-	<i>A Familiarity</i> — very basic knowledge. This costs 1 Character Point, and characters cannot apply Skill Levels to the roll.
2 or less	9-	
3, 4, 5, 6, 7	10-	
8, 9, 10, 11, 12	11-	<i>Competent</i> : The character can perform routine tasks easily, and difficult tasks with a little effort. He is qualified to get a job using the Skill.
13, 14, 15, 16, 17	12-	<i>Skilled</i> : The character is well-versed in the Skill; he can perform even difficult tasks without too much effort. He is qualified to manage or assist less-skilled workers as they use the Skill.
18, 19, 20, 21, 22	13-	
23, 24, 25, 26, 27	14-	<i>Very Skilled</i> : The character is a master with the Skill. He can perform more difficult or unusual tasks without too much trouble.
28, 29, 30, 31, 32	15-	
33, 34, 35, 36, 37	16-	<i>Highly Skilled</i> : The character is one of the very best people in the world with that Skill. He often works on cutting-edge applications of the Skill.
38, 39, 40, 41, 42	17-	
43, 44, 45, 46, 47	18-	<i>Extremely Skilled</i> : The character is one of the greatest masters of the Skill in history. He develops new uses for the Skill and "pushes the envelope" of what it can do.
48, 49, 50, 51, 52	19-	
53, 54, 55, 56, 57	20-	<i>Incredibly Skilled</i> : The character amazes even other skilled practitioners. He's perhaps the greatest master of the Skill in history.

...and so on.

Characters can also improve a Skill Roll by paying more Character Points for the Skill or buying Skill Levels, as described in the text. Having a high Characteristic isn't the only way to get a high Skill roll.

SKILL MODIFIERS TABLE

The GM can apply the following general modifiers to Skill Rolls, based on the situation.

Modifier	Circumstance
+3 to +5	Routine
+1 to +3	Easy
-1 to -3	Difficult
-3 to -5	Extremely Difficult
-5 or more	Sheer Folly
See text	Preparing for extra time
+1 to +3	Character has extensive knowledge of the object of the Skill Roll
+1 to +3	Character roleplays the use of the Skill well
+1 to +3	Character uses good equipment in connection with the Skill Roll
+1 to +3	Excellent conditions for performing the Skill
-1 to -5	Poor conditions for performing the Skill
-1 to -5	Extremely strange or weird object to perform the Skill on
-1 to -5	Character uses poor equipment, or lacks the proper equipment (if appropriate)
-1 to -3	Combat conditions, for Skills not normally used in combat

Skill Roll. In other words, the second character must succeed by the same or a greater margin as the first.

For example, Andrea uses her Computer Programming 12- to create a security program for her computer. She rolls a 9, so she made the roll by 3. Anyone who tries to break through or avoid her security program must make a Computer Programming roll at a -3 penalty.

TAKING EXTRA TIME: THE TIME CHART

If a character takes extra time to perform a Skill, he receives a bonus. The accompanying *Time Chart* indicates various units of time. The GM consults the Time Chart and decides how long it takes to perform a Skill. For example, picking a lock might take 1 Turn, while using Paramedics on someone could take 1 Minute.

For each step down the Time Chart a character takes to perform a Skill, he receives a +1 bonus. For example, if a character takes 1 Minute to perform a task requiring only 1 Turn, he gets a +1 bonus.

If a character tries to perform a task too quickly, a penalty applies. For each step up the Time Chart from the time required to use a Skill, he suffers a -3 penalty. For example, if a character tries to finish a 1 Minute-long task in just 1 Phase, he suffers a -6 penalty.

TIME CHART

Time Period/Duration

1 Segment
 1 Phase
 1 Turn (Post-Segment 12)
 1 Minute
 5 Minutes
 20 Minutes
 1 Hour
 6 Hours
 1 Day
 1 Week
 1 Month
 1 Season (3 months)
 1 Year
 5 Years
 25 Years
 1 Century

SKILL DESCRIPTIONS

For Characteristic-Based Skills, the Characteristic listed in parentheses after the name of the Skill is the Characteristic it's based on.

ACROBATICS (DEX)

Acrobatics lets a character perform flips, jumps, and rolls like a circus acrobat. Acrobatics enables the character to jump from one moving vehicle to another safely, swing from flagpoles, bounce off awnings, and execute other tricky moves. He can also maintain his balance on narrow or difficult surfaces. At the GM's option, he may sometimes be able to obtain Surprise Move (page 155) bonuses when using Acrobatics in combat.

ACTING (PRE)

Acting enables a character to alter his physical mannerisms and speech patterns to seem to be another person, to fool someone, or to fake moods and emotions. Characters can use it to hide their true identity or to impersonate another individual. To detect an acting character, use Acting versus an INT Roll in a Skill Versus Skill Contest.

BREAKFALL (DEX)

Breakfall allows a character to roll out from a fall and stand up without taking a Half Phase. A successful roll also means the character takes only half damage from the fall. Each 2" the character falls imposes a -1 penalty on the roll. If the character makes his Breakfall Roll by half (after applying the height modifier), he takes no damage from the fall at all. Characters can also use Breakfall to resist damage from Throws (see pages 156-57); a successful roll (at -1 for every 2d6 in the Throw attack) halves the damage taken.

A character can use Breakfall to land on his feet if he suffers Knockback or Knockdown. If his roll succeeds, he takes no damage and doesn't have to spend a Half Phase standing up. Each 2" of Knockback imposes a -1 on the Breakfall Roll. Characters who are Knocked Back into something (like a wall or a vehicle) cannot use Breakfall to lessen the effects of Knockback.

CLIMBING (DEX)

Climbing allows a character to climb unusually difficult walls, trees, and buildings, as long as handholds exist. Climbing speed varies according to the structure being climbed, but the base speed

EVERYMAN SKILLS

All characters have some ability in a few Skills to reflect the fact that everybody knows how to do these things to some extent. These are called *Everyman Skills*, and a character has an 8- roll in each of them.

In most campaigns, the Everyman Skills are: Acting, Climbing, Concealment, Conversation, Deduction, one Area Knowledge, one Language (4 points' worth of fluency), Paramedics, Persuasion, Shadowing, Stealth, and one 1-point Transport Familiarity.

If a character wants to buy one of these Skills, he must pay full price; having it as an Everyman Skill doesn't reduce the Skill's cost.

THE SKILL LIST

All Skills are listed here alphabetically, with the Type of Skill, the Base Roll on 3d6, the Base Cost in Character Points, and the cost of a +1 to the Skill Roll. The GM can create other Skills or let characters buy Skills not on the list. General categories such as Professional Skills and Knowledge Skills cover Skills not listed; refer to the text for further information.

Skill	Type	Base Roll	Base/+1 Cost
Acrobatics	Agility	9+(DEX/5)	3/2
Acting	Interaction	9+(PRE/5)	3/2
Breakfall	Agility	9+(DEX/5)	3/2
Climbing	Agility	9+(DEX/5)	3/2
Combat Driving	Agility	9+(DEX/5)	3/2
Combat Piloting	Agility	9+(DEX/5)	3/2
Combat Skill Levels	Combat	—	Varies
Computer Programming	Intellect	9+(INT/5)	3/2
Concealment	Intellect	9+(INT/5)	3/2
Contortionist	Agility	9+(DEX/5)	3/2
Criminology	Intellect	9+(INT/5)	3/2
Cryptography	Intellect	9+(INT/5)	3/2
Deduction	Intellect	9+(INT/5)	3/2
Disguise	Intellect	9+(INT/5)	3/2
Electronics	Intellect	9+(INT/5)	3/2
Gadgeteering	Intellect	9+(INT/5)	3/2
Knowledge Skill	Background	11*	2/1*
Language	Background	—	1/1
Lockpicking	Agility	9+(DEX/5)	3/2
Magic	Intellect	9+(INT/5)	3/2
Martial Arts	Combat	Varies	Varies
Mechanics	Intellect	9+(INT/5)	3/2
Paramedics	Intellect	9+(INT/5)	3/2
Persuasion	Interaction	9+(PRE/5)	3/2
Power	Varies	9+(CHAR/5)	3/2
Professional Skill	Background	11*	2/1*
Range Skill Levels	Combat	—	Varies
Science Skill	Background	11*	2/1*
Security Systems	Intellect	9+(INT/5)	3/2
Skill Levels	—	—	Varies
Sleight of Hand	Agility	9+(DEX/5)	3/2
Stealth	Agility	9+(DEX/5)	3/2
Streetwise	Interaction	9+(PRE/5)	3/2
Systems Operation	Intellect	9+(INT/5)	3/2
Transport Familiarity	Background	—	Varies
Weapon Familiarity	Combat	—	Varies
Weaponsmith	Intellect	9+(INT/5)	3/2

*: Characters can base these Skills on a Characteristic (usually INT).



is 1” per Phase. Climbing equipment (such as rope, grapnels, pitons, or special shoes) may provide bonuses to the roll or speed the pace of climbing.

A climbing character’s OCV and DCV are halved, and may be 0 if the character is in a really difficult position. An unsuccessful Climbing roll usually means the character cannot climb that area, but sometimes means a fall if the roll was spectacularly bad.

COMBAT DRIVING (DEX)

Characters with Combat Driving can drive and control vehicles which operate in two dimensions (like chariots, cars, and speedboats) in difficult situations.

To use Combat Driving, the character must know how to operate the vehicle (see *Transport Familiarity*, page 93). A character with Combat Driving gets one 1-point TF from the Ground Vehicles category for free.

COMBAT PILOTING (DEX)

Characters with Combat Piloting can pilot and control vehicles which operate in three dimensions (everything from airplanes, to submarines, to spaceships) in difficult situations (primarily combat).

To use Combat Piloting, the character must know how to operate the vehicle (see *Transport Familiarity*, page 93). A character with Combat Piloting gets one 1-point TF from the Air Vehicles category for free.

COMBAT SKILL LEVELS

Once a character knows how to use an attack, he can improve his skill with it by buying Combat Skill Levels (CSLs). The applicability and uses of a CSL depend on what types of attacks it works with. There are four categories of CSL, each described below. A character must define what attacks a Combat Skill Level works with when he buys it, and cannot change it thereafter.

2-Point Combat Skill Levels

A 2-point *Combat Skill Level* adds +1 to a character’s OCV when he uses *one single type of attack*. Two-point CSLs can never apply to DCV. Examples of attacks a 2-point CSL could be bought for include Punches, Broad-swords, and Claws.

3-Point Combat Skill Levels

A 3-point *Combat Skill Level* can add +1 to a character’s OCV or +1 to his DCV with a *related group of attacks or maneuvers* (usually no more than three) or a *tightly-defined group of weapons*. Examples of attacks a 3-point CSL could be bought for include all of a character’s



Martial Maneuvers (no matter how many he has), any three Combat Maneuvers (such as Punch, Grab, and Move By), All Swords, All Pistols, or All Natural Weapons (claws, fangs, tail, and so on).

5-Point Combat Skill Levels

A 5-point *Combat Skill Level* can add +1 to a character's OCV or +1 to his DCV with *all HTH Combat attacks* or *all Ranged Combat attacks*.

8-Point Combat Skill Levels

An 8-point *Combat Skill Level* can add +1 to a character's OCV or +1 to his DCV with *All Combat* — HTH or Ranged.

Allocating Combat Skill Levels

A single 2-point *Combat Skill Level* can only improve a character's OCV. It adds to the attack it was bought for whenever the character uses that attack.

A *Combat Skill Level* costing 3, 5, or 8 points can improve either a character's OCV or his DCV when the character uses the attacks it was bought for. The character has to choose which one it improves, though he can change the assignment of his CSLs from Phase to Phase. Changing the assignment of CSLs constitutes a Zero Phase Action, but a character can only do it once per Phase. After he attacks, his CSLs stay as they are until his next Phase begins or he Aborts to a defensive Action.

Combat Skill Levels On Foci

Characters sometimes want to buy *Combat Skill Levels* with the *Limitation Focus* (page 135) to create targeting scopes for guns and the like. Characters may only buy 5-point and 8-point *Combat Skill Levels* with *Focus*. However, CSLs bought as *Foci* can only improve a character's OCV; they have no effect on DCV.

COMPUTER PROGRAMMING (INT)

A character with *Computer Programming* can program and operate computers. This includes knowledge of, and the ability to use, hardware, software, operating systems, and the like, both for routine uses and unusual ones (such as hacking, searching for information, or defeating computer-assisted security devices).

CONCEALMENT (INT)

Concealment represents a character's ability to hide things and to find things which others have hidden — important papers, weapons, jewels, artifacts, drugs, and so forth.

CONTORTIONIST (DEX)

Contortionist gives a character the ability to manipulate his body so as to get out of ropes and other bonds (or to fit into tiny spaces he's normally too big for). An attempt to escape from normal ropes would incur a -0 or -1 modifier, wires would be -2 or -3, and handcuffs would be -3 or -4.

A character can use *Contortionist* to escape from *Grabs* (page 156). If he succeeds with a roll exactly, he can add 1d6 to his STR; for every additional point by which the roll was made, he can add +1d6 more.

CRIMINOLOGY (INT)

A character with *Criminology* knows how to look for clues, dust for fingerprints, analyze evidence, examine criminal records and files, do ballistics tests, and so on.

CRYPTOGRAPHY (INT)

Cryptography allows a character to solve ciphers and codes, encrypt or encode messages, and hide messages in ordinary text. In modern settings it may require the use of a computer.

DEDUCTION (INT)

Deduction is the ability to take several facts and leap to an inobvious conclusion — the classic detective's skill. A failed *Deduction* roll usually indicates the character can't think of an answer, but it may mean an incorrect deduction.

DISGUISE (INT)

Disguise allows a character to change his (or another character's) appearance with makeup, costumes, body language, and facial expression (though acting like another person requires *Acting*). He can alter his appearance, or disguise himself

to look like a specific person (though this usually involves a -1 to -3 penalty). To spot someone wearing a disguise, an onlooker must make a PER Roll in a Skill Versus Skill Contest against the character's Disguise.

ELECTRONICS (INT)

Electronics allows a character to identify, understand, analyze, build, repair, disable, and rewire electronic devices. The character usually needs tools to use Electronics, and often lots of time.

GADGETEERING (INT)

Gadgeteering allows a character to use a Gadget Pool (see page 139). In broader terms it can also serve as a sort of "Inventor" Skill that lets a character design and construct new devices based on other technical Skills he knows (such as Electronics, Weaponsmith, or Science Skill: Robotics).

KNOWLEDGE SKILL

This general and flexible Background Skill includes knowledge of certain groups, places, people and things — any subject the character wishes to have knowledge of. For 2 Character Points, the character has an 11- roll to perform a given Knowledge Skill (KS). Alternately, characters can base the Skill upon a Characteristic (typically INT) for 3 Character Points, giving a base (9 + (CHAR/5)) roll. In either case, each +1 to the Skill Roll costs 1 Character Point.

The character must define the subject when he purchases the KS, and it can be virtually anything he can think of. Examples include: Arcane And Occult Lore; British Literature; Demons; The Galactic Confederation; Horse Racing; The Mafia; New York City; Rock Music; and Zulu Culture. Characters may not take KSs for scientific subjects, like Astronomy, Biology, or Physics; those require Science Skills (page 92).

LANGUAGE

This Background Skill represents a level of fluency in, and knowledge of, a language — the more points spent, the greater the character's fluency. Each character knows his native language for free at the "Idiomatic" level.

FLUENCY TABLE

Fluency	Character Points
Basic Conversation	1
Fluent Conversation	2
Completely Fluent, with accent	3
Idiomatic, native accent	4
Imitate dialects	5
Literacy	+1 point
(if not standard for society)	

LOCKPICKING (DEX)

Lockpicking let a character open locks using special tools instead of keys. It does not allow the character to detect or bypass security devices; that requires Security Systems.

MAGIC (INT)

Magic allows a character to use a Magic Pool (see page 139). In a broader sense it also represents a character's mystic power and knowledge of the arcane, though for true understanding he should buy other skills like KS: Arcane And Occult Lore.

MARTIAL ARTS

Martial Arts represents enhanced HTH Combat fighting ability, whether derived from intense training, innate ability, or hard-won experience. It includes everything from the grace and power of kung fu, to the brutality of bare-knuckle streetfighting skills, to fencing.

MARTIAL MANEUVERS COSTS

Maneuver	Cost
Choke Hold	4
Defensive Strike	5
Killing Strike	4
Legsweep	3
Martial Block	4
Martial Disarm	4
Martial Dodge	4
Martial Escape	4
Martial Grab	3
Martial Strike	4
Martial Throw	3
Nerve Strike	4
Offensive Strike	5
Sacrifice Throw	3
+1 Damage Class	4
Weapon Element	1

Martial Arts consists of various Martial Maneuvers which characters purchase individually. You can choose which Martial Maneuvers your character knows, but you must spend a minimum of 10 Character Points on Martial Maneuvers — you can't just buy one. The accompanying sidebar lists the cost of the various Martial Maneuvers; for explanations of what they can do and how they work, see *Martial Maneuvers* on page 157.

MECHANICS (INT)

A character with Mechanics can use the proper tools to repair, replace, modify, and build mechanical devices.

PARAMEDICS (INT)

A character with Paramedics knows how to perform first aid, stop bleeding, repair damage, and generally keep someone alive. He can prevent someone from bleeding to death (page 160); a successful roll (with a penalty of -1 per 2 BODY of damage sustained) stops the victim from losing any more BODY due to bleeding. Advanced medical care, such as surgery, requires a hospital and Skills such as Science Skill: Medicine.

PERSUASION (PRE)

Characters with Persuasion can convince, persuade, or influence individuals, or tell believable lies. Persuasion is normally only used on NPCs; PCs are usually allowed more latitude with their decisions. However, a successful Persuasion roll should make a PC much more inclined to believe the speaker or do as he requests.

PROFESSIONAL SKILL

This general and very flexible Background Skill gives a character the ability to perform certain professions, crafts, tasks, and the like. For 2 Character Points, the character has an 11- roll to perform a given Professional Skill (PS). Alternately, characters can base the Skill upon a Characteristic for 3 Character Points, giving a base (9 + (CHAR/5)) roll. In either case, each +1 to the Skill Roll costs 1 Character Point.

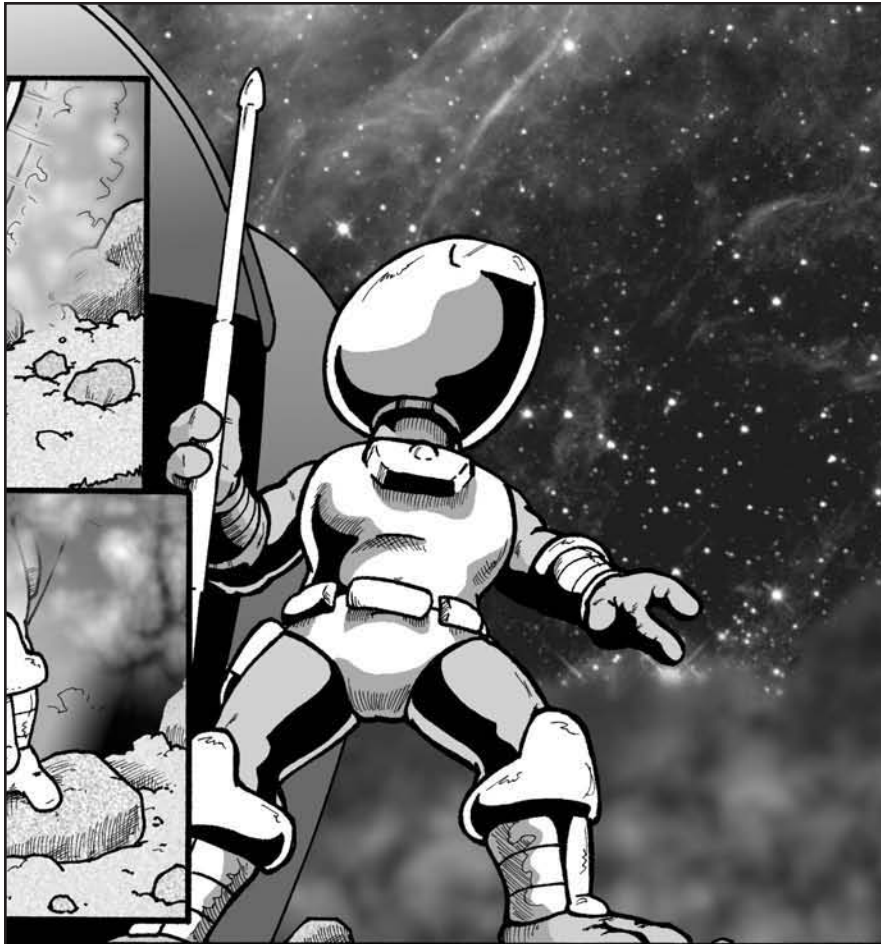
The character must define the job, craft, or task when he purchases the PS, and it can be virtually anything he can think of. Examples include: Accountant; Alchemist; Carpenter; Goldsmith; Gunslinger; Lawyer; Singer; Singing; or Wizard. As the names indicate, PSs often represent a character's employment, but can also indicate hobbies, interests, and other abilities.

RANGE SKILL LEVELS

Range Skill Levels (RSLs) are similar to Combat Skill Levels (page 89). However, they only increase a character's OCV, and only for purposes of overcoming

RANGE SKILL LEVEL TABLE

Cost	Application
1½	+1 OCV to offset the Range Modifier with any single attack
2	+1 OCV to offset the Range Modifier with any three maneuvers or tight group (e.g., +1 vs. Range With Pistols)
3	+1 OCV to offset the Range Modifier with all attacks



ing the Range Modifier (page 153). The accompanying Range Skill Levels Table lists the cost per +1 OCV, based on how many different types of attacks the RSL applies to.

The smallest RSL which can be bought as a Focus is a 3-point Level.

SCIENCE SKILL

This general and very flexible Background Skill gives a character a solid grasp of and working knowledge of a particular field of science (whether a physical science, like Chemistry, or a social science, like Anthropology). For 2 Character Points, the character has an 11- roll to perform a given Science Skill (SS). Alternately, characters can base the Skill upon a Characteristic (usually INT) for 3 Character Points, giving a base (9 + (CHAR/5)) roll. In either case, each +1 to the Skill Roll costs 1 Character Point.

The character must define the science when he purchases the SS, and it can be virtually any scientific subject he can think of. Examples include: Accounting; Anthropology; Archaeology; Biology; Chemistry; Genetics; Mathematics; Medicine; Physics; Sociology; and Zoology.

SECURITY SYSTEMS (INT)

A character with Security Systems can locate, recognize, evade, and build various types of alarms and traps. This usually requires the proper equipment, and often a lot of time (one Turn or longer) as well.

SKILL LEVELS

Once a character knows a Skill, he can improve his ability to use it by buying Skill Levels. The applicability and uses of a Skill Level depend on what

SKILL LEVELS TABLE

Cost	Type of Level
2 points	+1 with one Characteristic Roll
3 points	+1 with any three related Skills (e.g., +1 with Culture Knowledge, High Society, and Seduction; +1 with Mechanics, Security Systems, and Lockpicking)
5 points	+1 with All Agility Skills, All Intellect Skills or All Interaction Skills (or any other group of similar Skills the GM is willing to permit)
8 points	+1 with all non-combat Skills
10 points	+1 Overall Level (applies to any roll; characters can also use it as an 8-point Combat Skill Level)

types of Skills it works with; there are five categories of Skill Levels, each described in the accompanying Skill Levels Table. A character must define what Skills a Skill Level works with when he buys it, and cannot change them thereafter.

Allocating Skill Levels

A character can only apply a Skill Level to one task at a time. He must choose which Skill a Skill Level applies to, though he can change the assignment of his Skill Levels from Phase to Phase. Changing the assignment of Skill Levels constitutes a Zero Phase Action, but a character can only do it once per Phase. After he attacks, his Skill Levels stay as they are until his next Phase begins.

Skill Levels On Foci

Characters sometimes want to buy Skill Levels with the Limitation *Focus* (page 135), such as advanced lockpicking tools that make Lockpicking easier, or a magic amulet that enhances a character's Oratory. Characters may only buy 3-point and more expensive Skill Levels with Focus.

SLEIGHT OF HAND (DEX)

Sleight Of Hand is the ability to palm items, fool the eye, perform certain magic tricks, and so forth. Large objects (anything bigger than a small pistol) are, of course, more difficult to palm (-1 to -5). Characters can also use Sleight Of Hand to pick pockets in a Skill Versus Skill Contest against the victim's PER Roll.

STEALTH (DEX)

Characters with Stealth can hide in shadows, move silently, and/or avoid detection in combat conditions. When a character wants to be stealthy, use his Stealth roll versus the PER Rolls of anyone attempting to find him (or who might perceive him) in a Skill Versus Skill Contest.

STREETWISE (PRE)

Streetwise gives a character knowledge of the seamy side of civilization. He knows how to find the black market, talk to thugs and criminals, gain information, deal with organized (and not so organized) crime figures, and so on.

SYSTEMS OPERATION (INT)

Characters with Systems Operation know how to operate sensing and communication devices properly. It does not cover navigational equipment (that's Navigation) or encoding transmissions (that's Cryptography).

TRANSPORT FAMILIARITY

This Background Skill allows characters to drive or pilot specific types of vehicles, or ride a living mount, under routine conditions (combat or crisis conditions require other Skills listed above).

Each Transport Familiarity (TF) costs 2 Character Points. The character must select one of the following groups of vehicles:

- Riding Animals (horses, camels, elephants, and so on)
- Ground Vehicles (cars, trucks, trains, motorcycles, sleds, snowmobiles)
- Water Vehicles (rowed boats, sailed boats, motorized boats)
- Air Vehicles (airplanes, helicopters)
- Space Vehicles (spaceships, starships)

Characters can purchase a TF with a single specific type of vehicle for 1 Character Point. This includes not only individual vehicles (Ford Mustangs, *Los Angeles*-class submarines) but recreational "vehicles" (such as SCUBA, Parachuting, Snow Skiing, or the like).

WEAPON FAMILIARITY

Weapon Familiarity represents the knowledge of how to use specific weapons. It is used primarily in Heroic campaigns; characters in Superheroic campaigns, who pay Character Points for their weapons, automatically know how to use them. A character fights at -3 OCV when using a weapon for which he does not know the WF.

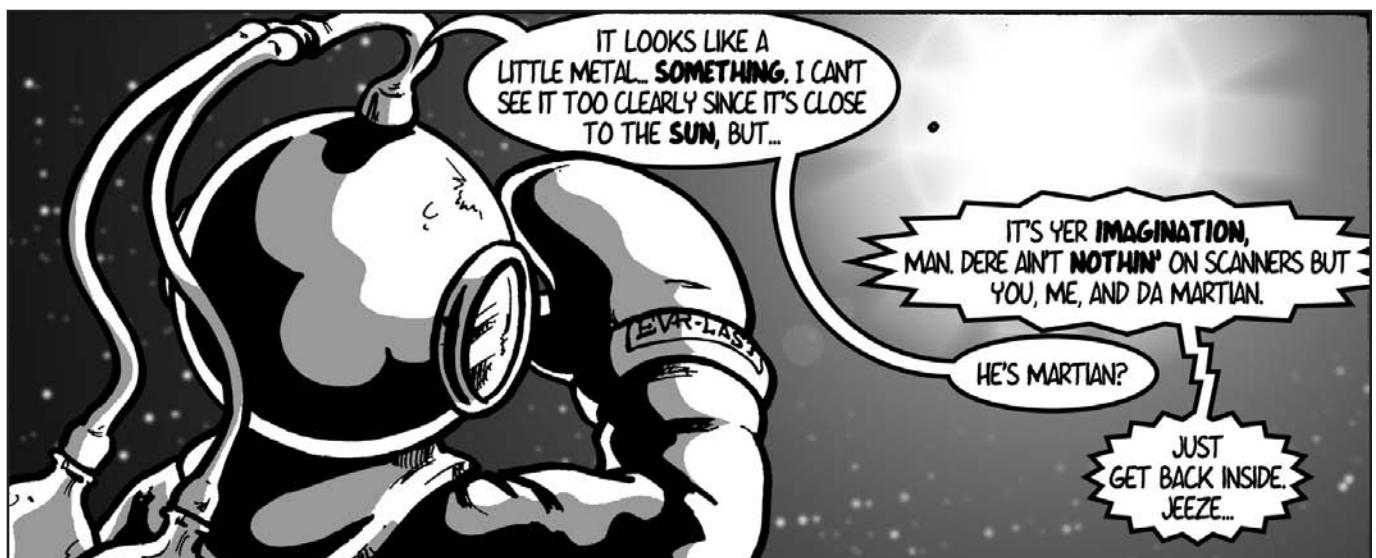
Each Weapon Familiarity (WF) costs 2 Character Points. The character must select one of the following groups of weapons:

- Common Melee Weapons (axes, hammers, knives, maces, swords, spears, polearms, clubs)
- Common Missile Weapons (bows, crossbows, thrown weapons)
- Small Arms (pistols, rifles, shotguns, submachine guns, assault rifles, grenades)
- Uncommon Modern Weapons (flamethrowers, machine guns, shoulder-fired weapons)
- Emplaced Weapons (siege engines, howitzers, recoilless rifles, mortars, anti-aircraft guns)

Characters can purchase a WF with a single specific type of weapon for 1 Character Point. This includes not only individual weapons (greatswords, longbows, submachine guns), but "unusual" weapons not covered by the categories listed above (staves, slings, whips, garrotes, nets, flails, and so on).

WEAPONSMITH (INT)

Characters with Weaponsmith can make, maintain, and repair any type of weapon. They can also identify the origin, uses, and effects of any weapon they are familiar with or have time to analyze.



TALENTS



Talents are unusual abilities some characters possess. They include weird or unique attributes, bizarre skills, and a variety of effects which are not common among normal folk, but that heroes and their enemies sometimes possess. Think of them as a sort of “half-way step” between Skills and Powers. They do not cost END to use.

Not all Talents fit every campaign, and in some extremely realistic campaigns the GM won't allow Talents at all. Talents are usually appropriate for Heroic campaigns, though the GM may wish to forbid characters to buy some of the more outlandish ones (such as Universal Translator).

TALENT DESCRIPTIONS

ABSOLUTE TIME SENSE

Cost: 3 Character Points

A character with this Talent can gauge the passage of time accurately without using a watch, the sun, or other external means.

AMBIDEXTERITY

Cost: 9 Character Points

Ambidexterity allows a character to eliminate the Off Hand penalty (page 155) when performing tasks or using a weapon. This does not allow a character to attack more than once per Phase.

BUMP OF DIRECTION

Cost: 3 Character Points

A character with this Talent has an innate sense of direction. He can always tell direction without reference to visual clues, and can also tell if he is above or below the local ground level.

DANGER SENSE

Cost: 15 Character Points for a base 9 + (INT/5) roll; +1 to roll for +1 Character Point

Danger Sense gives a character a “sixth sense” about things and situations dangerous to him. The character makes a Danger Sense roll whenever told to by the GM, though he may request a roll if he suspects something. If the roll fails, he does not sense any danger. If the roll succeeds, the char-

acter is not Surprised by the danger (*i.e.*, he gets his full DCV against the attack). If he makes the roll by half or less, he knows the true location and type of danger threatening him; if appropriate and he has a Phase to use, he can make an attack against the danger at his normal OCV.

EIDETIC MEMORY

Cost: 5 Character Points

The character has a photographic memory. He can remember images and other sensations which he's studied (including written pages) with near-photographic exactness.

Eidetic Memory doesn't teach a character any Skills, even though he can recall facts from books he's read. A character must spend Experience Points to retain any information he studies as permanent KSs or SSs.

SPEED READING

Cost: 4 Character Points

This Talent allows a character to read books and documents up to ten times faster than normal... which makes it *really* easy to do homework!

UNIVERSAL TRANSLATOR

Cost: 20 Character Points for INT Roll, +1 to roll for 1 Character Point

A character with Universal Translator can understand any form of communication — from verbal speech, to obscure body language, to written text — and communicate back in a crude fashion. He must make an INT Roll; if successful he comprehends what's being said or read. The roll has negative modifiers (-1 to -3) if the language he tries to understand is extremely different from known forms of communication. Conversely, if he tries to understand a language similar to others he has already encountered, he gets a bonus (+1 to +3) to his INT Roll. He can improve this roll by spending more time, just like a Skill Roll.

TALENTS SUMMARY TABLE

Talent Name	Description
Absolute Time Sense	Character can gauge the passage of time accurately
Ambidexterity	Character doesn't suffer Off Hand penalties
Bump Of Direction	Character has an innate sense of direction
Danger Sense	Character has a special “sixth sense” for danger
Eidetic Memory	Character has a photographic memory
Speed Reading	Character can read ten times faster than normal
Universal Translator	Character can communicate in any language

SUPERPOWERS



One of the most important aspects of many *PS238 RPG* characters, or at least the most visible one, is their *Superpowers* — the “metabilities” that set them apart from ordinary humans. Whether they can lift thousands of pounds, fly, bounce bullets off their chests, run at supersonic speeds, walk through walls, or fire energy beams from their eyes, *PS238* students have powers that set them apart and make them special.

This section of the *PS238 RPG* has some “pre-built” Superpowers you can buy for your metaprodigy. However, these aren’t the *only* Superpowers you can have. If you don’t see what you want in this section, the *Powers* section on pages 104-28 gives you the tools to build your own Superpowers! You can also look at the character sheets in Chapters Two and Three for other Superpowers you can use.

THE SUPERPOWER TEMPLATE

To make this section as easy to use as possible, it describes each Superpower with a standard template. The information provided applies only to the standard power; the options may have different areas of effect, ranges, END costs, and so forth.

Name indicates the name of the Superpower. Of course, you can rename it to better describe your own metaprodigy’s powers if you prefer.

Effect lists the basic game effect of the Superpower in simple terms: Energy Blast 8d6, Explosive; Desolidification; Telekinesis (30 STR). This tells you quickly what a power can do so you don’t have to delve into the full game write-up.

Target describes who or what the Superpower affects. An Attack Power usually indicates “One character” or the area covered due to the *Area Of Effect* or *Explosion* Advantages. “Self” indicates the power only works on or for the character using it (though it may still “affect” other characters; for example, other characters can perceive the effects of Shape Shift, even though it’s a “Self” power.)

Duration lists the Superpower’s duration: Instant, Constant, or Persistent (see page 107).

Range lists the range for the Superpower. Ranged powers usually have a range in inches (Active Points x 5” in most cases), but may have “LOS” (Line Of Sight) range. “No Range” indicates that the power has No Range; “Self” that the power only affects the character using it; “Touch” that the power involves having to touch another character (which usually requires an Attack Roll).

END Cost lists the power’s Endurance cost.

Description provides a (usually brief) textual description of the Superpower. This section notes any special rules or rules applications relevant to the power, and may offer examples of *PS238* students who have the power.

Game Information is a full write-up of the power in game terms, including Active Point and Real Point costs. (If only one point total is listed, that means the Active and Real Point costs are the same.)

A few Superpowers have *Options* listed below the game information. These describe various ways to alter the Superpower to create a slightly different ability.

BOOST SUPERPOWERS

Effect: Aid Superpowers 3d6
Target: One character
Duration: Instant
Range: No Range
END Cost: 4

Description: This Superpower gives a character the ability to improve other Superpowers, making them more powerful. He can’t affect ordinary people or most Characteristics (unless those Characteristics are clearly superhuman, such as Captain Clarinet’s STR), but he can enhance any Superpower easily. However, he can only affect one Superpower at a time, and the “boost” wears off over the course of about 30 seconds.

Game Information: *Aid Superpowers 3d6, any one Superpower at a time (+¼) (37 Active Points); Costs Endurance (-½). Total cost: 25 points.*

DAMPEN SUPERPOWERS

Effect: Suppress Superpowers 2d6
Target: One character
Duration: Instant
Range: 60”
END Cost: 2

Description: This Superpower is sort of the opposite of Boost Superpowers — it lets a character diminish or negate another superhuman’s powers. He can’t affect ordinary people or most Characteristics (unless those Characteristics are clearly superhuman, such as Captain Clarinet’s STR), but he can reduce the power of any Superpower easily. The effect lasts as long as he keeps paying END for it. Though he can only use Dampen Superpowers on one Superpower at a time, he can make multiple attacks against a target to Suppress a different Superpower with each one; he just has to pay the END for each attack.

Game Information: *Suppress Superpowers 2d6, any one Superpower at a time (+¼). Total cost: 12 points.*

ENERGY BEAM

Effect: Energy Blast 6d6
Target: One character
Duration: Instant
Range: 150”
END Cost: 3

Description: The character can project a beam or bolt of energy that can badly injure a normal person, stun (and perhaps injure) many superhumans, and destroy many objects.

When you buy this power, you should define its special effect to suit your character. For example, Suzi Fusion fires a beam of radiation and heat.

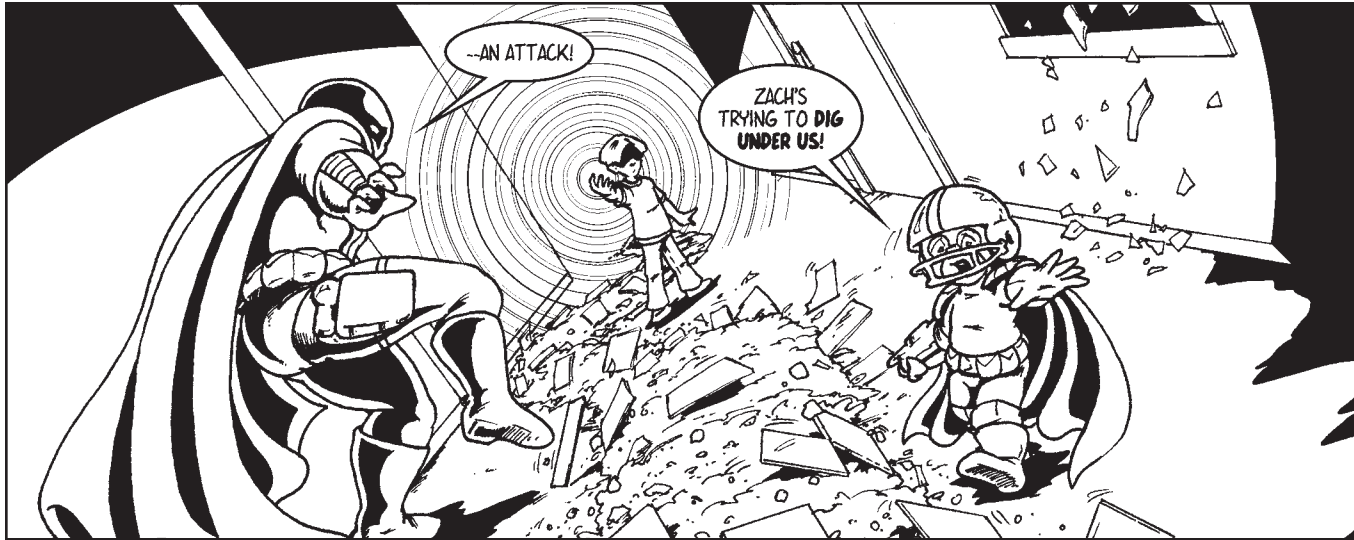
Game Information: *Energy Blast 6d6. Total cost: 30 points.*

FLIGHT

Effect: Flight 10”
Target: Self
Duration: Constant
Range: Self
END Cost: 2

Description: The character has the power to fly. Depending on what sort of powers he has, this might involve project energy behind himself to propel himself through the air like a rocket, using energy stored in the cells of his body to move through the air, manipulating gravity, or the like. (If the character has wings, buy the *Wings* Superpower described below.) Many metaprodigies, including Captain Clarinet, Suzi Fusion, and Julie Finster, can fly.

Game Information: *Flight 10”. Total cost: 20 points.*

**FORCE SHIELD**

Effect: Force Field (10 PD/10 ED)
Target: Self
Duration: Constant
Range: Self
END Cost: 2

Description: The character can create a strong field of energy around his body that protects him against attacks. Suzi Fusion and the Emerald Gauntlet both have powers like this.

Game Information: *Force Field* (10 PD/10 ED). Total cost: 20 points.

GIANT SIZE

Effect: Growth (8 m tall)
Target: Self
Duration: Constant
Range: Self
END Cost: 3

Description: The character can grow to a height of as much as 8 meters (about 25 feet). When he's Grown he's must stronger and tougher... but also easier to perceive and to hit in combat. Besides its combat uses, this Superpower is handy for making a metaprodigy seem to be an adult when he needs to trick someone.

Game Information: *Growth* (+30 STR, +6 BODY, +6 STUN, -6" KB, 6,400 kg, -4 DCV, +4 PER Rolls to perceive character, 8 m tall, 4 m wide). Total cost: 30 points.

HEALING TOUCH

Effect: Healing BODY and STUN 3d6
Target: One character
Duration: Instant
Range: No Range
END Cost: 4

Description: The character can heal injuries and wounds with just a touch! Vern McIntire has a powerful form of this Superpower

Game Information: *Healing BODY and STUN 3d6, Variable Effect* (two Characteristics at once; +½). Total cost: 45 points.

ILLUSIONS

Effect: Sight and Hearing Group Images, -3 to PER Rolls
Target: 4" Radius
Duration: Constant
Range: 180"
END Cost: 4

Description: The character can generate highly believable illusions that look and sound like the real thing. Unfortunately, smelling or touching them reveals them for the trickery that they are. The illusions can be up to 4" radius (about 25 feet across) wide.

Game Information: *Sight and Hearing Group Images, -3 to PER Rolls, Increased Size* (4" radius; +½). Total cost: 36 points.

INVISIBILITY

Effect: Invisibility to Sight Group
Target: Self
Duration: Constant
Range: Self
END Cost: 2

Description: The character can make himself invisible to the human eye. It's possible to see a slight "distortion" in the air if you get close enough to him and are observant enough (*i.e.*, make a PER Roll when you're within 1" of him), but otherwise, unless someone hears him or happens to bump into him accidentally, no one will ever know he's there.

Game Information: *Invisibility to Sight Group*. Total cost: 20 points.

MENTAL CONTROL

Effect: Mind Control 8d6
Target: One character
Duration: Constant
Range: LOS
END Cost: 4

Description: The character has the ability to take control of another person's mind. The more extreme or dangerous the commands he gives, the more likely it is that his attempt to control another person will fail.

Game Information: *Mind Control 8d6*. Total cost: 40 points.

MIND BLAST

Effect: Ego Attack 3d6
Target: One character
Duration: Instant
Range: LOS
END Cost: 3

Description: The most basic form of psionic attack, one possessed by most mentalists in the world of PS238, is simply to assault another person's mind with mental energy. This could represent mentally lulling the victim to sleep, inflicting torturous headaches, or a painful mental overload.

Game Information: *Ego Attack 3d6. Total cost: 30 points.*

PARALYZING TOUCH

Effect: Entangle 3d6, 3 DEF, Takes No Damage From Attacks
Target: One character
Duration: Instant
Range: Touch
END Cost: 4

Description: A character with this Superpower can paralyze someone just by touching him!

Game Information: *Entangle 3d6, 3 DEF, Takes No Damage From Attacks (+½) (45 Active Points); No Range (-½). Total cost: 30 points.*

PAST SIGHT

Effect: Clairsentience (Sight Group), Retrocognition
Target: Self
Duration: Constant
Range: No Range
END Cost: 4

Description: This Superpower, known to scientists as Retrocognition, gives a character the ability to see the past. It takes time and effort (the further into the past viewed, the more time and effort it takes), but can be extremely helpful in many situations.

Game Information: *Clairsentience (Sight Group), Retrocognition (40 Active Points); Extra Time (at least a Full Phase, the further back in the past an event is the longer it takes to view; -½), No Range (-½), Retrocognition Only (-1). Total cost: 13 points.*

SEE THROUGH ANOTHER'S EYES

Effect: Clairsentience (Sight Group), Only Through The Eyes Of Others
Target: Self
Duration: Constant
Range: 100"
END Cost: 2

Description: This Superpower allows a character to see through the eyes of another person, animal, or other being within 100" (about 650 feet). In effect the eyes he chooses are the "focal point" for his Clairsentience. If there are no creatures that have eyes Sense within 100", the character cannot use this Superpower.

Game Information: *Clairsentience (Sight Group) (20 Active Points); Only Through The Eyes Of Others (-½). Total cost: 13 points.*

Options:

1) Restricted Type Of Eyes: Some characters have a version of this Superpower that only works through specific types of eyes. For example, the Flea can only see through the eyes of insects. Change the Limitation to Only Through The Eyes Of [Specific Type Of Other Being] (-1). Total cost: 10 points.

STRETCHY BODY

Effect: Stretching 6"
Target: Self
Duration: Constant
Range: Self
END Cost: 3

Description: A character with this Superpower has a malleable body he can stretch and contort, reaching distances of up to 6" away from where he's standing (or even 12" in some situations). Polymer is an example of a PS238 student with Stretchy Body.

Game Information: *Stretching 6". Total cost: 30 points.*

SUPER-DIGGING

Effect: Tunneling 8" through 8 DEF material
Target: Self
Duration: Constant
Range: Self
END Cost: 4

Description: A character with this Superpower can dig tunnels through the earth faster than he can run.

Game Information: *Tunneling 8" through 8 DEF material. Total cost: 40 points.*

SUPER-LEAPING

Effect: Leaping +10"
Target: Self
Duration: Constant
Range: Self
END Cost: 3

Description: The character's legs are so strong, or so springy, that he can make prodigious leaps!

Game Information: *Leaping +10". Total cost: 10 points.*

SUPER-RUNNING

Effect: Running +14"
Target: Self
Duration: Constant
Range: Self
END Cost: 3

Description: A character with this Superpower can run at tremendous speeds! Whiz is an example of a metaprodigy with this power.

Game Information: *Running +14" (20" total). Total cost: 28 points.*

Options:

1) Running Up Buildings: No matter how fast a character runs, the *HERO System* rules don't let him do things like running up the sides of buildings or on the surface of water — classic "speedster tricks" in the comic books. If you want your metaprodigy to be able to do that, you buy his "Running" as a form of Flight that only works as long as he's in contact with a surface. Change to: Flight 20" (40 Active Points); Only In Contact With A Surface (-¼). Total cost: 32 points.

SUPER-STRENGTH

Effect: +20 STR
Target: Self
Duration: Persistent
Range: Self
END Cost: 2

Description: The character is extremely strong, able to lift up to 1,600 kg. Characters who buy Super-Strength usually buy Super-Toughness as well, and often Flight too.

Game Information: *+20 STR. Total cost: 20 points.*

SUPER-TOUGHNESS

Effect: +10 PD, +10 ED, and Damage Resistance (12 PD/12 ED)
Target: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character is amazingly tough, able to bounce bullets off his chest and withstand injuries that would kill ordinary humans.

Game Information: +10 PD, +10 ED, and Damage Resistance (12 PD/12 ED). Total cost: 32 points.

TELEKINESIS

Effect: Telekinesis (20 STR)
Target: One character
Duration: Constant
Range: 150"
END Cost: 3

Description: A character with this Superpower can move objects without touching them. Possible special effects for this Superpower include mental power, the ability to control the wind, or the power to manipulate gravity.

Game Information: Telekinesis (20 STR). Total cost: 30 points.

TELEPATHY

Effect: Telepathy 8d6
Target: One character
Duration: Constant
Range: LOS
END Cost: 4

Description: This Superpower gives a character the ability to read the thoughts in another person's mind, or to communicate with another person mentally by projecting his own thoughts into that person's mind.

Game Information: Telepathy 8d6. Total cost: 40 points.

TELEPORTATION

Effect: Teleportation 15"
Target: Self
Duration: Instant
Range: Self
END Cost: 3

Description: A character with this Superpower can instantly transport himself from where he's standing to any place within 15" without having to move through the intervening space. Charles Brigman is an example of a student with this sort of power.

Game Information: Teleportation 15". Total cost: 30 points.

TIME TRAVEL

Effect: Extra-Dimensional Movement (travel through time)
Target: Self plus up to one more person
Duration: Instant
Range: Self
END Cost: 6

Description: A character with this Superpower can travel through time. This is really useful in a lot of ways — for example, if the character forgets about a test he can travel back in time and remind himself so that he has time to study. However, it can also be dangerous. If a character time-travels into the past and changes things too much, he could affect world history or even erase himself from existence! Tom Davidson and Captain Chronos both have Time Travel.

Game Information: Extra-Dimensional Movement (travel through time to any point in time), x2 weight. Total cost: 65 points.

TINYNESS

Effect: Shrinking (.125 m [5 inches] tall)
Target: Self
Duration: Constant
Range: Self
END Cost: 4

Description: The character can shrink to a height of as little as .125 meters (about 5 inches). While at that height, he's much harder to perceive, or to hit in combat, but he gets knocked around easily if an attack does hit him.

Game Information: Shrinking (.125 m tall [about 5 inches], .025 kg mass, -8 to PER Rolls to perceive character, +8 DCV, takes +12" KB). Total cost: 40 points..

UNTOUCHABILITY

Effect: Desolidification
Target: Self
Duration: Constant
Range: Self
END Cost: 4

Description: The character with this Superpower can become intangible — like a ghost, he can't be touched, can walk through walls, and can't be affected by ordinary attacks. Even when intangible he's vulnerable to certain types of attacks, including magic, gravity manipulation, and magnetic powers. The Highwayman, a supervillain, has this power.

Game Information: Desolidification (affected by magic, gravitic, or magnetic attacks). Total cost: 40 points.

WALLWALKING

Effect: Clinging (normal STR)
Target: Self
Duration: Constant
Range: Self
END Cost: 0

Description: A character with this useful Superpower can "cling" to and walk on walls, ceilings, and similar surfaces. It's a common ability for metaprodigies with insect- or reptile-based powers, like the Flea.

Game Information: Clinging (normal STR). Total cost: 10 points.

WEATHER CONTROL

Effect: Change Environment (alter the weather)
Target: 1,000" Radius
Duration: Constant
Range: No Range
END Cost: 5

Description: A character with this Superpower can control the weather over an area of a two kilometer radius around him. He can make it rain when he wants to raise or lower the temperature, get rid of (or create) fog, and so forth. The more severe the change, the more time that's required for the power to take effect. For example, making it rain when there are clouds in the sky just takes a Full Phase, but making it rain when the sky is cloudless might take 1 Turn (or 1 Minute in a dry region); creating summer-like temperatures on a winter day might take 5 Minutes or more; and so on. Exactly what the character can do and how long it takes is up to the GM.

Game Information: Change Environment (alter the weather) 1,000" radius, -1 to Sight Group PER Rolls (55 Active Points); Extra Time (see text; -½), No Range (-½). Total cost: 27 points.

Options:

1) Rainmaking: Some characters can only control one type of weather. For example, Harold Nelson can only make it rain or stop raining. To create that sort of Superpower, add a Limitation such as *Only To Make It Rain* (-1). Total cost: 18 points.

2) Combat Weather Control: Some characters have such precise control over the weather that they can generate weather effects that are useful in combat. In addition to the Weather Control power described above, they buy an Elemental Control of Weather Powers:

Cost Power

- 15 *Weather Powers*: Elemental Control, 30-point powers
- 15 1) *Projected Lightning*: RKA 2d6
- 12 2) *Miniature Blizzard*: Energy Blast 3d6, NND (defense is Life Support [Safe Environment: Intense Cold], fire powers, or some other personal source of heat; +1); Limited Range (20"; -¼)
- 15 3) *Windriding*: Flight 15"
- 12 4) *Wind Manipulation*: Telekinesis (20 STR); Affects Whole Object (no squeezing or "punching"; -¼)
- 15 5) *Shield Of The Winds*: Force Field (10 PD/10 ED), Reduced Endurance (0 END; +½)

Total cost: 84 points.

WINGS

Effect: Flight 15", Restrainable
Target: Self
Duration: Constant
Range: Self
END Cost: 3

Description: Some characters, such as American Eagle, can fly because they have wings. Unlike the Flight Superpower (see above), Wings are a little more restricted — they can be immobilized by a Grab, an Entangle, or similar methods. The Limitation *Restrainable* (-½) represents this.

Game Information: *Flight 15"* (30 Active Points); *Restrainable* (-½).
Total cost: 20 points.



GADGETS



Instead of actual Superpowers, some people in the world of PS238 have *Gadgets* — super-tech devices they use to fight crime (or commit crimes, if they're villains). The types of gadgets characters can create and have is endless; this section provides a few examples to help characters with Gadgeteering (or who want to buy individual Gadgets) get started. If you want to create other Gadgets, use Powers, Advantages, and Limitations (described on pages 104-36). All Gadgets have the Limitation *Focus*.

Gadgets are described using a template similar to the one for Superpowers (see page 95 for more information). However, the *END Cost* is sometimes replaced with *Charges* (if the Gadget has a limited number of uses per day), and there's an additional category, *Breakability*, which tells you how much Defense (DEF) the Gadget has.

ANXIOLYTIC GAS

Effect: Minor Transform 8d6 (person into person missing one particular set of memories)
Target: One character
Duration: Instant
Range: No Range
Charges: 1 Charge
Breakability: 32 DEF

Description: The PS238 staff uses this gas to erase the memories of Excelsior Elementary students and faculty who accidentally see something they shouldn't. It selectively erases the memory of what they experienced, if necessary replacing it with a harmless false memory.

Game Information: *Minor Transform 8d6 (person into person missing one particular set of memories, heals back normally or when reminded of what's been lost), Based On EGO Combat Value (Mental Defense applies; +1) (160 Active Points); OAF (-1), All Or Nothing (Transform either works in one attack or has no effect at all; -½), Limited Target (humans; -½), No Range (-½), 1 Charge (-2). Total cost: 29 points.*

BLASTER PISTOL

Effect: Energy Blast 8d6
Target: One character
Duration: Instant
Range: 200"
Charges: 2 clips of 12 Charges
Breakability: 8 DEF

Description: This Gadget is a typical weapon used by agents employed by master villains. It's a pistol that fires a blast of pulson energy powerful enough to inflict serious injuries, and sometimes even kill. The beam strikes with a powerful impact, often knocking the target back several feet. The appearance of the beam depends on the color of the focusing crystal and other factors.

Game Information: *Energy Blast 8d6 (40 Active Points); OAF (-1), 2 clips of 12 Charges (-0). Total cost: 20 points.*

Options:

1) **Blaster Gauntlet:** This form of blaster is built into a gauntlet or other hard-to-remove *Focus*, like a ring. Change to: Energy Blast 8d6 (40 Active Points); OIF (-½), 12 Charges (-¼). Total cost: 23 points.

2) **Blaster Rifle:** This is a more powerful form of blaster weapon that requires two hands to fire. Change to: Energy Blast 10d6, 2 clips of 32 Charges each (+½) (75 Active Points); OAF (-1), Two-Handed (-½). Total cost: 30 points.

DEMETATIZER PISTOL

Effect: Drain Superpowers 10d6
Target: One character
Duration: Instant
Range: 100"
Charges: 4 Charges
Breakability: 90 DEF

Description: This Gadget fires a beam of energy that neutralizes or weakens all of the target's Superpowers, turning him into an ordinary person for several hours. This includes any Primary Characteristics above 10. His Superpowers slowly return over that time.

Game Information: *Drain Superpowers 10d6, all Superpowers simultaneously (+2), Delayed Return Rate (points return at the rate of 5 per Hour; +1), Limited Range (100"; +¼) (450 Active Points); OAF (-1), 4 Charges (-1). Total cost: 138 points.*

GLUE GRENADES

Effect: Entangle 4d6, 4 DEF
Target: Explosion (lose 1d6 and 1 DEF per 1")
Duration: Instant
Range: Range Based On STR
Charges: 4
Breakability: 12 DEF

Description: Upon impact, these thrown grenades burst open, splattering a large area with extremely sticky, fast-drying glue. Everyone within 4" is affected, but the further a target is away from the point of impact, the less glue that covers him.

Game Information: *Entangle 4d6, 4 DEF; Explosion (lose 1d6 and 1 DEF per 1"; +½) (60 Active Points); OAF (-1), Range Based On STR (-¼), 4 Charges (-1). Total cost: 18 points.*

GRAPPLER

Effect: Swinging 15"
Target: Self
Duration: Constant
Range: Self
END Cost: 1
Breakability: 3 DEF

Description: This Gadget is a sort of bracer or gauntlet that fits onto the user's wrist/lower arm. When he presses a button it fires a grappling claw powerful enough to bite into brick, with a thin, lightweight, but powerful line of cord attached to it. After the grappling claw is attached, the user can swing, or can have the bracer "reel him in" to where the claw is.

Game Information: *Swinging 15" (15 Active Points); OIF (-½). Total cost: 10 points.*

Options:

1) **Grappling Gun:** Some characters have a Grappler built into a gun-like device or a fighting baton. Change OIF (-½) to OAF (-1). Total cost: 7 points.

HOLOGRAM PROJECTOR

Effect: Images to Sight Group, -10 to PER Rolls
Target: Self
Duration: Constant
Range: No Range
END Cost: 0
Breakability: 12 DEF

Description: Some students, such as Zodon, Bernard Brenner, and Murphy, do not look like ordinary humans. If seen in their normal form at Excelsior Public School, they'd give PS238's secret away. To prevent this, Herschel Clay designed special hologram projectors they can carry that make them look like ordinary kids. The hologram technology is encrypted so the students can't tamper with it... though both Angie and Zodon have found ways to change Zodon's hologram's appearance.

Any student with an unusual appearance that can't be altered or covered up some other way gets a Hologram Projector. He doesn't have to pay Character Points for it; it's "free."

Game Information: *Images to Sight Group, -10 to PER Rolls, Reduced Endurance (0 END; +½) (60 Active Points); IAF (special "watch" or the like; -½), Set Effect (only to alter wearer's appearance in a specific way; -1). Total cost: 24 points.*

JETPACK

Effect: Flight 15"
Target: Self
Duration: Constant
Range: Self
END Cost: 0
Breakability: 6 DEF

Description: A favorite of many gadgeteers, this backpack-like device has a built-in rocket system that allows the wearer to fly. It uses a super-tech form of jet fuel that's so efficient it rarely has to be refueled. (At the GM's option, a character could refuel with ordinary gasoline, but this requires frequent refueling and reduces the Flight to 12", or even less.)

If a Jetpack is not to a character's taste, you can use this write-up to represent any similar type of gadget: a Jet-belt; Jetboots; Jetbracers; Jet-Harness; and so on.

Game Information: *Flight 15", Reduced Endurance (0 END; +½) (45 Active Points); OIF (-½). Total cost: 30 points.*



LASER PISTOL

Effect: RKA 2d6
Target: One character
Duration: Instant
Range: 150"
Charges: 2 clips of 12 Charges
Breakability: 6 DEF

Description: This Gadget is similar to a Blaster Pistol, but fires a much deadlier laser beam. The beam doesn't have enough impact to do Knockback. The appearance of the beam depends on the color of the focusing crystal and other factors.

Game Information: *RKA 2d6 (30 Active Points); OAF (-1), No Knockback (-¼), 2 clips of 12 Charges (-0). Total cost: 13 points.*

Options:

1) Laser Gauntlet: This form of laser is built into a gauntlet or other hard-to-remove Focus, like a ring. Change to: RKA 2d6 (30 Active Points); OIF (-½), No Knockback (-¼), 12 Charges (-¼). Total cost: 17 points.

2) Laser Rifle: This is a more powerful form of laser weapon that requires two hands to fire. Change to: RKA 3d6, 2 clips of 32 Charges each (+½) (67 Active Points); OAF (-1), Two-Handed (-½). Total cost: 27 points.

MIND CONTROL RAYGUN

Effect: Mind Control 8d6
Target: One character
Duration: Instant
Range: No Range
Charges: 8 Charges
Breakability: 8 DEF

Description: A favorite of (among other villains) Victor Von Fogg, this pistol allows the user to take control of another person's mind for a short period of time. It can't establish a really strong mental control, but it's enough to create minor changes in the target's behavior. The user has to be very close to the victim to get it to work.

Game Information: *Mind Control 8d6 (40 Active Points); OAF (-1), No Range (-½), 8 Charges (-½). Total cost: 13 points.*

POWERED ARMOR

Effect: Various powered armor powers
Target: Varies
Duration: Varies
Range: Varies
END Cost: Varies

Description: This Gadget is an example set of relatively simple powered armor. It's not nearly as complex or powerful as the ones worn by supers like Mantium and Dr. Von Fogg, but it's enough to give your metaprodigy Gadgeteers something to work with.

Game Information:**Cost Power**

- 5 +10 STR; OIF (-½), No Figured Characteristics (-½)
- 7 +5 DEX ; OIF (-½), No Figured Characteristics (-½)
- 5 +5 CON; OIF (-½), No Figured Characteristics (-½)
- 5 +1 SPD; OIF (-½), No Figured Characteristics (-½)
- 20 *Weapons Systems:* Multipower, 30-point reserve; all OIF (-½)
- 2u 1) *Gauntlet Blaster:* Energy Blast 6d6; OIF (-½), 12 Charges (-¼)
- 2u 2) *Laser Eyebeams:* RKA 2d6; OIF (-½), 12 Charges (-¼)
- 2u 3) *Glue Gun:* Entangle 3d6, 3 DEF; OIF (-½), 12 Charges (-¼)
- 2u 4) *Light Beam:* Sight Group Flash 6d6; OIF (-½), 12 Charges (-¼)
- 2u 5) *Stunner:* Drain STUN 2d6, Ranged (+½); OIF (-½), 12 Charges (-¼)
- 24 *Protective Armor:* Armor (12 PD/12 ED); OIF (-½)
- 3 *Psi-Shields:* Mental Defense (5 + (EGO/5) points); OIF (-½)
- 3 *Protective Field:* Power Defense (5 points); OIF (-½)
- 3 *Polarized Helmet Lenses:* Sight Group Flash Defense (5 points); OIF (-½)
- 3 *Rebreather:* Life Support (Breathe Underwater); OIF (-½)
- 13 *Jetboots:* Flight 10"; OIF (-½)
- 8 *Sensory Systems:* High Range Radio Perception; OIF (-½)
- 3 *Sensory Systems:* Nightvision; OIF (-½)

Total cost: 113 points

SHRINKING GUN

Effect: Major Transform 10d6 (normal-sized person, creature, or object to one that's just a few inches tall)
Target: One person, creature, or object
Duration: Instant
Range: 20"
Charges: 4 Charges
Breakability: 30 DEF

Description: This powerful Gadget fires a beam of energy that literally shrinks the target! The target goes from being a normal-sized person (or creature or object) to one that's just a few inches tall. The target's abilities — his Characteris-

tics, Running, Superpowers, and the like — are proportionately reduced as well.

Cecil Holmes has a Shrinking Gun given to him by the Revenant, who took it from a supervillain known as "the Diminutizer."

Game Information: *Major Transform 10d6 (normal-sized person, creature, or object to one that's just a few inches tall with proportionately-reduced Characteristics, abilities, and powers; heals back after one month or when exposed to Shrinking Ray a second time) (150 Active Points); OAF (-1), Limited Range (20"; -¼), 4 Charges (-1). Total cost: 46 points.*



TALON GLOVES

Effect: HKA ½d6 (1d6+1 with STR)
Target: One character
Duration: Instant
Range: Touch
END Cost: 0
Breakability: 3 DEF

Description: This Gadget is a pair of ordinary gloves with metal claws in the fingertips. The wearer can slash his opponents, inflicting painful (and potentially deadly) wounds.

Game Information: HKA ½d6 (plus STR), Reduced Endurance (0 END; +½) (15 Active Points); OIF (-½). Total cost: 10 points.

TASER BLASTER

Effect: Energy Blast 4d6, NND
Target: One character
Duration: Instant
Range: 4"
Charges: 12 Charges
Breakability: 8 DEF

Description: This Gadget looks sort of like a remote control, but it's really a weapon. It fires a blast of electricity at the target that's not strong enough to kill (or even cause a lasting injury), but that's powerful enough to stun him or knock him out. Only people who have some form of insulated Energy Defense can resist the effects.

Game Information: Energy Blast 4d6, NND (defense is insulated ED; +1) (40 Active Points); OAF (-1), Limited Range (4"; -¼), 12 Charges (-¼). Total cost: 16 points.

Options:

1) **Taser Gauntlet:** This form of Taser Blaster is built into a gauntlet, ring or other hard-to-remove object. Change to OIF (-½). Total cost: 20 points.

2) **Touch Taser:** Some Taser Blasters don't work at range; you have to touch the target to affect him. Change Limited Range (-¼) to No Range (-½). Total cost: 14 points.

3) **Taser Baton:** This weapon combines the features of a fighting baton and a touch taser:

Cost Power

20 *Taser Baton:* Multipower, 40-point reserve; all OAF (-1)

1u 1) *Baton Taser:* Energy Blast 4d6, NND (defense is insulated ED; +1); OAF (-1), No Range (-½), 12 Charges (-¼)

1u 2) *Fighting Baton:* HA +3d6; OAF (-1), Hand-To-Hand Attack (-½)

Total cost: 22 points.

**THERMEX GRENADE**

Effect: RKA 2d6, Armor Piercing
Target: 1" Radius
Duration: Instant
Range: Range Based On STR
Charges: 4 Charges
Breakability: 12 DEF

Description: This powerful Gadget is a grenade that, when thrown, releases a burst of flame and heat in a 1" area. The effect is intense enough to melt through walls and inflict serious injuries on most people, including most metahumans.

Game Information: RKA 2d6, Area Of Effect (One Hex; +½), Armor Piercing (+½) (60 Active Points); OAF (-1), Range Based On STR (-¼), 4 Charges (-1). Total cost: 18 points.

THROWING DISKS

Effect: Energy Blast 6d6
Target: One character
Duration: Instant
Range: Range Based On STR
Charges: 4 Recoverable Charges
Breakability: 6 DEF

Description: This Gadget is a blunt-edged metal or ceramic disk that's weighted and balanced for throwing. After throwing one, a character has to go pick it up before he can use it again. If he has Combat Skill Levels that apply to the use of his Throwing Disks, he can use one CSL to make a Disk "bounce" back to him after he throws it (instead of using that CSL for OCV or DCV).

Game Information: Energy Blast 6d6 (30 Active Points); OAF (-1), Range Based On STR (-¼), 4 Recoverable Charges (-½). Total cost: 11 points.

TRANQUILIZER DART PISTOL

Effect: Drain STUN 3d6
Target: One character
Duration: Instant
Range: 25"
Charges: 10
Breakability: 9 DEF

Description: This pistol uses compressed air to fire tiny darts tipped with a powerful knockout drug. The darts must penetrate the skin to introduce the drug into the victim's bloodstream; therefore the shooter must target unprotected parts of the body.

Game Information: Drain STUN 3d6, Limited Range (25"; +¼) (45 Active Points); OAF (-1), Must Target Unprotected Hit Locations (-¼), 10 Charges (-¼). Total cost: 15 points.

UNIVERSAL HANDHELD SENSOR

Effect: Active Sonar, Radar, Infrared Vision, and X-Ray Vision
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Breakability: 3 DEF

Description: This handy Gadget uses sonar, penetrating radar, and thermal imaging to allow the user to see through walls and other solid objects.

Game Information:**Cost Power**

7 *Sonar Systems:* Active Sonar (15 Active Points); OAF (-1)

7 *Radar Systems:* Radar (15 Active Points); OAF (-1)

2 *Thermal Imaging:* Infrared Vision (5 Active Points); OAF (-1)

5 *Radar + Thermal Imaging:* X-Ray Vision (10 Active Points); OAF (-1)

Total cost: 21 points.

POWERS



The example Superpowers in the preceding section aren't the only metabilities your *PS238 RPG* character can have. If you want to, you can use the *HERO System* rules to create your own superpowers! You do this using *HERO System* character creation elements called *Powers* and *Power Modifiers*.

Powers are abilities far beyond those of mortal men — for example, flying or firing energy bolts. They represent the superpowers of metahumans such as your metaprodigy, the spells cast by mystics like Vashti Imperia, the capabilities of the super-tech gadgets Herschel Clay builds, and so on.

You can also use *Powers* to create abilities that don't fit the standard definition of "superpowers," such as the ability to run faster than most people or punch harder than normal. Equipment, particularly weapons, is often built using *Powers*. For example, a sword is a Hand-To-Hand Killing Attack with the *Focus* Limitation.

The rules for each *Power* define how an ability built with that *Power* works. For example, when a character buys an Energy Blast, the rules define the amount of damage the attack does, how to perform the Attack Roll, and the maximum Range of the power.

You can create most characters' abilities by purchasing the appropriate *Power*. However, if an ability requires more than a *Power* by itself, you can apply *Advantages* (page 129) and *Limitations* (page 133) to improve or restrict the *Power*.

BUYING POWERS

Characters purchase *Powers* by paying the Character Point cost listed under each *Power*. These are the same Character Points used to buy Characteristics and Skills. The minimum cost for any *Power*, even one with *Limitations*, is 1 Character Point.

Active Points And Real Points

As you work with *Powers*, you should keep in mind two important concepts: *Active Points* and *Real Points*.

The *Active Points* in a power (also called the "Active Cost") is the total cost of a power after all *Adders* and *Advantages* are applied (before you reduce the cost with *Limitations* or other modifiers). For example, an Energy Blast 8d6 has 40 *Active Points* (8 x (5 points per d6)); an Energy Blast 8d6, Armor Piercing has 60 *Active Points* ((8 x (5 points per d6)) x (1 + ½)). The *Active Points* in a power determine how much *END* it costs, the Skill Roll penalties for using it (if any), whether it fits into the reserve of a Multipower, and so forth. Generally speaking *Active Points* also measure the relative "strength" of a power; the more *Active Points* a power has, the more powerful it is.

The *Real Points* in a power (also called the "Real Cost") is the final cost of a power after you apply all *Advantages* and *Limitations*. In short, *Real Points* is the actual number of Character Points your character spends to buy a power. For example, an Energy Blast 8d6 with no *Limitations* has a *Real Point* cost of 40; one bought with the Limitation *OAF* costs 20 *Real Points* (a base of 40 *Active Points*, subject to a -1 Limitation). For a *Power* with no *Advantages*, *Adders*, or *Limitations*, the *Active Point* and *Real Point* costs are the same.

CAUTION SIGNS AND STOP SIGNS

Each *Power's* point cost serves to balance it against the other *Powers*. But some *Powers* may be extremely effective in certain circumstances. They're marked with a **▲**.

Additionally, some *Powers* can alter a GM's storyline substantially. These are marked with a **●**. The GM should carefully consider the impact of these *Powers* before permitting them in a scenario.

SPECIAL EFFECTS

One of the most important things to remember when you use the *HERO System*, particularly for creating superpowers, spells, and other abilities, is the concept of *special effects*.

The *HERO System* explains *Powers* in game terms: a certain number of Character Points buys so many dice of Energy Blast; a 20-point Force Field always has 20 points of defense; and so forth. But the *Power* descriptions don't explain what *Powers* look like, or what they're made of. For example, the text of Energy Blast just describes it as a way to inflict damage at range. It doesn't mention whether the energy beam is made of fire, lightning, magic, "pulsion particles," rubber bullets, plasma, or something else. A *Power's* descriptions simply explains what it does in rules terms. It's up to you to provide the exact definition for what the power is and what it looks like — in other words, you decide what its *special effect* is.

As you read through the *HERO System*, you won't find any specific rules for things like "fire blasts" or "lightning bolts" or "magic." Fire, lightning, and magic are all special effects, and the *HERO System* rules let you pick the special effect you want. So, if you want your character to have the power to project a lightning bolt, you might spend 40 Character Points to buy him an Energy Blast 8d6, then label that Energy Blast "Lightning Bolt." Later on, if you design a character who's a fire elemental, you might want him to have the power to shoot a blast of fire at his enemies. You could spend 40 Character Points on an Energy Blast 8d6 and call it "Fire Blast." Both characters have an Energy Blast 8d6, but for one character the special effect is "lightning," while for the other the special effect is "fire."

The accompanying sidebar has a list of some special effects that your *PS238 RPG* metaprodigy might choose for his Superpowers. But that's just a few of the dozens of possibilities. There's no "master list" of special effects because there are no restrictions on the concept other than your own imagination.

THE EFFECT OF SPECIAL EFFECTS

The special effects of a *Power* define how it works, what it looks like, and any other incidental effects associated with it. Sometimes a *Power* receives minor benefits and drawbacks because of its special effects. These minor modifiers

SPECIAL EFFECTS: A SAMPLE LIST

Acid
Air/Wind
Animal Powers
Athletic Prowess
Body Control
Cosmic Energy
Cyberkinesis
Darkness
Density Alteration
Dimensional Manipulation
Earth/Stone
Electricity
Emotion Control
Energy Control
Fire/Heat
Gadgets
Gravity
Hypersenses
Ice/Cold
Illusions
Kinetic Energy
Light
Luck
Magic
Magnetism
Martial Arts
Matter Manipulation
Mental/Psionic
Precognition
Radiation
Shape Alteration
Size Alteration
Sleep/Dreams
Solar/Celestial
Sonic
Speedster Powers
Strength/Toughness Powers
Stretching Powers
Super-Skills
Technology
Telekinetic
Teleportation
Time
Vibration
Water
Weapons
Weather
Wood/Plant

don't change the cost of the Power. However, if the special effect provides a major benefit you have to pay Character Points for that to buy an Advantage (page 129). If the special effect significantly restricts an ability, you can save Character Points by taking a Limitation (page 133) for it. In the *HERO System*, you have to pay Character Points for things that help your character, but you save points if something hinders your character — in short, you get what you pay for.

For example, a character with Fire powers can help keep his friends warm if they're trapped in a freezer. While

the character could buy this (as Life Support [Safe Environment: Intense Cold, Usable Simultaneously]), the effect is so minor the GM should allow him to do it without paying Character Points for it — it's just an "indirect benefit" of his chosen special effect. Only if this effect becomes useful in the game on a frequent basis, or the character tries to exploit it in combat, should the GM make him pay points for it. Once the benefits or drawbacks of the Power become significant, the cost of the Power should reflect them.

Another example of a special effect is Flight, defined as a spell which leaves a glowing trail of light as the character flies through the air. The trail helps the character because it shows his friends where he's gone. However, it hinders him because his enemies can follow it, too. These effects balance out, so the character does not modify the cost of his Flight. However, suppose part of the special effect of the character's powers is that he's made of energy, so he can power his Flight without any effort. In game terms, that means it costs no END. That's a significant benefit, so he has to pay Character Points for it by buying the Advantage *Reduced Endurance*.

Often, a specific set of special effects provides inspiration for creating a metaprodigy. A character who flies through the air with wings (like American Eagle) differs from one who flies using energy powers (like Suzi Fusion or Emerald Gauntlet), even though both buy the Power *Flight*. Extra Running defined as using a skateboard has some inherent Limitations and Advantages that just sprinting doesn't have to deal with (a skateboard won't work well offroad, but gets velocity bonuses going downhill). The better you know your character's special effects, the more fun you'll have with the character.

REASONING FROM SPECIAL EFFECTS

Most roleplaying games don't work the way the *HERO System* does. Instead of letting you choose the special effects of a power and create the power the way you want, they give you a list of powers and abilities, and you have to pick from what they offer. For example, in some games you might find "Lightning Bolt" and "Fire Shield" listed among the powers you can choose from. You won't find that in the *HERO System*; instead, you'll find generic Powers like *Energy Blast* and *Force Field* from which you could create *your own* "lightning bolt" or "fire shield."

This has important ramifications for how you create your character and his abilities. To get the most enjoyment out of the *HERO System* — to take advantage of the enormous creative freedom it offers you — you have to *reason from special effects*. In other words, you have to do three things:

1. Decide what sort of power you want to create by choosing the power's special effect.

At this step, don't think about the rules. Instead, focus on what you want the power to be and to do: "I want my character to have weather powers"; "I want my character to have the power to fire laser bolts from his eyes."

2. Once you've chosen a special effect for a power, decide what *game effect* you want that power to have. Think about what you expect the character to do with the power in the game. Does he use it to hurt people? To move around the battlefield? To make another character tired and weak? To protect himself from energy attacks?

At this step, you need to think in rules terms. Remember, the *HERO System* rules are "generic." You won't find a rule or a Power called "laser bolts." You have to think about what a laser bolt power does *generically*: it causes damage to people and objects. What types of powers in the *HERO System* cause damage? The Attack Powers. Therefore you want to use the rules for one of the Attack Powers to create a laser bolt power.

3. Last but not least, you have to put 1 and 2 together, combining your power idea with your knowledge of the rules to build the power you want. All you have to do is decide which Power (and possibly which Advantages and Limitations) works best for the effect you have in mind. Think of the *HERO System* rules as a set of building blocks, then choose the right ones to build what you have in mind.

This may sound a little complicated, but it's really pretty simple. The more you do it, the easier it becomes. Here are a couple of examples:

Weather Powers

Suppose you want to create a metaprodigy who can control the weather and generate various weather-based effects. As with any *HERO System* ability, consider the idea for a minute. You've done the first step — you've decided on a special effect, "weather control." But there's no Power in the book called "Weather Control." You have to build your character's weather control powers yourself.

So, you proceed to the second step and decide what weather control can do for your character *in game terms*. In other words, what *game effect* does “weather control” have?

First, there’s the simple effect of “changing the weather.” Looking through the Powers, you decide *Change Environment* seems like the best way to alter the local weather — and you’re right, that’s one of the classic uses of that Power. So you buy some Change Environment defined as “changing the weather.” For the basic combat effect that comes with the power, you choose -1 to PER Rolls — blinding rain, snow, fog, or distorting heat waves, things like that.

But you have some other weather-based effects in mind, too. Change Environment just lets you alter the local weather; it doesn’t let you blast people with lightning bolts or use the wind to fly. So you’ve got some more powers to build. You decide you want three more powers: the ability to project lightning bolts; the ability to create intensely cold mini-blizzards; and the power to fly on the wind.

Step two recommends that you determine a power’s game effect and use that to tell you how to build a power. For the Lightning Bolt, the power’s game effect is “it causes electrical damage at range.” That definitely sounds like an Attack Power (page 108) of some sort. After you look through the list of Attack Powers, you decide either Energy Blast or Ranged Killing Attack would work for your Lightning Bolt. You choose Energy Blast.

For the mini-blizzard, once again the effect of the power is to hurt people — you freeze them so quickly you make them pass out. Only people who can keep themselves warm somehow can resist the attack. Once again it seems like an Attack Power is in order, but none of the basic Powers seems quite right. You decide to look at the Advantages to see if you can use one of them to make the power work *in game terms* like you envision. Sure enough, there’s an Advantage called *No Normal Defense*. By applying that to Energy Blast, you can create a mini-blizzard that knocks out anyone who doesn’t have fire powers or the *Power Life Support (Safe Environment: Intense Cold)*.

For flying on the wind, the game effect is obvious: you can move quickly through the air. Moving around means a Movement Power is involved. The list of Movement Powers makes it obvious which one you need: Flight. All you have to decide is how many inches of Flight you want to buy.

WHAT POWERS DO

Here’s a quick list of the primary Power categories and what the Powers in them allow a character to do, to help you when conceptualizing an ability.

Power Category	What These Powers Do
Adjustment Powers	Raise or lower the value of Characteristics or Powers
Attack Powers	Hurt or hinder another character
Body-Affecting Powers	Alter or improve the character’s body
Defense Powers	Protect the character
Mental Powers	Attack or affect another character mentally
Movement Powers	Move the character
Sense-Affecting Powers	Blind or fool another character’s senses
Sensory Powers	Improve the character’s senses
Size Powers	Increases or decreases a character’s size



Laser Bolt Eyes

This concept is a little easier. “Weather Control” is a broad special effect with lots of possible uses, but being able to shoot laser beams from your eyes is simple and straightforward.

Once again, the step two analysis tells you exactly what you want: this power causes damage to people and objects at range. But it’s a little better than most attack powers; lasers can cut through targets easily. Being “better than most” suggests the power has an Advantage.

Choosing the basic power isn’t too difficult. It’s definitely an Attack Power, and once again it comes down to a choice between Energy Blast and Ranged Killing Attack. Since lasers are supposed to be pretty deadly, you choose RKA. To make the laser cut through targets more easily than normal, you apply the Advantage *Armor Piercing*. Voila! — in just a few seconds you’ve got a laser bolt power that’s just the way *you* want it.

GENERAL RULES

The text fully describes each Power, including examples. For easy reference, each Power's description includes: the Power's category(ies), duration, Range (if applicable), END cost, cost in Character Points, special rules, and any other important facts.

POWER CATEGORY

The *HERO System* groups Powers into 11 categories, based on how they're used or special rules that apply to them. See *Power Categories*, below, for more information.

DURATION

HERO System classifies all Powers as Instant, Constant, or Persistent. You can change a Power's duration with an Advantage or Limitation.

Instant: An Instant Power lasts just long enough for the character using it to make an Attack Roll. Examples include Energy Blast and Flash. Although an Instant Power lasts for just a second (at most), its effects may linger; the damage from an Energy Blast could last for minutes, or even days.

Constant: A character can maintain a Constant Power over time. Once a character has turned a Constant Power on, all he has to do is spend END each Phase to keep it activated, and it remains in effect. Constant Powers include Force Field, Flight, and Invisibility. A character doesn't have to make a new Attack Roll or use a Half Phase Action to maintain a Constant Power; once he's set it up, he can perform other Actions freely.

If a Constant Power works against a target, the character must make an Attack Roll on the Phase he activates the Power. If he succeeds, the target takes the damage (or is affected by the Power) normally in the Phase when the attack occurred, and on every one of the character's Phases (on the character's DEX) thereafter until the Power turns off.

If a Constant Power affects an area, the Power remains in effect in the Segments between the attacker's Phases. Any target who enters the area takes damage or is affected in the Segment he enters and every time the attacker's Phase occurs while the target remains within the area.

If a character loses Line Of Sight to the target/location of a Constant Power, stops paying END for it, or is Stunned or Knocked Out, it turns off at the end of the Segment.

Persistent: A Persistent Power stays activated unless the character deliberately turns it off — it even remains active if he's Knocked Out or goes to sleep. It's presumed to be activate at all times unless the character indicates otherwise. Persistent Powers include Mental Defense, Armor, and Enhanced Senses.

RANGE

Many Powers work at Range. Typically the Range of a Power equals 5" times the Active Points in the Power. For example, an Energy Blast 10d6 (50 Active Points) has a Range of 250"; an Energy Blast 10d6, Armor Piercing (75 Active Points) has a Range of 375". Mental Powers have a Range defined as "Line Of Sight"; see page 109.

Some Powers have "No Range." This means they can only affect targets within HTH Combat range — in the same hex as the character, or an adjacent hex. "Self Only" Powers only work on/for the character who possesses them.

ENDURANCE

Most Powers cost Endurance (END) to use. Every Phase such a Power is turned on, it costs the character 1 END for every 10 Active Points of Power used. If a character is Stunned or Knocked Out, these Powers stop working at the end of the Segment. Powers cost END even if the character's attack misses or the Power fails to affect the target — just activating them incurs the END cost.

You can change the END cost of a Power with the Advantage *Reduced Endurance* (page 132) or the Limitation *Increased Endurance Cost* (page 134).

Visibility

If a Power costs END to use, then when a character activates or uses that Power, other characters can see it, hear it, and perceive it with any other appropriate senses. The player decides what the Power looks like (see *Special Effects*, above), but it must be obvious a Power is being used and where it comes from.

If a Power inherently does not cost END to use (such as Armor or Power Defense), other characters cannot see or otherwise perceive the Power when it's in use, unless some Limitation (such as *Focus* [page 135] or *Visible* [page 137]) changes the Power so they can.

Removing END From The Game

To simplify a *PS238 RPG* game, the GM may want to ignore END costs for Powers, STR, and other things characters can do. speeds up the game and reduces bookkeeping if the players don't have to track END costs for powers and Actions.

USING POWERS

As a general rule, a character may use as many Powers as he wants to in the same Phase, provided he (a) has the time to activate all of them, and (b) can afford to pay END for all of them. For example, a character could use Flight while operating his Force Field and firing an Energy Blast at a target.

Activating or "turning on" a Power is a Zero Phase Action; so is turning a Power off (see page 149 regarding Actions).

CATEGORIES OF POWERS

The *HERO System* organizes Powers into eleven categories: Adjustment Powers, Attack Powers, Body-Affecting Powers, Defense Powers, Mental Powers, Movement Powers, Sense-Affecting Powers, Sensory Powers, Size Powers, Special Powers, and Standard Powers. Each category of Powers has certain special rules that apply to all Powers in that category. Some Powers belong to multiple categories, since some categories are functional and others depend primarily on game rules.

ADJUSTMENT POWERS

Adjustment Powers temporarily add to or subtract from the value of a character's Characteristics or Powers. The Adjustment Powers are:

- Aid
- Drain
- Healing
- Suppress
- Transfer

BUYING ADJUSTMENT POWERS

The costs for the various Adjustment Powers are listed in their descriptions. You define which Characteristic or Power an Adjustment Power affects when you buy it. For example, you could buy an Aid STR (to increase your Strength) or Suppress Energy Blast (to reduce the effectiveness of an enemy's Energy Blast).

Adjusting Multiple Characteristics Or Powers: Variable Effect

Sometimes you want an Adjustment Power to affect more than one Characteristic or Power at once. For this, you need an Advantage called *Variable Effect*, which has four different applications. (See page 129 regarding Advantages in general.)

For a +¼ Advantage, you can apply an Adjustment Power to any Characteristic or Power within a related group of special effects, *one Power at a time*. For example, you could have a Drain that works against any one fire-based Power. When attacking a target with more than one fire-based Power, you decide which fire-based Power to Drain each time you use the Drain. One Phase you might Drain the target's Fire Bolt (Energy Blast), and the next Phase his Fireball (Ranged Killing Attack, Explosion), Fire Shield (Force Field), or Fiery Wings (Flight).

For a +½ Advantage, you can apply an Adjustment Power to any two Characteristics or Powers with related special effects simultaneously. For example, you could Drain his Fire Bolt and Fireball both at the same time.

For a +1 Advantage, you can apply an Adjustment Power to any four Characteristics or Powers with related special effects simultaneously. For example, you could Drain all four of the Fire powers listed above at the same time.

For a +2 Advantage, you can apply an Adjustment Power to *all* Characteristics and Powers with related special effects simultaneously.

USING ADJUSTMENT POWERS

When you use an Adjustment Power, roll the dice and add up the total. The total indicates the number of *Character Points* added to (or subtracted from) the target Characteristic or Power. Since you're adding Character Points, you have to pay the same cost as you would if you were buying the ability directly.

For example, suppose you have a Drain DEX 3d6 and you hit an enemy with it. You roll 13 on the dice. That doesn't mean the enemy loses 13 points of DEX, because you're Draining the Character Points. Since DEX costs 3 Character Points per point, a 13-point Drain removes 4 points of DEX (4 points at 3 Character Points each = 12 points; the remaining point of effect does nothing).

If you use an Adjustment Power to affect a Primary Characteristic, it has no effect on any Figured Characteristics. For example, the Drain DEX described above doesn't lower the target's SPD at all, no matter how many points of DEX it Drains.

Maximum Effect

Aid and Transfer have a defined maximum effect. They can adjust a maximum amount of points equal to the maximum amount you can roll on the dice — for example, Aid STR 2d6 could add a maximum of 12 Character Points to a character's STR. A character may achieve this maximum with one or more rolls. For example, that Aid 2d6 could roll 8 points of effect one time, and 7 points of effect the next, but it only adds 12 points to STR (even though the two rolls total 15). The "left over" 3 points from the second roll don't affect the character at all.

Regaining Lost Points; Losing Gained Points

The Character Points gained from an Adjustment Power like Aid fade at the rate of 5 Character Points per Turn. (This does not apply to Healing; the points it adds are permanent, because they only heal damage.)

Similarly, the points removed from a character with an Adjustment Power like Drain return to the victim at the rate of 5 Character Points per Turn.

In both cases, the points fade/return at the end of Segment 12, when the character takes his Post-Segment 12 Recovery (see page 161).

Example: *Kasdrevan the Sorcerer uses his Phase in Segment 5 to apply an Aid STR 3d6 to one of his gargoyle servants. He rolls 12 on the dice, so he adds 12 points of STR to the gargoyle. In the next Post-Segment 12 period, 5 of those points fade; after that the gargoyle only has +7 STR.*

If you want to delay the rate at which points fade/return, you can apply a special Advantage, *Delayed Return Rate*. For each +¼ Advantage you apply, the fade/return rate takes one step down the Time Chart (page 88) below 1 Turn. For example, if you pay the Character Points for Delayed Return Rate (+¼) for an Aid STR 3d6, the points added to STR fade at the rate of 5 per 1 Minute. If you pay for Delayed Return Rate (+¾), they fade at the rate of 5 per 20 Minutes.

Defense Powers

When a character applies an Adjustment Power to PD, ED, or any Defense Power, the effect of the roll is *halved*. For example, a roll of 12 on an Aid PD 3d6 only adds 6 points to PD.

ATTACK POWERS

Attack Powers are Powers characters primarily use in an offensive manner in combat to hurt or hinder an opponent.

The Attack Powers are:

Characteristics (STR only)

Darkness

Dispel

Drain

Ego Attack

Energy Blast (EB)

Entangle

Flash

Hand-To-Hand Attack (HA)

Images

Killing Attack, Hand-To-Hand (HKA)

Killing Attack, Ranged (RKA)

Mental Illusions

Mind Control

Suppress

Telekinesis

Transfer

Transform

Powers with the

Usable As Attack Advantage

Attack Powers typically require an Attack Roll or ECV Attack Roll to use. If the roll indicates a hit, you have to make another roll to determine the effects of the power — how much damage it does or the like. See the rules under each Attack Power's description for specifics.

BODY-AFFECTING POWERS

Body-Affecting Powers alter a character's physical form or nature in some way. They may change a character's shape (Shape Shift, Stretching), size (Growth, Shrinking), or other properties (Density Increase). The Body-Affecting Powers are:

Density Increase

Desolidification

Extra Limbs

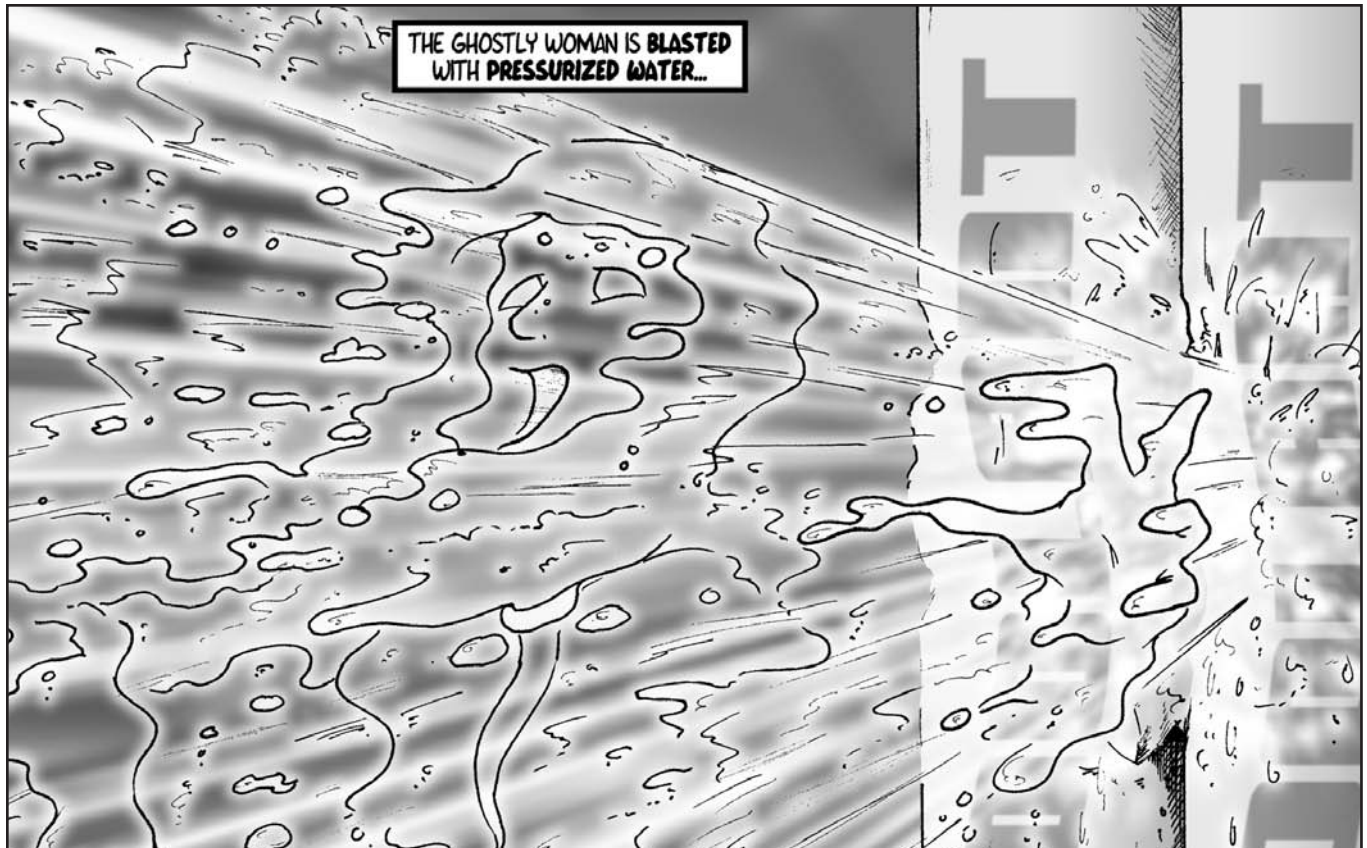
Growth

Multiform

Shrinking

Stretching

No special rules apply to buying or using Body-Affecting Powers in general. See each Power's description for specifics.



DEFENSE POWERS

Defense Powers protect the character from damage or harm in some way. The Defense Powers are:

- Armor
- Characteristics (PD and ED only)
- Damage Resistance
- Flash Defense
- Force Field
- Force Wall
- Mental Defense
- Power Defense

Characters sometimes buy Defense Powers with a special Advantage, *Hardened* (+¼). This Advantage counteracts the effects of the Advantages *Armor Piercing*, *Penetrating*, and *Indirect*. Attacks with these Advantages apply against Hardened Defenses as if they were normal, un-Advantaged attacks.

Similarly, some Defense Powers take a Limitation, *Only Works Against Limited Type Of Attack*, because they only protect against certain types of attacks. If a Defense Power only applies against a Limited type of attack (such as Fire or Sonic attacks), the Limitation is worth -½. If it only protects against a Very Limited class of attacks or type of damage (such as Magical Fire attacks or Sonic Killing Attacks), the Limitation is worth -1.

MENTAL POWERS

Mental Powers define a character's mental, rather than physical, abilities. They directly affect the target's mind, ignoring conventional defenses. The Mental Powers are:

- Ego Attack
- Mental Illusions
- Mind Control
- Mind Link
- Mind Scan
- Telepathy

A character who buys any of these Powers receives the Enhanced Sense *Mental Awareness* (page 116) for free.

BUYING MENTAL POWERS

The costs for the various Mental Powers are listed in their descriptions. However, some special Limitations sometimes apply to them.

First, if a Mental Power always has a specific effect — such as Mind Control that can only make targets angry, or Mental Illusions that can only show a target his greatest fear — then it takes the Limitation *Set Effect*, worth -½ or -1 (depending on how restrictive the specific effect is).

Second, you can use *HERO System's* Mental Powers to create some drugs or other physical effects, such as a truth serum or a hallucinatory drug. To do this you apply the Limitation *Based On CON* (-1). This means

the Mental Power affects the target through his CON instead of his EGO. The power also has a standard range (5" x Active Points) instead of Line Of Sight, uses an OCV-based Attack Roll instead of an ECV Attack Roll, is visible, and does not provide Mental Awareness.

USING MENTAL POWERS

Characters target Mental Powers with EGO Combat Value (ECV), using an ECV Attack Roll:

ECV Attack Roll = 11 + Attacker's ECV - Defender's ECV

The character must roll equal to or less than this number on 3d6 to hit a target with a Mental Power. A sleeping or unconscious mind has an ECV of 0.

All Mental Powers are invisible to characters who do not themselves have a Mental Power or Mental Awareness. However, the target of a mental attack can sense the source of the attack and knows what Power he's been attacked with (though with Mental Illusions, he only realizes it after he breaks free from the illusion).

Line Of Sight

Mental Powers use special rules for Range. Instead of having a normal Range (5" x Active Points), they have a *Line Of Sight* Range ("LOS"). This means the character can use them on anyone he can see with the naked eye, and the Range Modifier does not apply to his attack.

If a Mental Power has a continuing effect (such as Mind Control and Mental Illusions), the character only needs LOS to attack the target. After that, he does not need LOS to maintain the power.

Effect Rolls And Breakout Rolls

Once a character makes a successful ECV Attack Roll, he makes an *Effect Roll* using the dice he bought for the Power (Mind Link, which doesn't involve dice, doesn't require an Effect Roll).

For Ego Attacks, the total rolled on the Effect Roll minus the target's Mental Defense equals the STUN damage inflicted on the target.

For *continuing-effect Mental Powers* — Mental Illusions, Mind Control, Mind Scan, and Telepathy — the attacker declares the effect he wants to cause (such as “I want to make him cluck like a chicken” or “I want to locate his mind precisely enough to attack him with my Ego Attack”). Then he makes his Effect Roll. The GM compares the roll to the target's EGO on the Effects Table for each Power. If the Effect Roll equals or exceeds the target's EGO plus a modifier based on the desired effect, the attack succeeds. If it is less than the target's EGO plus the modifier, the attack fails and has no effect.

Resisting And Breaking Free From Mental Powers

If a character successfully uses Mental Illusions, Mind Control, Mind Scan, or Telepathy on someone, the target gets a chance to break free from the attack with a modified EGO Roll called a *Breakout Roll*. Breakout Rolls are subconscious; making one takes no time.

A character makes his first Breakout Roll on his next Phase after being successfully attacked with a Mental Power. This occurs before he takes any actions or has to react to the Mental Power. That means a character always gets at least one Breakout Roll before he suffers the effects of a Mental Power.

A character's Breakout Roll is his EGO Roll (9 + (EGO/5)). The Breakout Roll suffers a penalty of -1 for every 5 points rolled over the minimum needed to achieve the desired level of effect on the Effects Table. For example, if a mentalist tries to achieve an EGO+20 effect and rolls EGO+30 for his Effect Roll, the Breakout Roll is at -2.

After the initial attempt to break free, the victim can re-attempt the modified EGO Roll at +1 for each step on the Time Chart (page 88). The character thus gets to roll at +1 after one Turn has passed, +2 after one Minute has passed, and so forth. This means continuing-effect Mental Powers get weaker over time until the victim breaks free.

The Duration Of Mental Powers

Ego Attack, Mental Illusions, Mind Control, and Telepathy are Instant Powers. When a character attacks someone with one, he pays END for it when he makes the attack. He doesn't have to pay END for it after that, even if its effects last for a long time.

If a character wants to change a Mental Illusion, give a new order with Mind Control, or communicate on a different Telepathic level, he must make a new ECV Attack Roll and pay END for the power again. If he hits, he makes a new Effect Roll based on the new effect he desires. If the Effect Roll succeeds, he makes the change he wanted; if it fails the target automatically breaks free from the effect of the Power.

Mind Scan works a little differently. Characters only pay END for it when they attack with it, as described above. However, if something cuts off the Mind Scan — such as if it's in a Multipower (page 138) and the character switches to a different slot — it stops working. The character has to go through the whole process of activating it and attacking with it all over again.

MOVEMENT POWERS

Movement Powers allow a character to move from place to place. Some are extensions of existing abilities, like Running or Swimming; others are completely new modes of movement, such as Teleportation or FTL Movement. The Movement Powers are:

- Extra-Dimensional Movement
- Faster-Than-Light (FTL) Travel
- Flight
- Gliding
- Leaping
- Running
- Swimming
- Swinging
- Teleportation
- Tunneling

BUYING MOVEMENT POWERS

All characters begin the game with 6” Running, 2” Swimming, and a running Leap of 1” per 5 STR. The costs for additional Running, Swimming, or Leaping, as well as the cost for more exotic Movement Powers, are listed in the individual Power descriptions.

USING MOVEMENT POWERS

All Movement Powers except Extra-Dimensional Movement and FTL Travel have a *Noncombat velocity* mode. When moving at Noncombat speeds, a character moves twice as fast — in other words, he moves two times as many inches as

he has in the power. However, this speed comes at a price: the character is at ½ DCV and 0 OCV. Moving at Noncombat velocity does not change the END cost of a Movement Power.

A character can improve his Noncombat velocity. For every +5 Character Points he spends on a Movement Power, he doubles his Noncombat velocity (to x4 for +5 points, x8 for +10 points, and so forth).

Accelerating And Decelerating

A character can't instantly go from standing still to moving at full speed, or vice-versa. He has to accelerate or decelerate at the rate of 5” per hex. Thus, a character moving with Flight 20” needs 4” to come to a complete stop, or to get up to a full speed of 20” from standing still.

Accelerating or decelerating is a Zero Phase Action, but characters can do it only once per Phase. A character can also Abort (page 151) to decelerate if necessary.

SENSE-AFFECTING POWERS

Sense-Affecting Powers are Powers that limit, hinder, or trick a character's Senses. The Sense-Affecting Powers are:

- Darkness
- Flash
- Images
- Invisibility

Refer to *Enhanced Senses* (page 115) and *Senses And Perception* (page 148) for more information on Senses.

BUYING SENSE-AFFECTING POWERS

The cost for various Sense-Affecting Powers are listed in the individual Power descriptions. They have different costs depending on whether they affect *Targeting* or *Nontargeting* Sense Groups. *Targeting* refers to the Sight Group. All other Sense Groups are *Nontargeting* (meaning a character cannot normally use them to acquire a target in combat).

SENSORY POWERS

Sensory Powers heighten or improve a character's Senses, or provide him with Senses most characters lack. The Sensory Powers are:

- Clairensience
- Enhanced Senses
- Mind Scan

The cost for various Sensory Powers are listed in the individual Power descriptions.

SIZE POWERS

Size Powers enable a character to change his size. The Size Powers are:

- Growth
- Shrinking

See the descriptions of those Powers for costs, and for information on the effects of being taller or shorter than normal.

SPECIAL POWERS

Special Powers are Powers that characters cannot put in Elemental Controls or Multipowers unless the GM specifically permits them to. The Special Powers are:

- Enhanced Senses
- Extra Limbs
- Flash Defense
- Luck
- Mental Defense
- Mind Link
- Power Defense
- Skills

STANDARD POWERS

“Standard Powers” is a catch-all designation for any Power that’s not an Adjustment, Mental, Movement, Size, or Special Power. The Standard Powers are:

- Armor
- Characteristics
- Clairentience
- Clinging
- Change Environment
- Damage Resistance
- Darkness
- Density Increase
- Desolidification
- Dispel
- Energy Blast
- Entangle
- Flash
- Force Field (FF)
- Force Wall (FW)
- Hand-to-Hand Attack (HA)
- Images
- Invisibility
- Killing Attack — Hand-to-Hand (HKA)
- Killing Attack — Ranged (RKA)
- Life Support (LS)
- Multiform
- Stretching
- Telekinesis
- Transform

Each Power’s description mentions any special rules pertaining to it.

POWER DESCRIPTIONS

AID

Type: Adjustment Power
Duration: Instant
Range: No Range
Costs END: No
Cost: 10 Character Points per 1d6 of Aid

A character with Aid may increase one of his or someone else’s Characteristics or Powers. Some examples of Aid include a character who acts as a “living battery” to boost others’ STR, or an enchanted item that increases a wizard’s magical powers.

A character must define what Characteristic or Power his Aid can increase when he buys it. Aid cannot give a character abilities he does not have; it can only improve abilities a character already possesses.

To use Aid, the character makes an Attack Roll (he automatically hits if he uses Aid on himself or a willing target, but still must make an Attack Action). If he succeeds, he rolls his Aid dice. The total rolled represents the number of Character Points added directly to the Active Points of the Characteristic or Power being Aided (see page 108).

The points gained from an Aid fade at the rate of 5 Active Points per Turn (see page 108).

ARMOR

Type: Standard Power/Defense Power
Duration: Persistent
Range: Self Only
Costs END: No
Cost: Each 2 points of fully Resistant Defense (either PD or ED) costs 3 Character Points.

Armor provides a character with Resistant Defenses. Characters can only buy Armor for PD or ED. They must specify the type and amount of Armor defense (PD or ED) when they buy the Armor, and cannot change it thereafter. For instance, if a character spent 21 Character Points he could buy 14 PD, 0 ED Armor, or 7 PD, 7 ED Armor, or any other combination totalling 14 points of PD and ED.

CHANGE ENVIRONMENT

Type: Standard Power
Duration: Constant
Range: Range (5” x Active Points)
Costs END: Yes
Cost: 5 Character Points to change the environment in a 1” radius area; you can double the area for every +5 Character Points.

A character with Change Environment can cause changes to his environment. The character could, for example, create an intense magnetic field, change the weather, or cause all plants in the area to bloom. A character must specify the effect he can create when buying Change Environment; this cannot be changed thereafter.

Change Environment can have minor negative effects on combat or Skills, or cause minor amounts of damage or related combat effects. However, it cannot provide combat bonuses or other beneficial effects to characters. The Combat Effects Table lists the different types of combat effects Change Environment can have. When a character purchases Change Environment, he receives for free a single -1 combat effect (such as -1 to Sight Group PER Rolls or -1” of Running). If he wants the Change Environment to have a greater effect, he can increase it by paying the Character Point cost listed in the table. For example, the power to create an 8” radius sheet of ice imposing a -3 penalty to DEX Rolls costs 26 Character Points (5 points for the base -1 in a 1” radius, +15 points to increase the radius, +6 points for the additional -2 penalty to DEX Rolls).

COMBAT EFFECTS TABLE

Cost Per	Additional -1 Effect
2	PER Roll for one Sense
3	PER Roll for one Sense Group
3	Characteristic Roll or Skill Roll
3	Inch of any one mode of Movement
4	Characteristic Roll and all Skill Rolls based on same Characteristic
5	CV (OCV or DCV)
5	Point of damage (player specifies type of damage and may, at the GM’s option, include appropriate Advantages; otherwise Advantages may be purchased for the damage)
5	Point of Telekinesis STR

POWERS TABLE

Power Name	Power Type	Duration	Target	Range	END
Aid	Adjustment	Instant	Target's DCV	No	N
Armor	Standard/Defense	Persistent	Self Only	Self	N
Change Environment	Standard	Constant	Hex	Yes/x5"	Y
Characteristics	Standard	Persistent	Self Only	Self	Varies
Clairentience STOP	Standard/Sensory	Constant	Hex	Yes/x5"	Y
Clinging	Standard	Constant	Self Only	Self	N
Damage Resistance	Standard/Defense	Persistent	Self Only	Self	N
Darkness	Standard/Attack/Sense-Affecting	Constant	Hex	Yes/x5" Y	
Density Increase	Standard/Body	Constant	Self Only	Self	Y
Desolidification STOP	Standard/Body	Constant	Self Only	Self	Y
Dispel	Standard/Attack	Instant	Target's DCV	Yes/x5"	Y
Drain	Adjustment/Attack	Instant	Target's DCV	No	Y
Ego Attack	Mental/Attack	Instant	Target's ECV	Yes/LOS	Y
Energy Blast	Standard/Attack	Instant	Target's DCV	Yes/x5"	Y
Enhanced Senses	Special/Sensory	Persistent	Self Only	Self	N
Entangle	Standard/Attack	Instant	Target's DCV	Yes/x5"	Y
Extra-Dimensional Movement STOP	Movement	Instant	Self Only	Self	Y
Extra Limbs	Special/Body	Persistent	Self Only	Self	N
Faster-Than-Light (FTL) Travel STOP	Movement	Constant	Self Only	Self	N
Flash	Standard/Attack/Sense-Affecting	Instant	Target's DCV	Yes/x5" Y	
Flash Defense	Special/Defense	Persistent	Self Only	Self	N
Flight	Movement	Constant	Self Only	Self	Y
Force Field	Standard/Defense	Constant	Self Only	Self	Y
Force Wall	Standard/Defense	Constant	Hex	Yes/x5"	Y
Gliding	Movement	Constant	Self Only	Self	N
Growth	Size/Body	Constant	Self Only	Self	Y
Hand-to-Hand Attack (HA)	Standard/Attack	Instant	Target's DCV	No	Y
Healing	Adjustment	Instant	Target's DCV	No	Y
Images	Standard/Attack/Sense-Affecting	Constant	Hex	Yes/x5" Y	
Invisibility	Standard/Sense-Affecting	Constant	Self Only	Self	Y
Killing Attack (Hand-To-Hand)	Standard/Attack	Instant	Target's DCV	No	Y
Killing Attack (Ranged)	Standard/Attack	Instant	Target's DCV	Yes/x5"	Y
Knockback Resistance	Special/Defense	Persistent	Self Only	Self	N
Leaping	Movement	Constant	Self Only	Self	Y
Life Support	Standard	Persistent	Self Only	Self	N
Luck	Special	Persistent	Self Only	Self	N
Mental Defense	Special/Defense	Persistent	Self Only	Self	N
Mental Illusions	Mental	Instant	Target's ECV	Yes/LOS	Y
Mind Control	Mental	Instant	Target's ECV	Yes/LOS	Y
Mind Link	Mental	Persistent	Target's ECV	Yes/LOS	N
Mind Scan	Mental/Sensory	Constant	Target's ECV	Yes/LOS	Y
Multiform	Standard/Body	Persistent	Self Only	Self	N
Power Defense	Special/Defense	Persistent	Self Only	Self	N
Running	Movement	Constant	Self Only	Self	Y
Shrinking	Size/Body	Constant	Self Only	Self	Y
Skills	Special	Constant	Self Only	Self	N
Stretching	Standard/Body	Constant	Self Only	Self	Y
Suppress	Adjustment/Attack	Constant	Target's DCV	Yes/x5"	Y
Swimming	Movement	Constant	Self Only	Self	Y
Swinging	Movement	Constant	Self Only	Self	Y
Telekinesis	Standard/Attack	Constant	Target's DCV	Yes/x5"	Y
Telepathy	Mental	Instant	Target's ECV	Yes/LOS	Y
Teleportation	Movement	Instant	Self Only	Self	Y
Transfer	Adjustment/Attack	Instant	Target's DCV	No	Y
Transform STOP	Standard/Attack	Instant	Target's DCV	Yes/x5"	Y
Tunneling	Movement	Constant	Self Only	Self	Y

To use Change Environment, a character makes an Attack Roll against a target hex (DCV 3) to place the Change Environment field where he wants it. If the roll succeeds, the character has placed the center hex of his Change Environment field on the target hex; after he does that, he can't move the field.

CHARACTERISTICS

Type: Standard Power
Duration: Persistent
Range: Self Only
Costs END: Varies
Cost: Varies

Characters can purchase Characteristics as Powers, with Limitations and Advantages and in Power Frameworks. Examples include a "super-speed drug" that increases a character's DEX for a few minutes, or extra STR only for the purposes of lifting objects.

The Characteristic costs the same amount of Character Points described on pages 83-86. If using the Characteristic normally costs END, then the Characteristic bought as a Power also costs END.

Primary Characteristics purchased with Advantages add to Figured Characteristics as normal. Primary Characteristics purchased with Limitations do not add to Figured Characteristics at all unless the Limitation also affects the Figured Characteristics. For example, STR bought with the Limitation *Focus* would add to Figured Characteristics normally, since taking away the Focus would affect them. But STR bought with the Limitation *Increased Endurance Cost* would not add to any Figured Characteristics, since PD, REC, and STUN do not cost END to use. Characteristics bought as Powers which would normally add to Figured Characteristics may take the Limitation *No Figured Characteristics* (-½), in which case they do not add.

CLAIRSENTIENCE

Type: Standard Power/Sensory Power
Duration: Constant
Range: 5" x Active Points
Costs END: Yes
Cost: 20 Character Points for a PER Roll with one Sense Group. For each additional Sense Group, +10 Character Points. For each x2 Range, +5 Character Points.

A character with Clair-sentience can use one or more of his Sense Groups (usually Sight) at a distance. The classic example of Clair-sentience is a mystic's crystal ball or scrying-spell; it's also used to create closed-circuit television systems.

When a character uses Clair-sentience, it is as if he were standing some distance away from his current position, trying to perceive something. He designates a "perception point" from which his Clair-sentience works. He can change this perception point from use to use, and can put it anywhere within the range of his Clair-sentience, but he cannot move it once he creates it. It lets him perceive in any direction from the perception point just as if he were standing there himself. Calculate the Range Modifier for PER Rolls made via Clair-sentience from the perception point, not from where the character actually is.

Clair-sentience is not a Targeting Sense and cannot establish Line Of Sight for Mental Powers.

Precognition And Retrocognition

There are two special forms of Clair-sentience, each of which costs an additional +20 Character Points. *Precognition* allows a character to foresee the future. The accuracy of his foresight is up to the GM, and may worsen the further the character tries to see into times to come. *Retrocognition* is just the opposite,

it lets characters perceive the past (which can be great for finding lost treasure or solving mysteries). Both of these abilities are very powerful and ultimately are controlled as much by the GM as the player to avoid ruining adventures by making them too easy.

Clair-sentience bought with Precognition and/or Retrocognition *only* works to perceive the past or future. It does not also let a character perceive things at a distance like normal Clair-sentience.

CLINGING

Type: Standard Power
Duration: Constant
Range: Self Only
Costs END: No
Cost: 10 Character Points for ability to exert character's normal STR; +3 Clinging STR for +1 Character Point.

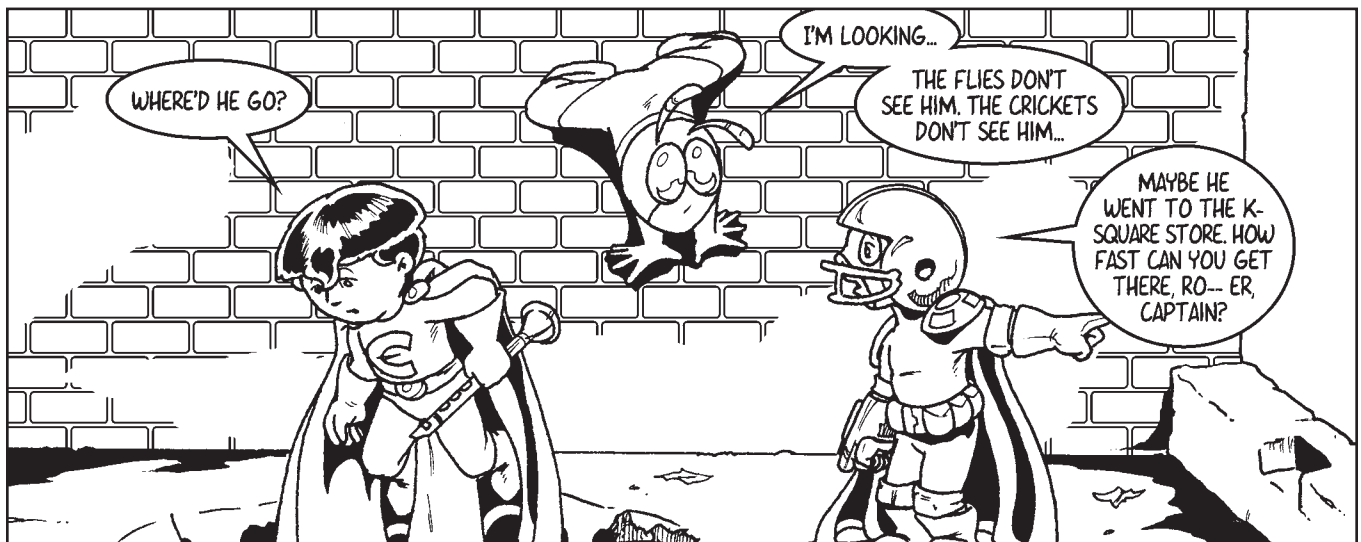
A character with Clinging may cling to walls and sheer surfaces and move on them as if they were level. One example of Clinging is insect-based wall-crawling powers like the Flea has.

Movement along a surface (like running along a wall) is the same as normal ground movement. If an opponent wants to pull a Clinging character from a surface, he must exceed the character's total Clinging STR in a STR Versus STR Contest; otherwise the character remains stuck.

DAMAGE RESISTANCE

Type: Standard Power/Defense Power
Duration: Persistent
Range: Self Only
Costs END: No
Cost: 1 Character Point to convert 2 points of Normal Defense to Resistant Defense

A character with Damage Resistance may apply some or all of his



normal PD or ED against Killing Attacks. Damage Resistance doesn't add to the character's defenses, it just converts some of a character's Normal Defenses into Resistant Defenses.

If a character's Normal Defenses converted with Damage Resistance have any Advantages (such as Hardened), he must also buy those Advantages for his Damage Resistance.

DARKNESS

Type: Standard Power/Attack Power/Sense-Affecting Power
Duration: Constant
Range: 5" x Active Points
Costs END: Yes
Cost: See Darkness Table

A character with Darkness can create a field which is impervious to one Sense Group (usually the Sight Group). The character must choose this Sense Group when he buys Darkness, and cannot change it thereafter. Some examples of Darkness include smoke grenades, mystic spells of silence, and blind fields of impenetrable blackness.

To use Darkness, a character makes an Attack Roll against a target hex (DCV 3) to place the Darkness field where he wants it. If the roll succeeds, the character has placed his the center hex of his Darkness field on the target hex; after he does that, he can't move the field.

Darkness makes the covered area *impenetrable* by the Sense Group it affects — characters using Senses in that group cannot perceive into, out of, or through the Darkness, nor perceive sensory effects generated within the Darkness. A character in a Darkness field who cannot perceive his opponent(s) with a Targeting Sense usually suffers penalties to his DCV and OCV (see page 148).

DARKNESS TABLE

Sense Group	Cost To Fill One Hex
Targeting	10 Character Points
Nontargeting	5 Character Points

Extra Radius	Cost per +1" Radius
Targeting Sense	+10 Character Points
Nontargeting Sense	+5 Character Points

DENSITY INCREASE

Type: Standard Power/Body-Affecting Power
Duration: Constant
Range: Self Only
Costs END: Yes
Cost: See Density Increase Table

A character with Density Increase ("DI") can increase his density, thereby making himself heavier, stronger, and physically tougher. An example of Density Increase would be Micro-Might (Cristina Kyle), who becomes denser and stronger as she shrinks in size. See the Density Increase Table for the effects of buying DI.

DENSITY INCREASE TABLE

Points	Mass (KG)	STR	KB	PD	ED
0	100	+0	-0	+0	+0
5	200	+5	-1	+1	+1
10	400	+10	-2	+2	+2
15	800	+15	-3	+3	+3
20	1,600	+20	-4	+4	+4
25	3,200	+25	-5	+5	+5
30	6,400	+30	-6	+6	+6
35	12,500	+35	-7	+7	+7
40	25,000	+40	-8	+8	+8
45	50,000	+45	-9	+9	+9
50	100,000	+50	-10	+10	+10
55	200,000	+55	-11	+11	+11
60	400,000	+60	-12	+12	+12
65	800,000	+65	-13	+13	+13
70	1,600,000	+70	-14	+14	+14
75	3,200,000	+75	-15	+15	+15

DESOLIDIFICATION

Type: Standard Power/Body-Affecting Power
Duration: Constant
Range: Self Only
Costs END: Yes
Cost: 40 Character Points

A character with Desolidification can become intangible, allowing him to walk through walls and ignore attacks. Some examples of Desolidification include the intangible body of a ghost and a superhero who can pass through solid objects by synchronizing the "phase vibrations" of his molecules.

A Desolidified character is immune to most physical and energy attacks. Mental Powers, Flashes, and Presence Attacks can still affect him. Additionally, he must define the special effects of a reasonably common group of attacks that can affect him while he's Desolidified. For example, Desolidification defined as "turning to mist" could still be affected by wind and heat attacks; one defined as "mystic intangibility" could still be affected by magic.

While Desolidified, a character cannot touch objects or affect the physical world in any way. His attacks against the physical world have no effect; he cannot even use Mental Powers against solid targets. If a character wants to use a power against a solid target while Desolidified, he must apply the Advantage *Affects Physical World* (+2) to that power.

DISPEL

Type: Standard Power/Attack Power
Duration: Instant
Range: 5" x Active Points
Costs END: Yes
Cost: 3 Character Points for 1d6 of Dispel

A character with Dispel can turn off another character's Power. Some examples of Dispel include spells designed to disrupt or "break" other spells, or Light powers that can destroy Darkness fields. Each 1d6 of Dispel costs 3 Character Points. The character must specify which Power he can Dispel when he purchases Dispel.

To use Dispel, the character must make an Attack Roll. If successful, he rolls and totals the Dispel dice and subtracts the target's Power Defense (if any). If the remaining total exceeds the Active Point total of the target Power, the target Power is Dispelled; that is, it stops working. If the victim of the Dispel wants to restart the Power, he can, but he must start from scratch — he must perform any preparations again. Obviously, Dispel is most effective against Powers which are difficult to turn on or take a long time to activate (like many Fantasy spells) or against objects (which must be repaired or rebuilt). Dispel is all-or-nothing: it either completely turns off a Power or it has no effect.

To create a Dispel that can affect more than one type of Power at once, apply the *Variable Effect* Advantage (page 107).

DRAIN

Type: Adjustment Power/Attack Power
Duration: Instant
Range: No Range
Costs END: Yes
Cost: 10 Character Points for 1d6 of Drain

A character with Drain can temporarily lower the value of one of an opponent's Characteristics or Powers. The character must specify which Power or Characteristic he can Drain when he purchases Drain. Harold Nelson, "the Rainmaker," who can "turn off" a superhuman's powers for half an hour, is an example of a character with Drain-based powers.

To use Drain, a character must make an Attack Roll. If successful, he rolls and totals the Drain dice, then subtracts the target's Power Defense (if any). The total remaining is the number of Active Points lost from the affected Power or Characteristic.

Drained Character Points return at the rate of 5 Active Points per Turn (see page 108).

EGO ATTACK

Type: Mental Power/Attack Power
Duration: Instant
Range: Line Of Sight
Costs END: Yes
Cost: 10 Character Points for 1d6 of Ego Attack

A character with Ego Attack can directly attack another character's mind to cause STUN damage. Some examples of Ego Attack include pain infliction, induced sleepiness or euphoria, or harmful "mental feedback."

To use Ego Attack, the character makes an ECV Attack Roll. If successful, he rolls his Ego Attack dice. The target subtracts his Mental Defense (if any) and takes the remaining damage as STUN. Ego Attacks only do STUN damage, have no effect on inanimate objects, and do no Knockback.

ENERGY BLAST

Type: Standard Power/Attack Power
Duration: Instant
Range: 5" x Active Points
Costs END: Yes
Cost: 5 Character Points for 1d6 of Energy Blast

A character with Energy Blast can attack at Range, doing Normal Damage. Examples of Energy Blasts (EBs) range from Emerald Gauntlet's and Suzi Fusion's power bolts, to the blaster weapons built into Mantium's powered armor, to the beams fired by energy rifles.

To use Energy Blast, a character states his target and makes an Attack Roll. If he succeeds, he rolls his dice to determine the Normal Damage done (see page 159).

An Energy Blast can apply against Physical Defense instead of Energy Defense (for example, force beams or thrown chunks of rock), but the character must specify this when he buys the Power.



ENHANCED SENSES

Type: Special Power/Sensory Power
Duration: Persistent
Range: Self Only
Costs END: No
Cost: Varies (see text)

These Sensory Powers allow a character to sense things beyond the capacity of normal human Senses. Characters may buy several Enhanced Senses to reflect a wide array of sensory abilities.

HERO System organizes senses into six *Sense Groups*: Hearing; Mental; Radio; Sight; Smell/Taste; and Touch. All Enhanced Senses fall into one of these Sense Groups, though one, Detect, has no set Group (it falls into whichever one you define it as belonging to when you buy the power). Additionally, there are *Sense Modifiers* which you can buy for any Sense or Sense Group.

See page 148 for more information about Senses in the *HERO System*.

Hearing Sense Group

In addition to Normal Hearing, which every character has for free, the Hearing Group includes:

Active Sonar: A character with Active Sonar can sense nearby objects by emitting high-frequency sound which bounces off those objects and returns to him. Active Sonar cannot perceive fine detail (such as colors, print on paper, or fine textures). Ultrasonic Hearing or Active Sonar can detect the use of Active Sonar.

Active Sonar is a Targeting Sense. It can only perceive objects in front of the character.

Cost: 15 Character Points

Enhanced Hearing: The character can hear better than normal.

Cost: +1 to Hearing Group PER Rolls for 2 Character Points

Ultrasonic Hearing: The character can perceive very high and very low frequency sounds, such as dog whistles or Active Sonar.

Cost: 3 Character Points

Mental Sense Group

Mental Awareness: The character can perceive the use of Mental Powers within his Line Of Sight. He can perceive the user and target of a Mental Power, but not the type of Mental Power (that requires Discriminatory).

Cost: 5 Character Points

Radio Sense Group

All Radio Sense Group Senses except for Radar have a 360 Degree arc of perception — a character can use them to perceive radio signals coming from any direction.

Enhanced Radio: The character can perceive radio signals better than normal.

Cost: +1 to Radio Group PER Rolls for 2 Character Points

Radar: A character with Radar can sense nearby objects by emitting radio waves which bounce off those objects and return to him. Radar cannot perceive fine detail (such as colors, print on paper, or fine textures). HRRP or Radar can detect the use of Radar.

Cost: 15 Character Points

Radio Perception/Transmission: The character can perceive and transmit local AM, FM, and police-band radio signals.

Cost: 10 Character Points

High Range Radio Perception (“HRRP”):

The character can perceive and transmit along the entire broadcast spectrum, from radio to television to cellular telephone transmissions. Characters with HRRP may locate a specific frequency or channel by making an INT Roll.

Cost: 12 Character Points

Sight Sense Group

The Sight Group senses are the ones most commonly used by humans and most other characters. Normal Sight is the only Targeting Sense humans naturally possess. In addition to Normal Sight, which every character has for free, the Sight Group includes:

Enhanced Sight: The character can see better than normal.

Cost: +1 to Sight Group PER Rolls for 2 Character Points

Infrared Vision: The character can see heat patterns and traces, but can only perceive the outlines of people and objects (unless there is a source of infrared light available). Cold objects are perceived as “dark,” while hot objects may be blindingly “bright.”

Cost: 5 Character Points

Microscopic Vision: The character can see objects in quantities so small Normal Sight cannot perceive them. Microscopic Vision allows a character to see objects at 10x magnification. A character can buy it multiple times, increasing the magnification by 10x for each +5 Character Points (x100 for +5 points, x1,000 for +10 points, and so forth).

Cost: 5 Character Points per level of magnification for the Sight Group

Nightvision: The character can see in total darkness (not including the Power *Darkness*, but including some forms of Change Environment which obscure vision) as though it were normal daylight.

Cost: 5 Character Points

X-Ray Vision: The character can make normal PER Rolls through materials which block ordinary sight (such as walls). However, he cannot perceive through Force Fields, lead, or gold.

Cost: 10 Character Points

Ultraviolet Vision: The character can see ultraviolet (UV) light. He perceives as well at night as he can during the day, provided there is a source of UV light such as the moon or stars.

Cost: 5 Character Points

Smell/Taste Sense Group

In addition to Normal Smell and Normal Taste, which every character has for free, the Smell/Taste Group includes:

Tracking Smell: The character can use his sense of smell to identify and track a person or object if the character makes a PER Roll. Modifiers for time and circumstances can affect the PER Roll tremendously.

Cost: 10 Character Points

Touch Group

The Touch Group includes Normal Touch. No Enhanced Senses belong to it, but characters can buy Sense Modifiers for Normal Touch if they wish.

Detect

Detect allows the character to perceive whatever he defines as its subject — Detect Gold, Detect Minds, Detect Aliens, whatever he can think of and the GM allows. The basic cost of a Detect depends upon how broad a category of things the Power can detect (see accompanying table).

A basic Detect requires a Half Phase to use and has no Range. The PER Roll with the Detect can be increased by +1 for every +1 Character Point. Characters may apply Sense Modifiers like *Sense* or *Discriminatory* to make a Detect better or easier to use.

DETECT TABLE

Cost	Detect Category
3	A single thing (an uncommon object or phenomena, one which has little or no effect on combat; examples include Necromantic Magic, Denebians, or Gold).
5	A class of things (a common object or phenomena, or any object or phenomena which significantly affects combat; examples include Magic, Aliens, Metals, or Minds)
10	A large class of things (very common or abstract objects or phenomena; examples include Life Energy, Physical Objects, or Enemies)
+5	Each extra thing or class of things



If the character makes a PER Roll, a Detect provides two basic types of information. The first is that the object or phenomenon exists, or does not exist, at the character's current location. Second, it tells the character what the perceived object or phenomena's "intensity" is.

When a character buys a Detect, he must assign it to one of the Sense Groups described above. It gains all the benefits of that Sense Group (it functions as a Targeting Sense if that group does, it has the same Range as that Sense Group does), but is affected by Sense-Affecting Powers used versus that group. A character may define his Detect as belonging to "no Sense Group," but then he must buy Sense Modifiers like Range and Targeting for it individually, making it quite expensive.

Sense Modifiers

Characters can apply Sense Modifiers to any Sense or Sense Group, as appropriate.

Enhanced Perception: The character has better perception than normal.

Cost: +1 to PER Roll for all Sense Groups for 3 Character Points

Discriminatory: Discriminatory allows a Sense to perceive a greater range of information about an object or phenomena. A Sense with Discriminatory can identify, distinguish, and analyze an object if the character makes a PER Roll. Normal humans have this Sense Modifier for Normal Sight and Normal Hearing automatically, but not for other Senses.

Cost: 5 Character Points for a single Sense; 10 Character Points for an entire Sense Group.

Increased Arc Of Perception: Most Senses function in a 120-degree arc in front of the user. This Sense Modifier allows them to function in a 360-degree arc. A Sense with 360-Degree Perception operates all around the character, making it much more difficult to surprise him.

Cost: 5 Character Points for a single Sense; 10 Character Points for a single Sense Group; 25 Character Points for all of the character's Sense Groups at once.

Range: A nonranged Sense (such as Touch or Detect) with this Sense Modifier can perceive at Range in a 120-degree arc with the usual Range Modifier (just like, for example, Normal Sight).

Cost: 5 Character Points for a single Sense; 10 Character Points for a single Sense Group.

Sense: A Detect (or other Enhanced Senses, at the GM's option) may be turned into a Sense for 2 Character Points. Characters can use a Sense without a Half Phase Action; it can be set off by contact at any time.

Cost: 2 Character Points.

Targeting Sense: A Nontargeting Sense (such as Normal Hearing) with this Sense Modifier can be used as a Targeting Sense to locate targets in combat. See page 148.

Cost: 10 Character Points for a single Sense; 20 Character Points for one Sense Group.

Telescopic: A Sense with this Sense Modifier works more accurately over longer distances than an ordinary Sense — it provides PER Roll bonuses that only counteract the Range Modifier (page 153).

Cost: 3 Character Points for +2 PER, only to offset the Range Modifier with a single Sense Group.

ENTANGLE

Type: Standard Power/Attack Power

Duration: Instant

Range: 5" x Active Points

Costs END: Yes

Cost: 10 Character Points for 1d6 BODY, 1 DEF of Entangle

A character with Entangle can restrain, immobilize, or paralyze another character. Some examples of Entangles include glue bombs, ice bonds, handcuffs, and having a paralytic touch.

To use Entangle, a character must make an Attack Roll. If successful, he rolls his Entangle dice and counts the Normal Damage BODY. The BODY of the Entangle is the BODY rolled; the Entangle has 1 DEF (PD and ED, Resistant) for each 1d6 of Entangle. When a character is Entangled, his arms and legs are restrained, giving him a DCV of 0. An Entangle completely immobilizes a character, making it impossible for him to move.

To escape an Entangle, an Entangled character must either do sufficient BODY damage to exceed the Entangle's DEF and destroy its BODY, use a Power which allows him to overcome the Entangle's effects (such as Desolidification or Teleportation), or find some other appropriate method of escape based on the special effect of the Entangle (like using Contortionist). No Attack Roll is necessary for an Entangled character to hit or do damage to the Entangle restraining him. When the Entangle's BODY is reduced to 0, he is free.

Characters with abilities that cause BODY damage and are innate or bought through Inaccessible Foci can use those powers to try to break free. Characters with abilities bought through Accessible Foci normally cannot use those powers to break free from an Entangle.

If an Entangled character is attacked, the Entangle takes damage from the attack first. After the attack does damage equal to the Entangle's DEF+BODY, the Entangle is destroyed and the Entangled character takes the remaining damage (if any) normally. Attacks which do not cause BODY damage (such as most NNDs or Drains) are not affected by an Entangle in this way; the damage injures the Entangled character directly.

Characters other than the Entangled character can try to attack and damage the Entangle without hurting the person trapped inside it. They must make their Attack Roll at a -3 OCV penalty. If they succeed, they damage the Entangle but not the victim; if they fail, they may attack the Entangle normally (see above), or just miss altogether. For a +½ Advantage, *Takes No Damage From Attacks*, a character may create an Entangle that's normally "transparent" to damage — attacks against the victim don't hurt the Entangle at all, just the victim. The only way to damage the Entangle from outside it is to target it specifically at -3 OCV, as described above.

**EXTRA-DIMENSIONAL
MOVEMENT** STOP

Type: Movement Power
Duration: Constant
Range: Self Only
Costs END: Yes
Cost: See Extra-Dimensional Movement Table

A character with this Movement Power can travel from one dimension to another, or travel through time. Some examples of Extra-Dimensional Movement include Malphast's ability to transport people to other dimensions and Tom Davidson's time-travel powers.

The cost of Extra-Dimensional Movement depends on how many different dimensions a character can travel to, as indicated on the accompanying table. Using Extra-Dimensional Movement takes a Full Phase.

**EXTRA-DIMENSIONAL
MOVEMENT
TABLE**

Cost	Effect
20	Travel to a single location in a single dimension
25	Travel to any location in a single dimension
30	Travel to any location in a related group of dimensions
40	Travel to any location in any dimension
Time Travel	
40	Travel to a single point in time (past or future)
50	Travel to a related group of points in time (e.g., any date in the past)
60	Travel to any point in time
Weight Carried	
+0	Character himself, plus clothing, personal equipment, and Foci (100 kg)
+5	x2 weight (200 kg)
+10	x4 weight (400 kg)
...and so on (+5 points per x2 weight)	

EXTRA LIMBS

Type: Special Power/Body-Affecting Power
Duration: Persistent
Range: Self Only
Costs END: Yes
Cost: 5 Character Points to have any number of Extra Limbs

A character with Extra Limbs has one or more usable extra limbs. Some examples of Extra Limbs include a prehensile tail, extra arms, or a group of tentacles. For 5 Character Points, the character can have as many Extra Limbs as he wants, be it 1 or 100. Extra Limbs provide no OCV bonus, and don't allow a character to make any extra attacks, but characters can use them to perform maneuvers not possible to bipedal humans (like holding someone with both hands and then punching him, or hanging from the ceiling by a tail).

**FASTER-THAN-LIGHT
(FTL) TRAVEL** STOP

Type: Movement Power
Duration: Constant
Range: Self Only
Costs END: No
Cost: See FTL Table

A character with FTL Travel can travel as fast as, or faster than, light when in space (but never in an atmosphere). Some examples of FTL Travel include a starship's hyperdrive or a character who can transform himself into pure light.

FTL TABLE

Points	Velocity	Approximation
10	1 Light Year/year	The speed of light
12	2 LY/year	
14	4 LY/year	1 LY/season
16	8 LY/year	
18	16 LY/year	1 LY/month
20	32 LY/year	
22	64 LY/year	1 LY/week
24	128 LY/year	
26	250 LY/year	
28	500 LY/year	1 LY/day
30	1,000 LY/year	
32	2,000 LY/year	
34	4,000 LY/year	
36	8,000 LY/year	1 LY/hour
...and so forth		

FLASH

Type: Standard Power/Attack Power/Sense-Affecting Power
Duration: Instant
Range: 5" x Active Points
Costs END: Yes
Cost: See Flash Table

A character with Flash can temporarily disable or "blind" one of an opponent's Sense Groups — typically his Sight Group. The character must choose this Sense Group when he buys Flash, and cannot change it thereafter. The cost of the power depends on whether the Sense Group the Flash affects is a Targeting or Nontargeting Sense Group. Some examples of Flash include blinding bursts of light and deafening shrieks of sound.

To use Flash, a character must make an Attack Roll. If successful, he rolls the Flash dice and counts the Normal Damage BODY. The total number of BODY rolled, minus the target's Flash Defense (if any), is the number of Segments (beginning in the Segment in which the character uses the attack) which the target's Sense(s) is (are) disabled. A Flashed character who cannot perceive his opponent(s) with a Targeting Sense suffers penalties to his DCV and OCV (see page 148).

FLASH TABLE

Sense Group	Cost per 1d6
Targeting (Sight)	5 Character Points
Nontargeting (all others)	3 Character Points

FLASH DEFENSE

Type: Special Power/Defense Power
Duration: Persistent
Range: Self Only
Costs END: No
Cost: 1 Character Point for 1 point of Flash Defense to protect a single Sense Group

A character with Flash Defense suffers less effect from Flashes. Examples include sunglasses or earplugs. Each point of Flash Defense reduces the length of a Flash attack by 1 Segment. The character must choose which Sense Group his Flash Defense protects when he buys the Power, and cannot change it thereafter.

FLIGHT

Type: Movement Power
Duration: Constant
Range: Self Only
Costs END: Yes
Cost: 2 Character Points for every 1” of Flight

A character with Flight can fly through the air. Some examples of Flight include wings, jetpacks, boot rockets, and planes. With Flight, the character can move, hover in place, gain altitude, and so forth.

FORCE FIELD

Type: Standard Power/Defense Power
Duration: Constant
Range: Self Only
Costs END: Yes
Cost: 1 Character Point for every 1 point of Resistant Defense

This power allows a character to create a field around himself which provides Resistant Defense against damage. Some examples of Force Fields include Emerald Gauntlet’s protective force-bubbles or a mystic’s spell of protection against fire.

A Force Field can provide Resistant PD, Resistant ED, or both. The character must define how the points of defense are allocated when he buys the power, and cannot change it thereafter. For example, a character who spent 20 Character Points on Force Field could buy a 10 PD/10 ED Force Field, or an 8 PD/12 ED Force Field, or a 15 PD/5 ED Force Field — but once he defines the points of defense, he cannot change them. A Force Field only protects the character with the Power and his Foci (if any), not anyone else or any other objects he carries.

FORCE WALL

Type: Standard Power/Defense Power
Duration: Constant
Range: 5” x Active Points
Costs END: Yes
Cost: 5 Character Points for every 2 points of Resistant Defense; +1” width or height costs 2 Character Points

A character with Force Wall can create a “wall” that provides Resistant Defense. Some examples of Force Walls include protective screens of energy, force domes, or walls of enchanted fire.

Unlike a Force Field, which only protects the character, a Force Wall can protect multiple characters at once — it depends on how big the Wall is, where it’s located, and so forth. A character can create a Force Wall at Range, making it a useful tool for protecting his friends, sealing off an open door, and the like.



A Force Wall can provide Resistant PD, Resistant ED, or both. The character must define how the points of defense are allocated when he buys the power, and cannot change it thereafter. For example, a character who spent 40 Character Points on Force Wall could buy an 8 PD/8 ED Force Wall, or a 4 PD/12 ED Force Wall, or a 10 PD/6 ED Force Wall — but once he defines the points of defense, he cannot change them.

A standard Force Wall is 1" (three hex sides) long and 1" high. A character can make his Force Wall larger or taller by spending more Character Points on it.

Attacks treat Force Walls like real walls which have 0 BODY (see *Breaking Things*, page 167). An attack (whether from the inside or the outside) must penetrate the Force Wall to continue to its target. Compare the BODY damage rolled by the attack to the appropriate defense of the Force Wall:

—If the BODY of the attack is equal to or less than the Force Wall's appropriate defense, the attack doesn't break through the Force Wall and no STUN or BODY gets through at all.

—If the BODY of the attack is greater than the Force Wall's appropriate defense, it breaks down the Wall; subtract the Wall's appropriate defense from the BODY and STUN of the attack and apply the remaining damage to the target normally. The Force Wall collapses and no longer provides any defense, but the character can create it again by re-activating the power (a Zero Phase Action).

A Force Wall acts like a real wall — attacks won't penetrate in *either* direction until the attack's BODY damage exceeds the Force Wall's appropriate defense. This means a character can't effectively shoot through his own Force Wall with attacks that do BODY damage unless he wants to break the Wall. Alternately, the GM can allow the character to buy an attack with the Advantage *Indirect* (+¼) so that it bypasses the Force Wall.

Force Walls are usually immobile: once set up they stay in place. However, a character can make himself the "center" of his Force Wall; the Force Wall then moves with him as he moves. Moving Force Walls have 0 STR — characters cannot use them to push people aside or perform Move Throughs.

GLIDING

Type: Movement Power
Duration: Constant
Range: Self Only
Costs END: No
Cost: 1 Character Point for 1" Gliding

A character with Gliding can glide through the air. Some examples of Gliding include hanggliders, a superhero's glider-cape, or a spell that makes a character lighter than air.

From the ground, a character starts Gliding with a velocity and altitude equal to his upward leap in inches. Gaining altitude is up to the GM; doing it slowly by using thermal updrafts is usually easy. While in the air, a character must drop 1" per Phase to maintain his forward Gliding velocity (and may, at the GM's option, have to make a DEX Roll to go precisely where he wants). Gliding does not use normal acceleration rules; instead, acceleration is +1" velocity per 1" of altitude lost.

GROWTH

Type: Size Power/Body-Affecting Power
Duration: Constant
Range: Self Only
Costs END: Yes
Cost: See Growth Table

A character with this Size Power can increase his size, making himself taller, heavier, stronger, and tougher. The accompanying table describes the effects of Growth; additionally, a character using Growth may have trouble fitting into cars or buildings.

HAND-TO-HAND ATTACK

Type: Standard Power/Attack Power
Duration: Instant
Range: No Range
Costs END: Yes
Cost: +1d6 Hand-To-Hand Combat damage for 5 Active Points with a mandatory -½ Limitation

A character with Hand-To-Hand Attack (HA) does increased damage in HTH combat. Some examples of HA include clubs, especially powerful (or mystically enhanced) punches, or energized gauntlets that improve a character's punch.

Each die of HA adds directly to a character's dice of Normal Damage from his STR (see page 84). To buy an HA, a character spends 5 Active Points per 1d6, and applies any Advantages to derive an Active Point total. He then applies a mandatory -½ Limitation, *Hand-To-Hand Attack* (plus any other Limitations taken for the Power) to derive a Real Cost. This Limitation signifies that the HA damage only works if it adds to a character's damage dice based on STR. It cannot function on its own, does not add to any other attacks, and does not add to a character's STR in any other way.

HEALING

Type: Adjustment Power
Duration: Instant
Range: No Range
Costs END: Yes
Cost: 10 Character Points for 1d6 of Healing

A character with Healing can heal the injuries suffered by himself or another character. Examples of Healing include Vern McIntire's ability to heal minor injuries, or even bring some dead people back to life!

To use Healing, roll the dice and count the STUN and BODY rolled. The character to whom Healing was applied regains that much BODY and STUN.

GROWTH TABLE

Points Of Growth	Height (hexes)	Width (hexes)	Mass (KG)	BODY & STUN	DCV	PER Rolls Against	Additional Reach	STR	KB
5*	2m (1")	up to 1m (½")	up to 100	+1	-0	+0	+0	+5	-0
0*	2m (1")	up to 1m (½")	up to 100	+0	-0	+0	+0	+0	-0
15	4m (2")	2m (1")	800	+3	-2	+2	+1"	+15	-3
30	8m (4")	4m (2")	6,400	+6	-4	+4	+2"	+30	-6
45	16m (8")	8m (4")	50,000	+9	-6	+6	+4"	+45	-9
60	32m (16")	16m (8")	400,000	+12	-8	+8	+8"	+60	-12
75	64m (32")	32m (16")	3,200,000	+15	-10	+10	+16"	+75	-15

...and so on

*: 5 points is the cost for a child to be able to Grow to adult size. Adults start out at adult size (hence the "0" entry on the table) and Growth makes them larger. Kids who want to be larger than adult size buy Growth normally after the first 5 points' worth.

However, Healing can only restore BODY and STUN lost to an injury; it can't give a character "extra" STUN or BODY beyond that, no matter how high the roll is.

Healing can only be applied to a given injury or wound once per day. If a second character tries to apply Healing to the same wound, he must exceed the amount rolled by the first application to have any effect, and the second application of Healing only affects the subject to the extent it exceeds the first use.

Regeneration: Some characters or creatures, such as vampires and werewolves, have the ability to rapidly heal any injuries done to them — a power known as *Regeneration*. To buy *Regeneration*, a character buys dice of Healing with the Advantages *Reduced Endurance* (0 END; +½) and *Persistent* (+½), and the Limitations *Self Only* (-½) and *Extra Time* (1 Turn; -1¼). This means every time the character takes a Post-Segment 12 Recovery (page 161), he also automatically heals 1 BODY of damage done to him per die of Healing purchased (thus, *Regeneration* with Healing 3d6 automatically heals 3 BODY per Turn). He does not heal any STUN damage. However, *Regeneration* works again and again, every Post-Segment 12; it doesn't have to wait a day to apply again to the same wound.

IMAGES

Type: Standard Power/Attack Power/Sense-Affecting Power
Duration: Constant
Range: 5" x Active Points
Costs END: Yes
Cost: See Images Table

A character with Images can create images which other characters can perceive with their appropriate Sense Group (usually the Sight Sense Group). Vashti Imperia's spells of illusion and disguise are just one example of Images-based powers; the holograms Herschel Clay uses to conceal some of what goes on at PS238 are another. When a character purchases Images, he pays for three things: the Sense Group the Images can affect; the size of the Images (how large they can be); and, if desired, penalties to onlookers' PER Rolls (making it harder to discover the Images aren't real).

To project an Image, the character decides what Image to produce, where to produce it, and what actions (if any) the Image performs. He makes an Attack Roll (against DCV 3) to place the center of the Image in the target hex. If he succeeds, all characters with Line Of Sight notice the Image and may make a PER

IMAGES SUMMARY TABLE

Sense Group	Cost To Fill One Hex
Targeting (Sight)	10 Character Points
Nontargeting (all others)	5 Character Points
Extra Radius	Cost per +1" Radius
Any type of Sense	+¼ Advantage
Decreased PER Roll	Cost
-1 to target's PER Rolls	3 Character Points

PERCEPTION MODIFIERS TABLE

PER Roll Bonus	Image
+0	Very Simple Image: an unmoving object; a single odor or musical note
+2	Simple Image: a ball rolling, a simple melody
+4	Complex Image: a man walking, a conversation, the smells of a hamburger
+6	Multiple Complex Images: a football team in action, an orchestral symphony, the smells of Thanksgiving dinner

Roll (with the modifiers listed on the Images Table and Perception Modifiers Table). The more complex the Image, the easier it is to recognize as a fake.

If an observer misses his modified PER Roll, he believes the Image is real. If an observer makes his modified PER Roll, he perceives the Image but knows it's not real.

Typically once a character places the center hex of his Image in the target hex, he can't move the Image. But if the Image has the *No Range* (-½) Limitation and is intended primarily to affect the character's personal appearance or the like, it moves with the character as he moves.

Images cannot cause any physical effects, are intangible (unless they affect the Touch Sense Group), and can never cause damage or hold objects off the ground.

INVISIBILITY

Type: Standard Power/Sense-Affecting Power
Duration: Constant
Range: Self Only
Costs END: Yes
Cost: See Invisibility Table

A character with Invisibility can become invisible to one Sense Group (usually the Sight Sense Group). Some examples of Invisibility include a "stealth plane" that's Invisible to radar or a magic ring that lets the wearer fade from sight.

INVISIBILITY SUMMARY TABLE

Sense Group	Cost
Targeting (Sight)	20 Character Points
Nontargeting (all others)	10 Character Points
Modifiers	Cost
No Fringe	+10 Character Points

An Invisible character has a "fringe" around himself. Others may perceive the fringe with a normal PER Roll at a range of 1" or less. The character can pay +10 Character Points to have no fringe.

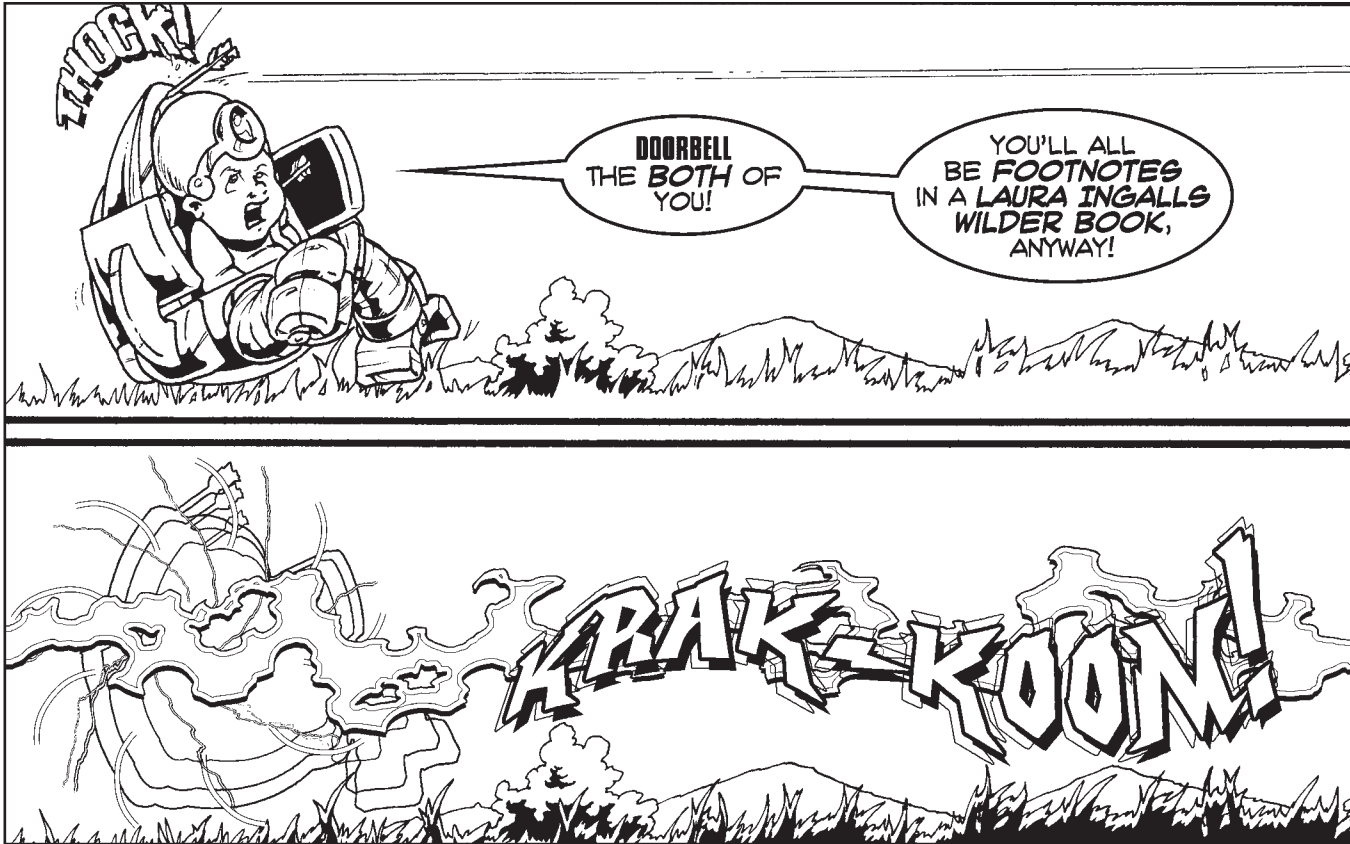
In combat, Invisibility often makes the character harder to hit, and can make it much easier for him to obtain bonuses for Surprise attacks (see page 155). However, Invisibility does not automatically make a character's attacks or other Powers Invisible as well (that requires the Advantage *Invisible Power Effects*; see page 130).

KILLING ATTACK - HAND-TO-HAND

Type: Standard Power/Attack Power
Duration: Instant
Range: No Range
Costs END: Yes
Cost: 15 Character Points for 1d6 Killing Attack

A character with Hand-To-Hand Killing Attack (HKA) can make an attack in HTH Combat which causes Killing Damage (see page 159). Some examples of HKA include claws, knives, and laser swords.

To use HKA, a character states his target and makes an Attack Roll. If he succeeds, he rolls his dice to determine the damage done (see page 159). He gets +1d6 to his HKA for every 15 points of STR used with it, to a maximum of double the number of dice he bought. For example, a character who buys HKA 2d6 could increase it to as much as HKA 4d6 with STR (if he had 30 STR or more), but could not increase it to more than HKA 4d6 no matter how much STR he has.

**KILLING ATTACK - RANGED**

Type: Standard Power/Attack Power
Duration: Instant
Range: 5" x Active Points
Costs END: Yes
Cost: 15 Character Points for 1d6 Killing Attack

A character with Ranged Killing Attack (RKA) can make an attack in Ranged Combat which causes Killing Damage (see page 159). Some examples of RKA include bullets, arrows, lasers, and throwing knives.

To use RKA, a character states his target and makes an Attack Roll. If he succeeds, he rolls his dice to determine the damage done (see page 159).

KNOCKBACK RESISTANCE

Type: Special Power/Defense Power
Cost: Persistent
Range: Self Only
Costs END: No
Cost: 2 Character Points for every -1" of Knockback

A character with Knockback Resistance reduces the Knockback he takes from attacks. Each -1" of Knockback Resistance costs 2 Character Points, and reduces both the inches traveled and the amount of damage done by Knockback (see page 160).

LEAPING

Type: Movement Power
Duration: Constant
Range: Self Only
Costs END: Yes
Cost: 1 Character Point for every +1" Leap

A character with Leaping can leap great distances. The classic example of Leaping is a character with super-strong leg muscles, such as Bernard Brenner; characters with insect powers, like the Flea, often have Leaping as well.

Purchased inches of Leaping add to a character's base inches of leaping from STR (1" forward for every 5 STR [and half distance upward]; see page 84). In combat, leaps are identical to Flight, except the character must indicate the target hex for his leap when he begins his leap, and he cannot change direction in mid-leap.

LIFE SUPPORT

Type: Standard Power
Duration: Persistent
Range: Self Only
Costs END: No
Cost: See Life Support Table

A character with Life Support can operate in unfriendly or deadly environments without harm, and/or needs reduced resources to maintain his health and life. Examples of Life Support include gas masks, SCUBA gear, elixirs of eternal youth, and taking tiny doses of a poison to build up an immunity to its effects. The Life Support Table shows the Character Point cost for various types of Life Support.

A character with a *Safe Environment* Life Support does not take damage from that type of environmental condition, or from a Change Environment which creates that condition. However, he still takes damage from attacks with that special effect, due to the sudden system shock.

LIFE SUPPORT TABLE

Cost	Effect
5	<i>Breathe Underwater</i> : The character can breathe normally underwater.
10	<i>Self-Contained Breathing</i> : The character's breathing is self-contained (he doesn't need to breathe at all).
3	<i>Diminished Eating</i> : The character does not have to eat or drink.
3	<i>Diminished Sleep</i> : The character does not have to sleep.
1-2	<i>Safe Environment</i> : The character is safe in the following environments:
Cost	Environment
2	Character is safe in Low Pressure/Vacuum
1	Character is safe in High Pressure
2	Character is safe in High Radiation
2	Character is safe in Intense Cold
2	Character is safe in Intense Heat
1-5	<i>Longevity</i> : All characters have a base lifespan of 100 years. For every point of Longevity, double that lifespan (200 years, 400 years, and so on). For 5 points, a character is Immortal.
3, 10	<i>Immunity</i> : The character is immune to the effects of a particular drug, poison, disease, or similar substance. For 3 points, he's immune to any one poison, venom, gas, disease, or the like. For 10 points, he's immune to <i>all</i> substances in one of the following categories: diseases; poisons.

A character can buy whichever forms of Life Support he wants; he doesn't have to purchase some as a condition for purchasing others.

MENTAL ILLUSIONS EFFECTS TABLE

Total rolled on Mental Illusion dice - Mental DEF is:	Effect
Greater than EGO	Cosmetic changes to setting
EGO + 10	Major changes to setting
EGO + 20	Completely alters setting
EGO + 30	Character no longer interacts with real environment
Modifiers (can be applied at any level)	
-10	Illusion matches target's Psychological Limitations
+10	Illusion contradicts target's Psychological Limitations

LUCK

Type: Special Power
Duration: Persistent
Range: Self Only
Costs END: No
Cost: 5 Character Points per 1d6 of Luck

This Power represents a quality of fate which helps events turn out in a character's favor. The GM indicates when a character with Luck should make a Luck Roll. Each "6" rolled on the Luck dice counts as 1 point of Luck. The GM then decides what (if any) lucky event happens to a character. The more points of Luck the character rolled, the luckier he should be. One point of Luck means something minor but helpful (like finding a previously-overlooked clue); three or more points of Luck could lead to incredible coincidences and high-miraculous defiance of probability.

MENTAL DEFENSE

Type: Special Power/Defense Power
Duration: Persistent
Range: Self Only
Costs END: No
Cost: 1 Character Point for 1 point of Mental Defense (the character may also add a number of points equal to his EGO/5 to those purchased)

A character with Mental Defense is resistant to mental attacks — he can withstand some of the effects of Mental Powers (such as Ego Attack, Mind Control, or many Powers bought *Based On ECV*). One example of Mental Defense is the special conditioning all PS238 teachers receive so that mischievous or malicious students with mental powers can't hurt or control them.

Each point of Mental Defense is subtracted from the total rolled on the Effect Roll for Mental Powers before those Powers are applied to the character.

MENTAL ILLUSIONS

Type: Mental Power/Attack Power
Duration: Instant
Range: Line Of Sight
Costs END: Yes
Cost: 5 Character Points for 1d6 Mental Illusions

A character with this Mental Power can project illusions directly into an opponent's mind. Some examples of Mental Illusions include psionic illusion powers and hallucination-inducing drugs.

To use Mental Illusions, the character makes an ECV Attack Roll. If successful, he defines the illusion he wants the target to perceive, and the GM determines what level of effect he needs on the Mental Illusions Effects Table to create that illusion. The character then makes a standard Effect Roll (page 110), subtracts the target's Mental Defense (if any), and compares the result to the Mental Illusions Effects Table. If the Effect Roll is not sufficient to reach the desired level, the attack has no effect, but it does alert the target. If the Effect Roll is high enough to achieve the desired effect, the illusion is established in the target's mind; the target won't know he's experiencing an illusion until he succeeds with a Breakout Roll.

On the target's first Phase after a Mental Illusion is established, he may attempt to see through or "disbelieve" the illusion by making a Breakout Roll (page 110). The target remains under the influence of the illusion (at the given level) until he succeeds with a Breakout Roll — but since he gets a Breakout Roll on his first Phase after being affected, he always gets one attempt to shake off the Illusion's effects before he can take any actions based on it.

The target of a Mental Illusion receives a chance to make another Breakout Roll (with a bonus to the roll) if the illusion performs in a way which does not meet his expectations (for example, if an illusory loved one does not recognize him). At the GM's discretion, he receives additional bonuses to his roll if other persons try to "snap him out of it."

MIND CONTROL

Type: Mental Power/Attack Power
Duration: Instant
Range: Line Of Sight
Costs END: Yes
Cost: 5 Character Points for 1d6 Mind Control

A character with this Mental Power can take control of another character's mind, and thus of his actions. Examples of Mind Control include psionic domination powers, some forms of brainwashing, and hypnosis.

To use Mind Control, the character makes an ECV Attack Roll. If successful, he gives the target an order (the character must have some way to communicate the order to his target, such as his voice or Telepathy; otherwise, he cannot establish Mind Control). The GM determines what level of effect the character needs on the Mind Control Effects Table to establish that control, based on how agreeable the target is to the command. The character then makes a standard Effect Roll (page 110), subtracts the target's Mental Defense (if any), and compares the result to the Mind Control Effects Table. If the Effect Roll is insufficient to reach the desired level, the attack has no effect, but it does alert the target. If the Effect Roll is sufficient to achieve the desired effect, the character establishes control over the target's mind; the target will not be aware that he is experiencing Mind Control until he succeeds with a Breakout Roll.

On the target's first Phase after Mind Control is established, he may attempt to break free from the control by making a Breakout Roll (page 110). He remains under the influence of the control (at the given level) until he succeeds with a Breakout Roll. However, since he gets a Breakout Roll on his first Phase after being affected, he always gets one attempt to shake off the Mind Control's effects before he can take any actions based on it.

If a character is put under Mind Control at a given level, and the situation later changes to require a higher level of Mind Control, then he gets to make another Breakout Roll with a +2 bonus to his EGO Roll per level of change on the table. Thus, if a character was given an EGO +10 command, and the situation changed to require an EGO+30 effect, the character would receive a +4 bonus to his EGO Roll.

MIND CONTROL EFFECTS TABLE

Total rolled on Mind

Control dice - Mental Defense: Effect

Greater than EGO	Target will perform actions he is inclined to perform anyway
EGO +10	Target will perform actions he wouldn't mind doing
EGO +20	Target will perform actions he is normally against doing
EGO +30	Target will perform actions he is violently opposed to doing

Modifiers (can be applied at any level)

-5	Order is worded in an exceptionally convincing manner
+5	Order is poorly conceived or contradictory
-10	Order matches target's Psychological Limitations
+10	Order contradicts target's Psychological Limitations
+10	Target will not remember actions
+20	Target will remember actions and think they were natural

MIND LINK TABLE

Cost Number Of Minds

5	Character can Link with a single mind, defined when he buys the power
10	Character can Link with any one mind in a group of minds, defined when he buys the power (e.g., everyone in a family; everyone on a superteam)
15	Character can Link with any one mind

Cost Number Of Minds In Link At Once

+5	Character can Link with two minds at once
+10	Character can Link with four minds at once
+15	Character can Link with eight minds at once
...and so forth (+5 points per x2 minds)	

Cost Modifiers

+0	Mind Link has a planetary range
+5	Mind Link has unlimited range in this dimension
+10	Mind Link can reach into other dimensions
+10	Character can establish Mind Link without Line Of Sight

MIND LINK

Type: Mental Power
Duration: Persistent
Range: Line Of Sight
Costs END: No
Cost: See Mind Link Table

A character with Mind Link, a variation of Telepathy, can set up a specific link with a willing mind for instant mental communication. The cost of Mind Link depends on three factors: the group of minds within which the character's Mind Link works; the number of minds the character can Link to at one time; and miscellaneous modifiers pertaining to range and related factors (see accompanying table).

To establish a Mind Link, the character must have Line Of Sight to the target and must make an ECV Attack Roll to set up the Link. The target must be completely willing (ECV 0), otherwise the Link fails. Once established, Mind Link does not require Line Of Sight, and only ends when either party wants to "hang up." Characters can use Mental Powers through a Mind Link; such attacks hit automatically (they don't require an ECV Attack Roll).

MIND SCAN

Type: Mental Power/Sensory Power
Duration: Constant
Range: Planetary (can be used to find a mind anywhere on the same planet)
Costs END: Yes
Cost: 5 Character Points for 1d6 Mind Scan; +1 ECV with Mind Scan for +2 Character Points

A character with this Mental Power can mentally search an area to find another mind.

To use Mind Scan, the character defines the area (of any size) he wishes to scan. He makes an ECV Attack Roll versus the DECV of the target mind. However, his OECV suffers a penalty based on the number of minds in the search area, as indicated on the Mind Scan Modifiers Table.

If the ECV Attack Roll fails, the character cannot make contact with the target. If the roll succeeds, he determines the general location and presence of the target.

After a successful ECV Attack Roll, the character declares the desired Mind Scan level and makes a standard Effect Roll (page 110) using the Mind Scan Effects Table. If the Effect Roll is not enough to reach the desired level, the

MIND SCAN MODIFIERS TABLE

Number Of People	Modifier
1 (Comic Book Author/Artist)	0
10 (Small Gaming Company)	-2
100 (Theater)	-4
1,000 (Apartment Building)	-6
10,000 (Small Town)	-8
100,000 (Large Town; Super Bowl)	-10
1,000,000 (Major Metropolis)	-12
10,000,000 (State)	-14
100,000,000 (Large Country)	-16
1,000,000,000 (Continent)	-18
10,000,000,000 (Large Planet)	-20
...and so forth	
Nature Of Minds	
Familiar mind	+1 to +5
Unfamiliar mind	-1 to -5
Strange, unique, or powerful mind	+1 or more

Mind Scan has no effect — the target cannot be contacted mentally, and no “lock-on” is established, but the target knows someone is mentally scanning for him. If the Effect Roll is enough to achieve the desired effect, the character has “locked on” to the target with Mind Scan. The target can make Breakout Rolls (page 110) in the usual manner. Whether the Breakout Roll succeeds, the target knows someone is searching for him with Mind Scan.

Once established, a Mind Scan lock-on is a two-way circuit. If the character can mentally attack his target, then his target can mentally attack him; if he knows where his target is, his target knows where he is. Two characters can carry on a long-distance mental duel through Mind Scan.

MIND SCAN EFFECTS TABLE

Total rolled on Mind Scan dice - Mental DEF is:	Effect
Greater than EGO	Mentalist can establish Mind Link or use first level of Telepathy (communication). He also knows in which direction the target is located.
EGO +10	Mentalist can use all Mental Powers on target, and can estimate the general distance to the target.
EGO +20	Mentalist knows the exact location of the target. He can attack with all attacks. If he wishes to attack the target with a non-Mental Power, the attack must be able to reach the target.
Modifiers (can be applied at any level)	
+20	Mind Scan is undetectable by target

MULTIFORM

Type: Standard Power/Body-Affecting Power
Duration: Persistent
Range: Self Only
Costs END: No
Cost: 1 Character Point for every 5 Character Points in the most expensive form; 2x the number of forms for +5 Character Points

A character with this Standard Power can change his original form into one or more other forms, each with its own abilities, personality, and Characteristics. Examples include a werewolf’s power to switch between human and lupine forms or a wizard’s ability to assume the shape of any animal.

SHAPE SHIFT

At the GM’s option, a character can buy a special version of Multiform called *Shape Shift*. Shape Shift allows a character to change his form — the way he looks, feels, sounds, smells, and so forth — but not change his powers, Characteristics, or the like.

Shape Shift costs 20 Character Points for the ability to shift shape into a single alternate form, defined when the character purchases the power. For +10 Character Points, the character can shift shape into up to four forms, defined when the character purchases the power. For +20 Character Points (a total cost of 40 points), the character can shift shape into any form. In all cases, forms must be no more than +/-10% of the character’s height and mass.

Shape Shift does not allow characters to imitate other persons or objects unless the character pays an additional +10 Character Points.

The player must choose one of the character’s forms to be the “true form.” The true form can be any of the character’s forms, depending upon character conception. The cost for Multiform, which only the true form pays for, is 1 Character Point for every 5 Character Points the most expensive form is built with (including points from Disadvantages), +5 Character Points for every 2x the number of forms of equal or lesser cost.

Each form a character can change into is as free-willed as the original character. The player must have a complete character sheet for each form. Forms may have different abilities, personalities, or Disadvantages than the true form or each other, if the player so desires. A character’s forms are built on the same Base Points as the true form (or fewer points, if the player so desires). Each form must take sufficient Disadvantages to balance out its cost (just like building any other character).

Changing from one form to another requires a Half Phase. When a character shifts forms, the STUN and BODY damage he has taken and the END he has used do not disappear — they carry over to the next form.

POWER DEFENSE

Type: Special Power/Defense Power
Duration: Persistent
Range: Self Only
Costs END: No
Cost: 1 point of Power Defense for 1 Character Point

A character with Power Defense is especially resistant to Drains, Transfers, Transforms, and related attacks. When an attack against which Power Defense applies is used on the character, he subtracts his Power Defense from the attack. Any remaining points of effect in the attack apply normally to him.

SHRINKING TABLE

Points of Shrinking	Height	Mass	PER Rolls Against		
			DCV	KB	
0	2m	100 kg	0	+0	+0
10	1m	12.5 kg	-2	+2	+3
20	.5m	1.6 kg	-4	+4	+6
30	.25m	.2 kg	-6	+6	+9
40	.125m	.025 kg	-8	+8	+12
50	.064m	.0032 kg	-10	+10	+15
60	.032m	.0004 kg	-12	+12	+18

RUNNING

Type: Movement Power
Duration: Constant
Range: Self Only
Costs END: Yes
Cost: 2 Character Points for every +1" of Running

A character with Running can run faster than normal. Each +1" of Running purchased adds to the character's normal 6" of Running.

SHRINKING

Type: Size Power/Body-Affecting Power
Duration: Constant
Range: Self Only
Costs END: Yes
Cost: See Shrinking Table

A character with Shrinking can decrease in size, making it more difficult for other characters to perceive and attack him. See the accompanying table for the effects. Shrinking does not affect a character's STR, movement, or other abilities; they are just as powerful when he is Shrunk as when he is normal height.

SKILLS

Type: Special Power
Duration: Constant
Range: Self Only
Costs END: No
Cost: As per the Skill

With GM's permission, a character can purchase Skills as Powers, with Power Modifiers. The cost is computed as if the Skill were a Power.

If a character buys a Characteristic-Based Skill through a Focus, then the appropriate Characteristic is assumed to be 0. Thus an enchanted glove with the Skill *Sleight Of Hand* would have a 0 DEX, and the base Skill Roll would be 9 + CHAR/5 = 9-.

STRETCHING

Type: Standard Power/Body-Affecting Power
Duration: Constant
Range: Self Only
Costs END: Yes
Cost: 5 Character Points for 1" Stretching

A character with Stretching can stretch his body, make HTH attacks at Range, and reach for things which are a long distance away from him. The classic example of Stretching is characters like Polymer who have malleable, elastic bodies.

Attacks made at Range with Stretching suffer no Range Modifier — the character is always considered to be in HTH Combat. Stretching allows a character to reach around walls or obstacles, reach over or around a target to hit it from behind even though the character is standing in front of him, and so forth.

Stretching does not allow a character to run faster or squeeze under doors. To simulate those abilities, the character should buy Running and/or Desolidification with appropriate Limitations.

SUPPRESS

Type: Adjustment Power/Attack Power
Duration: Constant
Range: 5" x Active Points
Costs END: Yes
Cost: 5 Character Points for 1d6 of Suppress

A character with Suppress can partially or wholly neutralize another character's Powers. Some examples of Suppress include a mystic spell that interferes with a character's ability to move, or a neuro-energy field preventing the use of all metabolites.

To use Suppress, the character makes an Attack Roll. If successful, he rolls and totals the Suppress dice, then subtracts the target's Power Defense (if any). The remaining total is the number of Active Points of the target's Power which stop working. A Suppress remains in effect as long as the attacker pays

END. When the character stops paying END, all points which have been Suppressed immediately "return" to the affected character.

SWIMMING

Type: Movement Power
Duration: Constant
Range: Self Only
Costs END: Yes
Cost: 1 Character Point for every +1" of Swimming

A character with Swimming can swim on or through water and other liquids. Each +1" of Swimming purchased adds to the character's normal 2" of Swimming.

SWINGING

Type: Movement Power
Duration: Constant
Range: Self Only
Costs END: Yes
Cost: 1 Character Point for 1" of Swinging

A character with Swinging can swing great distances from a line (assuming he has an appropriately tall structure or object to attach his swingline to). The character can also move upwards by climbing or pulling himself up a swingline. An example of Swinging is the "Grappler" devices used by Moon Shadow and Revenant to swing through the city.

TELEKINESIS

Type: Standard Power/Attack Power
Duration: Constant
Range: 5" x Active Points
Costs END: Yes
Cost: 3 Character Points for 2 points of Telekinetic STR

A character with Telekinesis ("TK") can manipulate objects at a distance. Some examples of TK include psychokinesis (manipulating objects with mental force) and magical spells that allow wizards to move huge blocks of stone effortlessly.

A character can use Telekinetic STR any way which normal STR can — it can pick things up, Grab characters, "squeeze" something, throw things, or "punch" an opponent. (Normal rules for these actions, including the Range Modifier, apply unless the GM rules otherwise.) Telekinesis can move an object a number of inches per Phase equal to the number of inches which the Telekinetic could throw the object (see page 85). However, a character can't pick himself up with Telekinesis or grab a flying character and be dragged along.

The GM may require a character with Telekinesis to make a DEX Roll to perform fine work (such as typing, threading a needle, or using Lockpicking), or may forbid it entirely unless the character pays +10 Character Points for his Telekinesis.

TELEPATHY

Type: Mental Power
Duration: Instant
Range: Line Of Sight
Costs END: Yes
Cost: 5 Character Points for 1d6 of Telepathy

A character with Telepathy can read or send thoughts. Some examples of Telepathy include classic mind-reading abilities and some truth drugs.

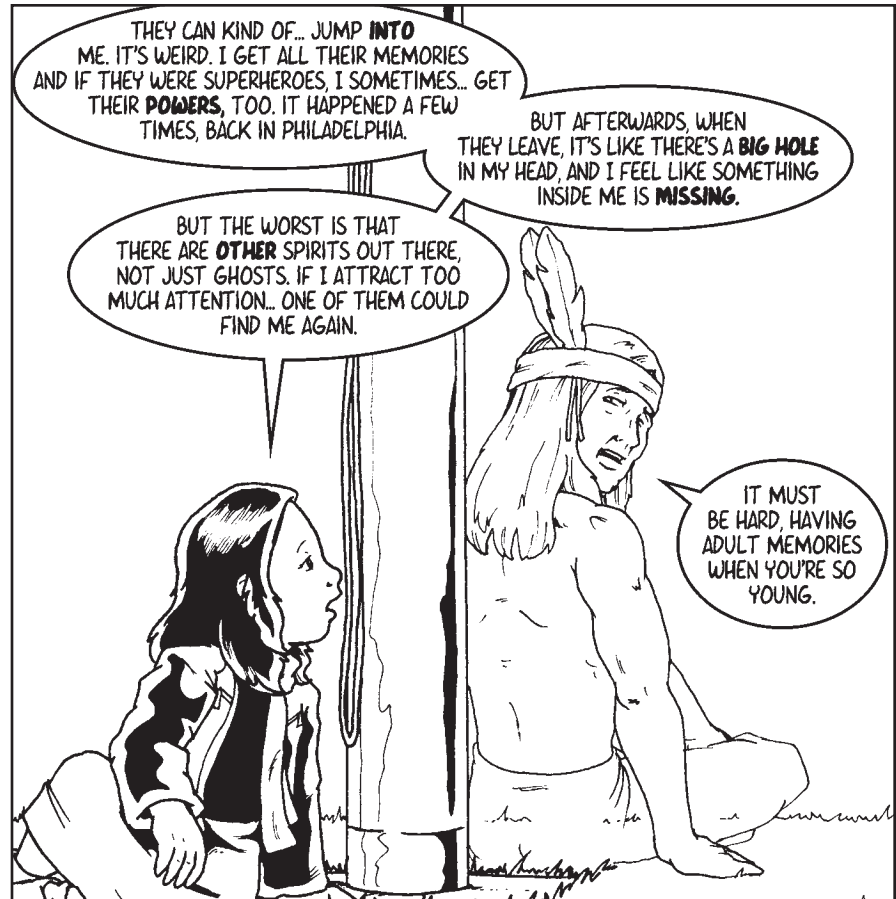
To use Telepathy, the character makes an ECV Attack Roll. If successful, he declares the desired Telepathy level, makes a standard Effect Roll (page 110), subtracts the target's Mental Defense (if any), and compares the result to the Telepathy Effects Table. If the Effect Roll isn't sufficient to reach the desired level, the attack has no effect, but it does alert the target. If the Effect Roll is sufficient to achieve the desired effect, mental contact has been established with the target, who may make a standard Breakout Roll (page 110). If the Breakout Roll is made, the Telepathy fails, but the target is aware of the attempt to read his mind. If the Breakout Roll is not made, each Phase thereafter the telepath can search for one fact, or get the answer to one question; the target will be aware of the fact that his mind is being read with Telepathy.

Telepathy cannot be used to alter or remove another character's memories or Psychological Limitations. Doing that requires Mind Control (for short-term effects) or Transform (for long-term or permanent effects).

TELEPORTATION

Type: Movement Power
Duration: Instant
Range: Self Only
Costs END: Yes
Cost: 2 Character Points for 1" Teleportation; 2x mass for +5 Character Points

A character with this Movement Power can move from one point to another without physically traveling through the space in between the two points (typically the character "disappears" at the first point and "reappears" at his desired destination). Charles Brigman's powers involve Teleportation, for example.



TELEPATHY TABLE

Total rolled on Telepathy dice - Mental DEF is:	Effect
Greater than EGO	The telepath can read or send surface thoughts
EGO +10	The telepath can read deep, hidden thoughts
EGO +20	The telepath can read into the target's memory
EGO +30	The telepath can read into the target's subconscious
Modifiers (can be applied at any level)	
+20	Telepathy cannot be detected by target

Normally a character can only Teleport himself, his clothes, and his personal effects (including Foci). This is assumed to be a total weight of 100 kilograms. For each +5 Character Points, the character can double the amount of weight he can carry (200 kg, 400 kg, and so forth), thus allowing him to take his friends along when he Teleports.

Teleportation has a Noncombat Movement mode like all other Movement Powers; Noncombat Teleportation takes one extra Phase, regardless of how far the character Teleports. Characters cannot use Teleportation to perform Move Throughs or Move Bys.

TRANSFER

Type: Adjustment Power/
Attack Power
Duration: Instant
Range: No Range
Costs END: Yes
Cost: 15 Character Points for 1d6 Transferred Active Points

A character with Transfer can temporarily take points from an opponent's Characteristic or Power and add those points to one of his own Characteristics or Powers.

To use Transfer, the character makes an Attack Roll. If successful, he rolls his Transfer dice. The total on the dice, minus the target's Power Defense (if any), is the number of Active Points of an opponent's Characteristic or Power which are Transferred.

TRANSFORM

Type	Cost per 1d6	Examples
Cosmetic	5 Character Points	Changes object's appearance only, not its function: changing someone's hair color, making passable food into better fare
Minor	10 Character Points	Minor changes in the target's functions: rendering inedible food edible, turning a dagger into a sword
Major	15 Character Points	Major changes in the target's functions, or completely and fundamentally altering the Target: turning base metals into gold, transforming a living being into a stone statue, rendering a person blind or permanently paralyzed, turning a handsome prince into a frog.

When the character purchases Transfer, he specifies what Characteristic(s) or Power(s) it drains Character Points from and which Characteristic(s) or Power(s) receive the Transferred points. The character may choose to set up a ratio of Character Points between different Characteristics or Powers (for example, half the points go to END, half to STR). He may Transfer the Character Points to a different Characteristic or Power than they were taken from — for example, a character could Transfer points from an opponent's STR to his own STUN.

TRANSFORM

Type: Standard Power/Attack Power
Duration: Instant
Range: 5" x Active Points
Costs END: Yes
Cost: 5 Character Points for 1d6 Cosmetic Transform; 10 Character Points for 1d6 Minor Transform; 15 Character Points for 1d6 Major Transform

A character with Transform can change a target into something else or impose a lasting change on it. Some examples of Transform include spells that turn princes into toads, Orchid's power to make plants grow larger, and the Human

Alloy's power to transmute objects into metal. You can use Transform to simulate any attack which has a long-term or permanent effect (other than injury or death) on the target, or to create objects out of thin air. The cost of Transform depends on how radical the Transformation is (see accompanying table).

To use Transform, the character makes an Attack Roll. If successful, he rolls the Transform dice, counts the total, and subtracts the target's Power Defense (if any). If the remaining total is equal to or greater than twice the target's normal full BODY, the target is Transformed. If the total is less than twice the target's normal full BODY, he suffers no ill effects from the Transform (though his appearance may alter slightly, which alerts him to what's happening to him). However, the target must keep track of the "damage" he has taken from that Transform. If he is later attacked with the same Transform, the additional Transform "damage" is added to the previous "damage" to determine whether a Transformation has occurred. When the accumulated Transform damage equals twice the target's normal full BODY, the Transformation takes place. Transform "damage" from different Transforms is not added together; you must keep track of "damage" from each Transform separately.

Transform ordinarily only affects a character's body, not his mind. To Transform his mind — for example, to implant or remove memories, or make someone a willing slave — the Transform must have the *Based On EGO Combat Value Advantage* (page 130). In this case the Transform works against EGO, not BODY.

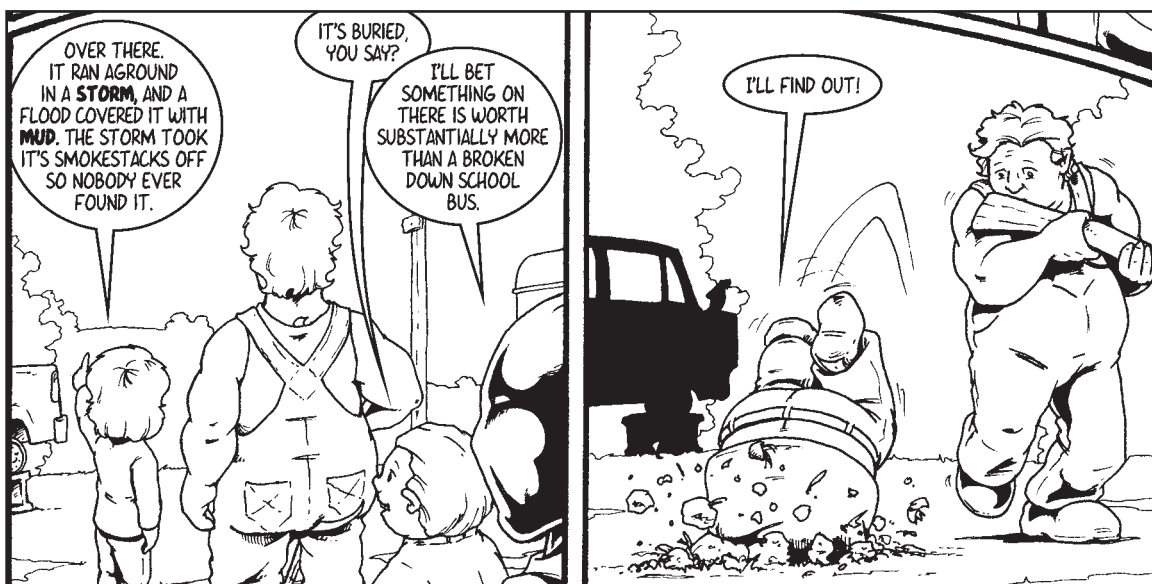
When a character buys Transform, he must define a way for the target to regain its normal form; he may not change this method later. A Transform could heal as if it were BODY damage, through a second application of the same or similar power, or when some special action is taken (such as getting a princess to kiss the victim, or taking the victim to a particular location).

TUNNELING

Type: Movement Power
Duration: Constant
Range: Self Only
Costs END: Yes
Cost: 5 Character Points for 1" Tunneling through 1 DEF material per Phase; +3 Character Points for +1 DEF

A character with Tunneling can move through the ground or other substances by creating a tunnel roughly his own size. An example of Tunneling is Zach Shipman's power to dig through the earth faster than he can run. Each 1" of Tunneling through 1 DEF material costs 5 Character Points (thus, for 25 points a character can Tunnel 5" through DEF 5 material); the ability to Tunnel through every +1 DEF costs 3 Character Points.

Characters cannot use Tunneling on living creatures to cause damage. A character trapped in an Entangle cannot use Tunneling to escape from it.



ADVANTAGES



Sometimes you want to make a power or ability better than what you can create with just Powers. In that case, you should consider applying an *Advantage* to a Power.

Advantages modify ordinary Powers to make them more useful and effective — but since they make a Power better, they also increase its Active Point cost. For example, to build a grenade, you might buy a Ranged Killing Attack 2d6 with the *Explosion* Advantage. But while you'd only pay 30 Character Points for an ordinary RKA 2d6, one with *Explosion* costs 45 Character Points.

BUYING ADVANTAGES

Each Advantage has a multiplier value that you use to figure the Active Cost of a Power plus Advantage. The Active Point cost of a Power with Advantages equals:

$$\text{Active Cost} = \text{Base Cost} \times (1 + \text{Advantages})$$

Example: Flamethrower, a PS238 metaprodigy with Fire powers, wants to buy an Energy Blast 8d6 with the +½ Advantage Armor Piercing. Flamethrower's Energy Blast has an Active Cost of $40 \times (1 + \frac{1}{2}) = 60$ Points.

You apply Advantages to Powers after applying any other modifier that increases the Power's cost. For example, suppose a character has Teleportation 10" and can carry x4 mass (which costs +10 Character Points). Now he wants to make the Power *Reduced Endurance* (0 END; +½). You apply the Advantage after adding the +10 points, so the final cost is: $((20 + 10) \times 1\frac{1}{2}) = 45$ Character Points.

USING ADVANTAGES

If a character buys an Advantage for a Power, he must always use that Advantage when using that Power. He can't "turn off" the Advantage.

Adding an Advantage increases a Power's END cost, since it increases the Power's Active Points. In the example above about Flamethrower's Energy Blast, ordinarily an Energy Blast 8d6 would cost 4 END ($40/10 = 4$). But an Energy Blast 8d6, Armor Piercing (+½) costs 6 END ($60/10 = 6$).

ADVANTAGE DESCRIPTIONS

AFFECTS DESOLIDIFIED

Value: +½

A Power with Affects Desolidified can affect a character or object who is Desolidified just as if he were solid.

AREA OF EFFECT

Value: Varies

Powers with Area Of Effect affect all targets in an area. Areas Of Effect come in different sizes and shapes; a character must choose which shape Area Of Effect his power has when he buys it, and cannot change it thereafter.

One Hex (+½): An Area Of Effect (One Hex) fills one single hex (an area 2 meters wide and broad).

Radius (+1): An Area Of Effect (Radius) is a circle. The circle has a diameter in hexes equal to the Active Points in the Power divided by 10.

Cone (+1): An Area Of Effect (Cone) is triangular. The triangle has sides which are each 1 + (the Active Points in the Power divided by 5) hexes long.

Line (+1): An Area Of Effect (Line) is a 1" wide line with a length in hexes equal to 2 times (the Active Points in the Power divided by 5).

You can double the size of an Area Of Effect of any type for an additional +¼ Advantage (thus, +¼ for x2 size, +½ for x4 size, and so on).

When calculating the size of an Area Of Effect, *do not* use the Active Points provided by the *Area Of Effect* Advantage itself — just the Active Points from the Power and any other Advantages it has.

Using An Area Of Effect Attack

When a character uses an Area Of Effect attack, he chooses a hex to target. He makes an Attack Roll against that hex, which has DCV 3. The DCVs of the characters caught in the Area Of Effect don't matter — if the character's Attack Roll hits DCV 3, he hits everyone covered by the Area Of Effect.

If the Area Of Effect attack succeeds, you have to place the Area over the target zone properly. For a Radius, place the *center hex* of the Radius on the hex that was hit. For a Cone, place *the hex at the "point" toward the character* on the hex that was hit. For a Line, place *the first hex in the Line* on the hex that was hit, with the rest of the Line projecting away from the character.

An Area Of Effect affects everyone within the "footprint" of the Area Of Effect takes damage from the attack (roll damage once and apply it in full to everyone in the Area). Targets in the area cannot Dodge or Block the attack. If an Area Of Effect attack misses, it misses entirely and has no effect on anyone.

If an Area Of Effect attack has No Range (see pages 107, 136), then the target hex is automatically the hex the character is standing in (he takes the damage unless the attack also has *Hole In The Middle* or *Personal Immunity*). However, for a Cone or Line, the character may define the target hex as the hex immediately in front of him (this is a good way to build abilities like a dragon's breath or a wide laser beam).

ARMOR PIERCING

Value: +½

Armor Piercing ("AP") allows an attack to cut through defenses more easily: it reduces the target's defenses by *half*. For example, if a character takes 28 STUN from an AP attack, and he has 20 points of defense, he only applies half his defenses — 10 — to the attack, so he takes 18 STUN.

To counteract Armor Piercing, characters can buy defenses with the *Hardened* Advantage (page 109).

**AUTOFIRE****Value:** +½

A character can use a Power with Autofire to hit a target more than once in a single Phase, or to hit multiple targets with the same attack. He can fire up to five shots. See page 154 for Autofire rules.

A character using an Autofire attack must pay END for each separate shot (if he wants to apply the *Reduced Endurance* Advantage to an Autofire attack, the value of Reduced Endurance is *doubled*). Each hit from a Autofire attack applies separately against the target's defenses.

If a character buys Autofire for an attack that doesn't require a normal Attack Roll or isn't applied against standard defenses (PD and ED) — including all Mental Powers, Darkness, Drain, Suppress, Transfer, Transform, or attacks with the Advantages *Area Of Effect*, *Explosion*, or *No Normal Defense* — then he must pay an additional +1 for Autofire.

BASED ON EGO COMBAT VALUE**Value:** +1

Powers with Based On ECV (“BOECV”) function mostly like Mental Powers (page 109). They use an ECV Attack Roll rather than one based on normal Combat Value. They have a range of Line Of Sight, and can affect Desolidified characters. Mental Defense applies against them, rather than the standard defense. But BOECV powers are visible and do not provide the character with Mental Awareness.

CHARGES**Value:** *Varies*

Because a Power with Charges uses no END, a Power with a lot of Charges is actually better than a normal Power, and must be bought with an Advantage. See *Charges*, page 134.

DAMAGE SHIELD**Value:** +½

This Advantage allows a character to set up a field around himself which causes damage to any target that contacts it.

A Damage Shield inflicts damage on anyone who makes a successful Attack Roll in HTH Combat to hit or Grab the character. It also inflicts damage on anyone whom the character Grabs, but not on someone he simply hits. The Damage Shield does *not* prevent the character from taking damage when hit or Grabbed (it's not a defense).

To create a Damage Shield, a character buys any Attack Power and applies this Advantage to it. The Power must be Constant (either inherently or because he has purchased *Continuous* for it). If the Attack Power is normally Ranged, it automatically becomes a No Range Power when the character purchases Damage Shield for it (the character gets no Limitation for this).

DURATION ADVANTAGES

These Advantages improve a Power's duration.

Continuous**Value:** +1

This Advantage converts an Instant Power into a Constant Power (see page 107).

Persistent**Value:** +½

This Advantage converts an Instant or Constant Power into a Persistent Power (see page 107). The Power must cost 0 END, either inherently or because the character applies the Advantage *Reduced Endurance* (0 END; +½) to it.

EXPLOSION**Value:** +½

This Advantage is similar to Area Of Effect (Radius), but the Power loses effectiveness as it spreads out from the center — it has an “explosive” effect, in other words.

To use an Explosion attack, make an Attack Roll against a target hex (which has DCV 3). If the attack hits, roll the damage. The full damage applies to the hex in the center of the Explosion. For each hex out from there, subtract one die of damage (highest die first) until no more are left. The amount of damage someone within the “blast radius” takes depends on how close they are to the center — one in the center takes the full damage; one 3” away from the center takes the full damage minus the three highest dice.

INVISIBLE POWER EFFECTS**Value:** *Varies*

Most Powers and/or their sources can be perceived (see page 107). This Advantage makes them invisible. To make a Power invisible to the Sight Group is a +½ Advantage. To make a Power invisible to any other Sense Group is a +¼ Advantage. For a flat +1 Advantage, a Power is invisible to all of the Sense Groups.

NO NORMAL DEFENSE**Value:** +1

A Power with No Normal Defense (“NND”) ignores conventional defenses. For example, if a character applies NND to Energy Blast, the EB ignores the usual PD, ED, Force Field, or Armor — the target takes the full damage rolled on the dice. NND attacks do *STUN damage only*; they cannot do BODY damage.

ADVANTAGES AND LIMITATIONS CALCULATIONS TABLES

These tables are a quick-reference for calculating the effects of Advantages and Limitations when you don't have a calculator handy. To determine the Active Cost of a power with Advantages, find the base cost of the power in Character Points across the top, then cross-reference with the total value of all Advantages applied in the left-hand column (the value listed is before the base 1 is added). To determine the Real Cost of a power with Limitations, find the Active Cost of the power in Character Points across the top, then cross-reference with the total value of all Limitations applied in the left-hand column (the value listed is before the base 1 is added).

ADVANTAGES CALCULATION TABLE

Val	5	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	100
+¼	6	12	19	25	31	37	44	50	56	62	69	75	81	87	94	100	106	112	119	125
+½	7	15	22	30	37	45	52	60	67	75	82	90	97	105	112	120	127	135	142	150
+¾	9	17	26	35	44	52	61	70	79	87	96	105	114	122	131	140	149	157	166	175
+1	10	20	30	40	50	60	70	80	90	100	110	120	130	140	150	160	170	180	190	200
+1¼	11	22	34	45	56	67	79	90	101	112	124	135	146	157	169	180	191	202	214	225
+1½	12	25	37	50	62	75	87	100	112	125	137	150	162	175	187	200	212	225	237	250
+1¾	14	27	41	55	69	82	96	110	124	137	151	165	179	192	206	220	234	247	261	275
+2	15	30	45	60	75	90	105	120	135	150	165	180	195	210	225	240	255	270	285	300
+2¼	16	32	49	65	81	97	114	130	146	162	179	195	211	227	244	260	276	292	309	325
+2½	17	35	52	70	87	105	122	140	157	175	192	210	227	245	262	280	297	315	332	350
+2¾	19	37	56	75	94	112	131	150	169	187	206	225	244	262	281	300	319	337	356	375
+3	20	40	60	80	100	120	140	160	180	200	220	240	260	280	300	320	340	360	380	400

LIMITATIONS CALCULATION TABLE

Val	5	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	100
-¼	4	8	12	16	20	24	28	32	36	40	44	48	52	56	60	64	68	72	76	80
-½	3	7	10	13	17	20	23	27	30	33	37	40	43	47	50	53	57	60	63	67
-¾	3	6	9	11	14	17	20	23	26	29	31	34	37	40	43	46	48	51	54	57
-1	2	5	7	10	12	15	17	20	22	25	27	30	32	35	37	40	42	45	47	50
-1¼	2	4	7	9	11	13	16	18	20	22	24	27	29	31	33	36	38	40	42	44
-1½	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40
-1¾	2	4	5	7	9	11	13	15	16	18	20	22	24	25	27	29	31	33	34	36
-2	2	3	5	7	8	10	12	13	15	17	18	20	22	23	25	27	28	30	32	33
-2¼	1	3	5	6	8	9	11	12	14	15	17	18	20	22	23	25	26	28	29	31
-2½	1	3	4	6	7	9	10	11	13	14	16	17	19	20	21	23	24	26	27	28
-2¾	1	3	4	5	7	8	9	11	12	13	15	16	17	19	20	21	23	24	25	27
-3	1	2	4	5	6	7	9	10	11	12	14	15	16	17	19	20	21	22	24	25



A character who buys an NND attack must define a reasonably common Power or circumstance, or a set of uncommon Powers or circumstances, as a valid defense against it. If the target has this defense, he totally ignores the attack; it does no damage to him at all.

Some examples of NNDs include knockout poisons and drugs (defense is Life Support (Immunity)), sonic attacks (defense is Hearing Group Flash Defense, covering one's ears, or being deaf), and tasers (the defense is any form of Resistant ED).

PERSONAL IMMUNITY

Value: +¼

This Advantage prevents the character from being affected by his own power. If bought for an attack (such as an Area Of Effect attack with No Range), that attack can't harm the character; if bought for Darkness, the character can perceive through it normally. This has no effect on other characters' similar powers, however.

RANGE ADVANTAGES

These Advantages affect how a Power works at range.

Increased Maximum Range

Value: +¼

This Advantage increases a Power's maximum range. For every +¼ Advantage, multiply the maximum range of the Power by five (don't include this Advantage when calculating the Active Points

upon which the Power's range is based). The Power still suffers the standard Range Modifier, however.

No Range Modifier

Value: +½

A character using a Power with this +½ Advantage ignores the Range Modifier (page 153). The Power has as good a chance to hit at its maximum range as at point blank range.

RANGED

Value: +½

Powers which ordinarily have No Range (such as Aid, Drain, or Transfer) can be used at Range if a character purchases this Advantage for them. The Power gains a range of 5" x Active Points and suffers the standard Range Modifier.

REDUCED ENDURANCE

Value: +¼ or +½

This Advantage reduces the normal END cost of a Power. For a +¼ Advantage, reduce the Power's END cost by half; for a +½ Advantage, reduce the Power's END cost to 0. Do not include the Character Points added by this Advantage when calculating a Power's END cost.

UNCONTROLLED

Value: +½

A Constant Power with this Advantage can maintain itself without conscious thought from its user.

To set up an Uncontrolled power, the character must activate and use the Power as normal (including succeeding with an Attack Roll, if necessary). If he succeeds, he feeds as much END as he desires into the power to create a pool of END to fuel it. The Uncontrolled power runs for as long as there is END to power it. However, any power bought with this Advantage must have a reasonably common and obvious set of circumstances which turns it off.

Once a character has set up an Uncontrolled power, he's not restricted in any way. He can, for example, make more attacks or move away from the Uncontrolled power without affecting it at all. Even if he's Stunned or Knocked Out, the Uncontrolled power keeps working until it runs out of END.

USABLE WITH OTHER

Value: +½

A character who has a Power with this Advantage can extend that power to one other character by touching him. As long as they continue to touch, the Power affects the second character the same way it does the character who paid for it. Desolidification and Invisibility are examples of the sort of Powers this Advantage is usually applied to.

LIMITATIONS



Sometimes you have an idea for a power or ability that's not quite as good as normal. Maybe it only works a few times a day, or it takes a long time to turn on, or it doesn't always work. In the *HERO System*, you represent this by applying a *Limitation* to the power.

A Limitation describes situations or conditions in which a Power does not function, functions less effectively, or suffers some other restriction. Because they make a Power less useful, Limitations lower its cost. Most importantly, though, Limitations help you develop your character's conception and background. Many backgrounds automatically suggest particular Limitations, and vice versa. Be careful not to take too many Limitations on a single power, though — the GM will use those weaknesses against your character.

THE UNIVERSAL RULE OF LIMITATIONS

A very simple rule governs all Limitations:

A LIMITATION THAT DOESN'T LIMIT THE CHARACTER ISN'T WORTH ANY BONUS!

A Limitation has to actually restrict, hinder, or cause problems for a character, or it's not legitimate. For example, in some campaigns the Limitation *Does Not Work Against Trolls* would be valid, because trolls exist. But there aren't any trolls in the world of PS238 (or at least none that anyone's seen so far), so this Limitation doesn't actually restrict a PS238 RPG character. Therefore it isn't allowed. The GM must approve all Limitations before allowing them in play.

TAKING LIMITATIONS

Each Limitation has a divisor value that you use to determine the Real Cost of the power. Add up the total value of all Limitations on a power (treat them as positive numbers even though they're listed with a minus sign), and then use this formula:

$$\text{Real Cost} = \text{Active Cost} / (1 + \text{Total Bonus from all Limitations})$$

The Real Cost is the number of Character Points the character must spend to buy the power. The Active Cost is the number of Character Points the power has when figuring its effect and END cost — the power plus all Advantages (page 129). The Total Bonus is the total of the listed values for the Limitations the power has.

Example: A *Praetorian Academy* powered armor agent buys 15 Character Points in HKA with the Limitation *Obvious Inaccessible Focus (Powered Armor)* — in other words, he's got claws built into his armor's gauntlets. This Limitation is worth

APPLYING ADVANTAGES AND LIMITATIONS TO THE SAME POWER

Although Advantages and Limitations are listed with a plus and a minus, do not add the Advantages and subtract the Limitations to get a total. Apply the total Advantages and total Limitations separately to the cost of a power.

Example: Aaron creates a throwing knife for his character. He wants to buy an HKA 1d6 with the Advantage *Ranged (+½)* and the Limitation *Obvious Accessible Focus (-1)*. He cannot subtract the Advantage from the Limitation to get a total $-\frac{1}{2}$ Limitation (which would make the knife cost 10 points). Instead, he must first apply the Advantage (for an Active Point cost of 22) and then the Limitation (for a Real Point cost of 11).

$-\frac{1}{2}$. That means the Real Cost is $(15 / (1 + \frac{1}{2})) = 10$. He pays 10 Character Points for 15 Active Points of HKA.

Example: *Revenant* wants to build an energy pistol which does *Energy Blast 6d6, Armor Piercing damage*; that's $(40 \times (1 + \frac{1}{2})) = 60$ Active Points. The pistol only has 12 Charges ($-\frac{1}{4}$) and it's an *Obvious Accessible Focus (-1)*. Thus, the Real Cost is $(60 / (1 + \frac{1}{4} + 1)) = 26.67$, which rounds to 27 Character Points for his 60 Active Point pistol.

LIMITATION DESCRIPTIONS

ACTIVATION ROLL

Value: Varies (see table)

A Power with this Limitation only works some of the time — it's unreliable. Examples include *Armor* that covers only part of the body, or complicated gadgets that don't always work. The Activation Roll table shows the Activation Roll and the Limitation value.

To use a Power with an Activation Roll, the character must roll the Activation Roll number or less on 3d6 each Phase he wants to use or maintain it (even if the Power is Constant). If the roll succeeds, he can use the power; if it fails, he cannot use the power that Phase.

Characters make Activation Rolls after all other preparations: they must spend the END for the power regardless of whether the Activation Roll succeeds. If using the power is an Attack Power, attempting to use it is an Attack Action even if the power fails to activate.

ACTIVATION ROLL

Roll	Value
8-	-2
9-	$-1\frac{1}{2}$
10-	$-1\frac{1}{4}$
11-	-1
12-, 13-	$-\frac{3}{4}$
14-	$-\frac{1}{2}$
15-	$-\frac{1}{4}$

ALWAYS ON**Value:** -½

If a character can never turn off a power, and this restricts and hinders him, he may take the Limitation *Always On* for that power. Before a power can take Always On, it must first have the Advantages *Reduced Endurance* (0 END) and *Persistent* (unless it is naturally Persistent).

CHARGES**Value:** Varies (see table)

A character can only use a Power with this Limitation a limited number of times per day. Examples include a gun with just ten shots or a magic spell that only works once a night. The number of uses determines the value of the Limitation.

A power which has Charges does not cost END to use. Since that is useful in some ways, if a power has a lot of Charges (more than 16), Charges becomes an *Advantage* instead. However, as an Advantage it can never be worth more than +1, no matter how many Charges the power has.

Charges Options

Here are a few ways to change or increase the effectiveness of Charges:

Clips: A character can split a power's Charges up into *clips* having fewer Charges than his overall total. If a character takes a Limitation value one step down the Charges Table, he can have two times the number of clips of those Charges.

For example, normally a character who has 8 Charges gets a -½ value for the Limitation. If he reduces the value one step down the table (to -¼), he can have two clips, each with 8 Charges. Thus, he's got 16 Charges overall, but they're split into two clips of 8.

Changing Clips takes a Full Phase.

CHARGES TABLE

Number Of Uses	Charges Value	Recoverable Charges Value
1	-2	-1¼
2	-1½	-1
3	-1¼	-¾
4	-1	-½
5-6	-¾	-¼
7-8	-½	-0
9-12	-¼	+¼
13-16	-0	+½
17-32	+¼	+¾
33-64	+½	+1
65-125	+¾	+1¼
126-250	+1	+1½
251-500	+1	+1¾

...and so forth.

CONTINUING CHARGES TABLE

Duration	Change in Charge Limitation
Full Phase	No change
Extra Phase	-1 level on Charges table
1 Turn	-2 levels on Charges table
1 Minute	-3 levels on Charges table
5 Minutes	-4 levels on Charges table
20 Minutes	-5 levels on Charges table
...and so forth	

Continuing Charges: Charges normally last for, at most, a character's Phase, which means they're not efficient for Constant Powers like Flight or Darkness. Characters can make Charges last longer by converting them into *Continuing Charges*.

Continuing Charges only apply to Constant or Persistent Powers. A Continuing Charge functions like a Constant Power (page 107) in terms of when and how it affects targets. However, all powers bought with Continuing Charges must include a reasonably common way to turn the power off. If the power turns off for any reason, the Charge is consumed; the character must use another Charge to reactivate the power.

Converting a Charge into a Continuing Charge reduces the value of the Limitation (and may even turn it into an Advantage). See the Continuing Charges Table.

Recoverable Charges: Sometimes characters can quickly recover a Charge after using it. Examples include a knife the character throws, or arrows he shoots — after the battle's over, he can recover them and use them again. These are called *Recoverable Charges*, and they have a value listed on the Charges Table.

Charges Never Recover: Charges which Never Recover — such as a magic wand with a limited supply of arcane "energy" — are worth an additional -2 Limitation.

CONCENTRATION**Value:** Varies (see table)

This Limitation requires the character to concentrate while activating or using a Power, making him less able to defend himself or take notice of events occurring around him.

If a Concentrating character is at ½ DCV and -3 to PER Rolls while activating and using a power, this Limitation is worth -¼.

If a Concentrating character is at 0 DCV and -3 to PER Rolls while activating and using a power, this Limitation is worth -½.

If a character applies Concentration to a Constant Power and has to Concentrate as long as the power remains in effect (instead of just in the Phase when he activates it), double the value of Concentration.

A character can only use one power requiring Concentration at a time.

ENDURANCE LIMITATIONS

These Limitations affect the END cost of a power.

Costs Endurance**Value:** -¼ or -½

This Limitation makes a Power that doesn't ordinarily cost END (like Armor or FTL Travel) cost END at the normal rate (Active Points/10 per Phase) and turn off if the character is Stunned or Knocked Out.

If the Power only costs END to activate, this Limitation is worth -¼. If the Power costs END every Phase the character uses it, the value is -½.

Increased Endurance Cost**Value:** Varies (see table)

A Power with this Limitation costs a character more END than normal (see accompanying table).

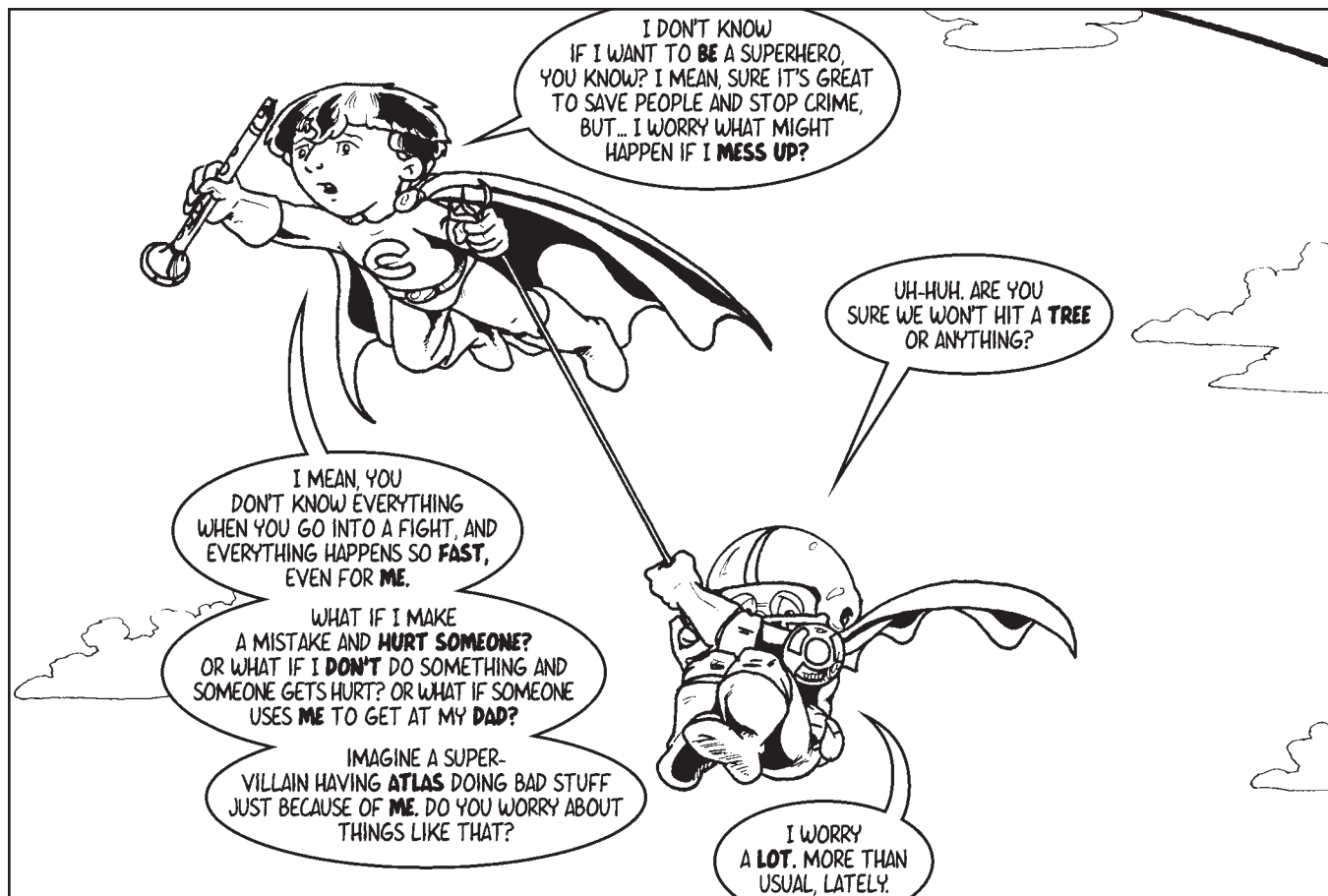
INCREASED ENDURANCE TABLE

Endurance Multiple	Limitation
x 2	-½
x 3	-1
x 4	-1½
x 5	-2
x 6	-2½
x 7	-3
x 8, x9	-3½
x 10	-4

EXTRA TIME**Value:** Varies (see table)

A Power with this Limitation takes longer than usual to activate and/or use. Normally it requires a Zero Phase Action to activate a Power, and for attacks, a minimum of a Half Phase Action to use the Power. A character must take longer than that to activate and/or use a Power with this Limitation. See the Extra Time Table for times and values.

While a character activates a Power with Extra Time, he may take other actions. However, the Power only activates once the proper amount of time passes. Attacks are an exception: if the character takes this Limitation for a Power requiring an Attack Roll,



he cannot make another attack until the Power has been used (unless the GM gives permission otherwise).

A character can stop activating his Power at any time simply by stopping his preparations. At the GM's discretion, if the character is interrupted while activating the Power — for example, if he takes damage — it may stop activating. A character must pay the full END cost for a Power with this Limitation when he begins activating it, so he loses the END even if he stops activating it or is interrupted.

EXTRA TIME TABLE

Time Period/Duration	Value
Full Phase	-½
1 Turn (Post-Segment 12)	-1¼
1 Minute	-1½
5 Minutes	-2
20 Minutes	-2½
1 Hour	-3
6 Hours	-3½
1 Day	-4
1 Week	-4½
1 Month	-5
...and so forth	

If a Constant or Persistent Power only requires Extra Time to activate (but not to maintain every Phase), halve the value of Extra Time.

FOCUS

Value: Varies (see table)

A Power with this Limitation works through some sort of object or device. This is a very common Limitation; for example, guns, swords, magic rings, helmets, shields, and powered armor can all be Foci (plural of Focus).

There are four types of Focus Limitation:

Obvious, Accessible Focus (-1): Anyone looking at the character knows the power comes from the Focus, and it can easily be taken away from the character (another character can Grab it, or attack it). Examples include guns (and most other weapons), shields, magic wands, and Captain Clarinet's indestructible clarinet.

Obvious, Inaccessible Focus (-½): Anyone looking at the character knows the power comes from the Focus, but taking it away from him requires 1 Turn out of combat. Examples include rings, clothing, the Emerald Gauntlet's gauntlet, and Von Fogg's suit of powered armor.

Inobvious, Accessible Focus (-½): It's not immediately clear where the Power comes from, but another character can easily take it away from the character (another character can Grab it, or attack it) once he figures out what it is. Exam-

ples include disguised weapons (such as cane-swords) or a magic hat that gives no indication it's the source of the character's spells.

Inobvious, Inaccessible Focus (-¼): It's not immediately clear where the Power comes from, and even after another character figures it out, taking the Focus away from him requires 1 Turn out of combat. Examples include magic rings that don't obviously grant powers to a character.

Most Foci are *Breakable* — they have a DEF equal to the (Active Points/5) of the largest power bought through the Focus (minimum of 3), and lose one power every time an attack does BODY damage to them. However, some Foci are *Unbreakable*, meaning they cannot be damaged or destroyed in any way. This is appropriate for some magical or unique items, like Captain Clarinet's clarinet.

Most Foci are *Universal*, meaning anyone can use them. A gun, for example, can be used not only by the character who buys it, but by anyone else. But some Foci are *Personal*, meaning only the character who buys them can use them.

LIMITED POWER

Value: Varies (see table)

You can use this catch-all Limitation to construct your own Limitations if you can't find one that does what you want elsewhere in this book. The Limited Power Guidelines Table provides some suggestions for determining the value of a new Limitation, and the Limited Power Examples Table provides some example. The GM must approve all such Limitations, of course.

LINKED

Value: -½

A power with this Limitation may only be used with another power. If the other power (the “greater power”) isn't being used, the character can't use the power with the *Linked* Limitation (the “lesser power”). The lesser power must be the one with the lower Active Point cost; if they have the same Active Point cost, pick one to be the “lesser power.” An example of Linked is Micro-Might's superhuman strength — her STR only increases when she uses her Shrinking.

Linked only applies to and affects the lesser power. The character can use the greater power without using the lesser power if he wants; Linked doesn't restrict the greater power at all. However, he can only use the lesser power when he uses the greater power.

When a character uses Linked powers, he activates and uses both of them at the same time, as a single Action. If one of the powers would reduce the target's defenses or DCV, it applies *last*.

ONLY IN HEROIC IDENTITY

Value: -¼

A character can only use a Power with “OIHID” while he is in his heroic identity. Obviously, only characters who maintain two distinct identities (for example, a superhero who maintains a secret identity, or some characters with shapechanging powers) can use this Limitation.

For this Limitation to be valid, the character must have some difficulty changing forms — the change must take at least a Full Phase, if not longer, and/or there must be other difficulties or ways to prevent him from changing identities.

Typically a power cannot take both OIHID and the *Focus* Limitation.

LIMITED POWER GUIDELINES TABLE

Value Effect On Power

-0	Power loses less than a fourth of its effectiveness, or condition is Very Uncommon (character will rarely, if ever, be limited)
-¼	Power loses about a fourth of its effectiveness, or condition is Uncommon (character will be limited about a fourth of the time)
-½	Power loses about a third of its effectiveness, or condition is Common (character will be limited about a third of the time)
-1	Power loses about half its effectiveness, or condition is Very Common (character will be limited about half the time)
-1½	Power loses about two-thirds of its effectiveness, or condition is Extremely Common (character will be limited over half the time)
-2	Power loses almost all of its effectiveness, or condition is Ubiquitous (character will almost never get to use power)

RANGE LIMITATIONS

This suite of Limitations affects how Ranged powers works at Range.

No Range

Value: -½

This Limitation means a Ranged Power does not work at Range. The character can only use it at HTH Combat range.

Limited Range

Value: -¼

This Limitation means a Ranged Power has less Range than normal. The GM determines the exact Range based on special effects, input from the player, and so forth.

Range Based On Strength

Value: -¼

This Limitation means the power's range depends on the STR used to throw it (see page 85). It's often used for grenades, throwing knives, and similar weapons.

REQUIRES A SKILL ROLL

Value: -½

A Power with Requires A Skill Roll (“RSR”) does not work automatically or infallibly — the character must make a Skill Roll to activate it. The character must specify the Skill he uses to activate the power when he takes the Limitation, and he cannot change it thereafter. It must be a Skill that costs 3 Character Points for a Characteristic-Based Roll and +2 Character Points for each +1 to the roll. It can be a standard Skill (like Stealth or Computer Programming) or some form of the *Power* Skill (such as Magic or Speedster Tricks).

To activate the Power, the character must make a successful Skill Roll with a penalty of -1 per 10 Active Points in the Power. Making this roll is a Zero Phase Action.

LIMITED POWER EXAMPLES TABLE

Bonus Limitation

-1	Power Only Works On Women
-¾	Power Does No STUN (only works for attacks which normally do STUN)
-¼ or -½	Power Does Not Work On Dwarves (exact value depends upon how common dwarves are in the campaign)
-¼	Power Only Works In Daylight
-¼	Power Only Works While Character Is Touching The Ground
-½	Power Only Works In Darkness
-1	Power Only Works In Twilight
-1½	Power Only Works In Water
-1½	Power Only Works During Natural Rainstorms
-2	Power Only Works In Tornadoes
-2	Power Only Works In Intense Magnetic Fields
-2	Power Only Works Under A Full Moon
-½	Power Does Not Work In Darkness
-¼	Power Does Not Work In Water
-¼	Power Does Not Work In Intense Magnetic Fields

SIDE EFFECTS

Value Side Effect

-¼	Minor Side Effect: 15 Active Points, or some other minor or trivial effect
-½	Major Side Effect: 30 Active Points
-1	Extreme Side Effect: 60 Active Points

Modifiers

x2 value Side Effect occurs automatically whenever Power is used (or is bought for a Power which always works)



SIDE EFFECTS

Value: Varies (see table)

This Limitation means disadvantageous or harmful things happen to the character when he fails to use his Power properly. The value depends on the strength of the Side Effect.

Side Effects is usually taken for a Power which has some chance of failure — one with the Limitations *Requires A Skill Roll* or *Activation Roll*. Each time the character's attempt to activate or use the Power fails, he suffers the penalty for the Side Effect. The exact nature of the Side Effect is up to the player (with the GM's approval), but it must always be disadvantageous or harmful. Examples include the character taking half damage due to a “backlash” from the power, the character losing extra END, or the character becoming momentarily blind (Flashed).

A Side Effect automatically affects the character — no Attack Roll is necessary, and the character gets no defense against it. Some Side Effects, such as the radiation given off by Suzi Fusion's powers, don't affect the character but instead affect the environment around them; this is usually worth a -0 Limitation at most.

VISIBLE

Value: -¼

If a Power is normally invisible (such as Armor, Density Increase, or Mental Powers), applying this Limitation to it makes it visible per the normal rules (page 107).

POWER FRAMEWORKS



Characters use Power Frameworks to buy several powers which group together and draw from a common “pool” of points. This makes those powers much cheaper, but restricts how and when the character can use them. The individual powers in a Power Framework are usually referred to as “slots.”

Power Frameworks are most appropriate for Superheroic games. In Heroic games, they're usually only used to represent weapons or other pieces of equipment with multiple functions (such as a three-setting laser pistol defined as a Multipower).

In *The PS238 Roleplaying Game*, there are three types of Power Frameworks: Elemental Controls and Multipowers, which any character can buy; and Power Pools, which are used for Gadgeteering and Magic.

GENERAL RULES

A character can never buy one Power Framework in another Power Framework, nor can he have a power in one Power Framework add to or modify a power in another Power Framework. Slots within a single Power Framework cannot add together or modify each other.

Characters may not buy more than one Power in a single Power Framework slot unless those Powers are Linked or the character has the GM's permission.

Characters cannot purchase Talents or Special Powers in Power Frameworks except with the GM's permission.

ELEMENTAL CONTROL ▲

A character with an Elemental Control (“EC”) has two or more powers closely related by a common special effect (for example, Fire Powers, Mental Powers, Weather Control Powers, or Telekinetic Powers).

To buy an EC, do the following:

1. Decide how many Active Points you want each of the slots to have. All slots must have the same number of Active Points.
2. Pay half that Active Point cost as the *base cost* of the EC.
3. Buy the slots. Each slot costs half the Active Point cost established in Step 1. (Thus, by paying the base cost one time, the character gets each slot at half cost.)

Here’s an example EC of Ice Powers, where each slot has 40 Active Points:

Cost Power

- 20 *Ice Powers*: Elemental Control, 40-point powers
- 20 1) *Ice Blast*: Energy Blast 8d6
- 20 2) *Ice Block*: Entangle 4d6, 4 DEF
- 20 3) *Ice Slides*: Running +20”

Total Cost: 80 points.

Thanks to the fact that he’s bought these three powers through an EC, a character with Ice Powers pays only 80 Character Points for 120 Character Points’ worth of powers.

Advantages And Limitations

If you want a power in an EC slot to have an Advantage, calculate the cost of the power normally to determine the Active Points. For Example, in an EC with 60 Active Point slots, one of the slots could be an Energy Blast 6d6, Armor Piercing instead of just an Energy Blast 12d6 — either one has 60 Active Points.

If a power in an EC slot has a Limitation, the Limitation applies *only to the slot cost*. It does not apply to the base cost. For example, if Slot 3 in the EC above had Activation Roll 11- (-1), it would cost 10 points instead of 30 (making the overall cost of the EC 70 points).

One Limitation works differently: Charges. If you want the whole EC to be usable only a certain number of times per day, apply Charges to the base cost. (If you want a slot to have its own specific number of uses, apply Charges to it alone.)

Endurance

All slots in an EC must cost END (though they can have the *Reduced Endurance Advantage*). A character cannot buy Powers which inherently cost no END (for example, Armor or FTL Travel) as an EC slot unless the Power has the Limitation *Costs Endurance*.

USING ELEMENTAL CONTROLS

A character can use any or all of the Powers in his Elemental Control at the same time — assuming he can afford to pay all the END, of course.

Because all the powers in an EC are so closely related, if another character uses a Drain or Transfer against *any* slot, it affects *every* slot *and* the base cost. In effect, this doubles the effectiveness of Drains and Transfers and applies them to every slot at once.

MULTIPOWER ▲

A character with a Multipower has two or more powers that draw from a common pool of Character Points (known as a *Multipower reserve*). The powers are cheaper than in an Elemental Control, and don’t have to be closely related by a special effect, but the character can only use one of them at a time.

To buy a Multipower, do the following:

1. Define the size of the Multipower reserve and pay for it in Character Points. For example, if you want a 40-point reserve, the reserve costs 40 Character Points.
2. Buy the slots.
 - a. No slot can have more Active Points than the Multipower reserve has points.
 - b. The cost of a slot is its Real Points divided by 10.

Here’s an example Multipower for a character who has energy projection powers:

Cost Power

- 60 *Energy Projection Powers*: Multipower, 60-point reserve
- 6 1) *Energy Bolt*: Energy Blast 12d6
- 6 2) *Cutting Energy Bolt*: Energy Blast 8d6, Armor Piercing
- 3 3) *Deadly Energy Touch*: Ranged Killing Attack 3d6, No Range (-½)
- 6 4) *Energy Boost*: Flight 30”
- 6 5) *Energy Shield*: Force Field (30 PD/30 ED)

Total Cost: 87 points

As you can see, the reserve has 60 points. That means no slot in the Multipower can have more than 60 Active Points — they could have fewer than 60 Active Points (as Slot 3 does), but 60 is the maximum.

Thanks to the fact that he’s bought these five powers through a Multipower, the character pays only 87 Character Points for 270 Character Points’ worth of powers. However, he can only use one power at a time.

Advantages And Limitations

Advantages and Limitations apply to a slot’s cost normally: Advantages increase a slot’s Active Point cost, so you have to make sure it fits within the reserve amount; a Limitation reduces a slot’s Real Point cost and saves points. In the example Multipower, look at Slot 2 (which has an Advantage) and Slot 3 (which has a Limitation).

Charges is an exception. If you want the whole Multipower to be usable only a certain number of times per day, apply Charges to the reserve cost. (If you want a slot to have its own specific number of uses, apply Charges to it alone.)

FLEXIBLE MULTIPOWERS

At the GM’s option, characters can buy Multipowers with *flexible slots*. The cost of a flexible slot is the slot’s Real Points divided by 5 (in other words, it’s double the cost of a normal Multipower slot). If you want a Multipower with flexible slots, all slots in the Multipower must be flexible.

The benefit to having flexible slots is that the character can use two or more powers at once, with this restriction: the Active Points in all the powers in use cannot exceed the reserve cost. For example, if a character had a 90-point Multipower with flexible slots, he could use one power at 80 points of effect and one at 10, or two at 45 points of effect each, or three at 30 points of effect each, or any other combination adding up to 90.

Suppose the *Energy Projection Powers* Multipower in the main text had flexible slots. It would cost $60 + 12 + 12 + 6 + 12 + 12 = 114$ Character Points. However, the character could then choose to use Flight 15” (30 points) and Energy Blast 6d6 (30 points), or he could use Energy Blast 4d6 Armor Piercing (30 points) and Force Field (10 PD/10 ED) (20 points) and Flight 5” (10 points). But he couldn’t use Energy Blast 8d6 (40 points) and Flight 20” (40 points), because $40 + 40 = 80$, which exceeds the reserve cost of 60.

USING MULTIPOWERS

The only restriction on Multipowers is that a character can only use one power in a Multipower at a time. Using the example above, if the character is using his Flight, he cannot use any of his Energy Blasts, his RKA, or his Force Field — all he can do is fly. This remains true even if he uses his Flight at less than full power.

Changing the slots in a Multipower — switching from one power to another — is a Zero Phase Action (page 150), but a character can only switch slots once per Phase.

Multipowers do not suffer from from any of the restrictions placed on Elemental Controls.

POWER POOL

A *Power Pool* is a pool of Character Points that he can use to create any power appropriate to the type of Power Pool he has. There are two types of Power Pools, *Gadgeteering Pools* (for Gadgeteer characters like Herschel Clay, Zodon, and Angie) and *Magic Pools* (for Mystics like Vashti Imperia). Think of a VPP as a Multipower that has all of the powers of a certain type or special effect. The character distributes the points in the Pool among whatever powers he wants to have at a given time.

(Note that Gadgeteers and Mystics do not *have* to buy Power Pools. A Power Pool isn't appropriate for every Gadgeteer or Mystic, just ones who are particularly powerful and versatile. Many such characters just buy other Power Frameworks or individual Superpowers/Gadgets, not a Power Pool.)

To buy a Power Pool, do the following:

1. Define the size of the Power Pool and pay for it in Character Points. This is called the "Pool Cost." For example, if you want a 30-point Power Pool, the Pool Cost is 30 Character Points.
2. Pay for the "Control Cost" of the Power Pool. The Control Cost equals half of the Pool Cost. For example, if a character has a 30-point Power Pool, his Control Cost is 15 points.

Advantages And Limitations

Characters cannot put Advantages on Power Pools. If a character wants to take a Limitation on a Power Pool

(or *must* take one, in the case of Gadgeteers; see below), that Limitation applies *only* to the Control Cost. The Pool Cost cannot be reduced.

Magic Pools rarely have Limitations, though some Mystics may require special components or procedures to cast spells, and you could represent that with appropriate Limitations. Gadget Pools *must* take the Limitation *Focus* at the $-\frac{1}{4}$ level, because every "power" in a Gadget Pool is a Gadget of some sort.

If a Limitation on a Power Pool affects how the character can change the Superpowers or Gadgets he buys with the Pool (such as *Can Only Change Powers During The Full Moon* for a Magic Pool), the Limitation applies only to the Control Cost, not to the Superpowers/Gadgets bought with the Pool. If the Limitation affects the Superpowers/Gadgets bought with the Pool, then the Limitation applies to the Control Cost *and* to any Superpower/Gadget bought with the Pool. For example, Gadget Pools have the *Focus* ($-\frac{1}{4}$) Limitation on the Control Cost, and every Gadget bought with the Pool also has the *Focus* Limitation at some value (-1 , $-\frac{1}{2}$, or $-\frac{1}{4}$, depending on the type of Gadget).

USING A POWER POOL

There are several restrictions on creating Superpowers or Gadgets with a Power Pool.

First, no Superpower/Gadget bought in a Power Pool can have an Active Point cost greater than the Pool Cost. For example, if a Power Pool has a Pool Cost of 40 (for a total cost to the character of $40 + 20 = 60$ points), no Superpower or Gadget bought with the Power Pool can have more than 40 Active Points.

Second, the total Real Cost of all the Superpowers/Gadgets bought in a Power Pool at one time cannot exceed the Pool Cost of the Power Pool.

Example: *Wizard has a 50 point Magic Pool, which cost him 50 points (Pool Cost) + 25 points (Control Cost) = 75 points. Wizard has 2 powers currently in his Magic Pool: a Lightning Bolt Spell (Energy Blast 10d6, 3x*

Endurance Cost (-½), (50/(1+1) = a Real Cost of 25 points); and a Spell of Flying (Flight 12", a Real Cost of 24 points). This uses up (25 + 24 =) 49 points of the Magic Pool. Wizard cannot buy another Superpower in his Power Pool at this time unless it only costs 1 point, because he's used up 49 of his 50 points.

Third, when a character wants to change the Superpowers/Gadgets in his Power Pool, he's subject to two restrictions. First, he has to succeed with a Skill Roll with his *Magic Skill* (for Magic Pools) or *Gadgeteering Skill* (for Gadget Pools) (see page 91). The roll suffers a penalty of -1 for every 10 Active Points in the Superpower/Gadget he wants to create. Second, changing a Power Pool takes a minimum of a Full Phase Action. It may take longer, possibly *much* longer; the GM determines how long it takes based on the situation and what the character wants to do. The GM can also impose other restrictions on changing a Power Pool, such as requiring the character to get special tools.

Example: *Wizard decides change his Lightning Bolt Spell for a Touch of Sleep Spell (Drain STUN 5d6, x3 Endurance Cost (-½)). That Superpower has 50 Active Points and costs 25 Real Points. Because of its Active Cost of 50, he suffers a -5 on his Magic roll to make the change. If he succeeds, he replaces the Lightning Bolt Spell with the Touch of Sleep Spell, which means he can't use the Lightning Bolt Spell anymore until he switches the Magic Pool back to it. If he fails, he can't change the Magic Pool and he's stuck with the Lightning Bolt Spell until his next Phase.*

The GM rules that changing Lightning Bolt for Touch of Sleep only takes a Full Phase. If Wizard wanted to replace his Lightning Bolt Spell with a complicated Spell of Dimensional Travel, the GM might rule that the change would take 1 Hour and require Wizard to do some research in his spellbook.

DISADVANTAGES



Characters have weaknesses as well as strengths; you need both to create an interesting, well-rounded individual. In *HERO System*, you represent a character's weaknesses with *Disadvantages*. Disadvantages help develop a character's background and personality, and provide the GM with interesting ideas for adventures. To encourage characters to take them, Disadvantages give the character more Character Points to spend.

PS238 RPG characters can have up to 150 Character Points' worth of Disadvantages (see page 82). A character doesn't have to take the full amount of Disadvantages available to him — or any Disadvantages at all, for that matter.

All Disadvantages are subject to the *Basic Law of Disadvantages*:

A DISADVANTAGE THAT ISN'T A DISADVANTAGE ISN'T WORTH ANY POINTS!

None! For example, if a PC takes *Physical Limitation: No Legs*, and then buys Extra Limbs (legs), he doesn't get the Disadvantage points. Similarly, if a character takes *Hunted: Trolls 11-* when trolls don't exist in the campaign world, it's not worth any points. The GM has to approve all Disadvantages.

You cannot reduce the value of a Disadvantage below 0, even if it has negative modifiers.

STANDARD PS238 DISADVANTAGES

Every metaprodigy in a *PS238 RPG* campaign have two Disadvantages in common. The first is *Social Limitation: Secret Identity* (Frequently, Major; 15 points). Students at PS238 are required to maintain a secret identity as part of their training to become superheroes, and because it helps maintain the school's cover.

Second, all PS238 students suffer from another *Social Limitation*, *Minor* (Frequently, Minor; 10 points). Because they're

children, they can't drive, vote, or do a lot of other things that adults can, and sometimes this causes them problems.

CHARACTER DISADVANTAGE DESCRIPTIONS

ACCIDENTAL CHANGE

A character with this Disadvantage has at least two forms or identities and sometimes accidentally or involuntarily changes between them. The classic example is a character who's a werewolf and changes to wolfman form during the full moon. The value depends on how frequently the phenomena that triggers the change occurs, and the chance (expressed as a 3d6 roll) that the change occurs (see the accompanying table).

Every Phase a character is exposed to the circumstances that cause his change, he rolls 3d6. If he rolls less than the listed number, he changes. He cannot change back until the circumstances which caused the change have altered.

ACCIDENTAL CHANGE

Value	Circumstances
5	Uncommon Circumstance
10	Common Circumstance
15	Very Common Circumstances
Value	Chance To Change
+0	Infrequently (8-)
+5	Frequently (11-)
+10	Very Frequently (14-)
+15	Always

Examples

Accidental Change 14- when character sees or smells blood (Uncommon): 15 Character Points.

Accidental Change Always when character experiences stress under a full moon (Uncommon): 20 Character Points.

DEPENDENCE

A character with this Disadvantage is dependent on a certain substance or item. If he cannot get it, he suffers negative effects, possibly even injury or death. Examples include an aquatic superhero who has to return to the sea every hour.

The value of Dependence depends on three things. The first is the commonality of the substance the character needs is. The rarer the substance, the more the Disadvantage is worth. The second is what effect being deprived of the substance has. It could inflict damage, cause the character's powers to function poorly, or make the character incompetent or weak. The third is how long the character can remain away from the substance before he suffers the effects of deprivation. The longer he can go without it, the less his Dependence is worth.

DEPENDENCE

Value	Dependent Substance is
5	Very Common/Easy To Obtain
10	Common/Difficult To Obtain
15	Uncommon/Extremely Difficult To Obtain

Value	Effect
	Damage: The character takes damage per time increment
+5	1d6
+10	2d6
+15	3d6
+5	Character's powers acquire 14- Activation Roll
+10	Character's powers acquire 11- Activation Roll
+5	Incompetence: -1 to all Skill Rolls and related rolls per time increment
+5	Weakness: -3 to all Characteristics per time increment

Value	Time Before Suffering Effects
+25	Segment
+20	Phase
+15	Turn
+10	1 Minute
+5	5 Minutes
+0	20 Minutes
-5	1 Hour
-10	6 Hours
-15	1 Day

...and so forth (see Time Chart, page 88)

Examples

Spare Parts (character must replace the rare high-tech parts in his armor with new ones every day, or it begins to suffer malfunctions resulting in an 11- Activation Roll for Powers derived from the armor) (Uncommon): 10 Character Points.

Recharging (character must recharge his powers with his "mystic battery" every day or suffer Weakness) (Very Common): 0 Character Points.

DEPENDENT NON-PLAYER CHARACTER

A character with this Disadvantage has a non-player character friend, companion, or associate who often gets into trouble, requiring the character to protect or save him. Examples include a “significant other” who always seems to get into trouble, a weak, elderly relative the character looks out for, or an inquisitive pet. This isn’t a common Disadvantage for PS238 metaprodigies; if anything they’re likely to need someone to look after *them*.

The value of this Disadvantage depends upon two factors: first, how competent the DNPC is in relation to the character; second, how often the DNPC becomes involved in the character’s adventures.

A DNPC is a *Disadvantage*. He might help the character once in a while, but mostly he causes trouble. If a “DNPC” is too helpful, the character should get no points for him.

DEPENDENT NPC

Value	The DNPC is
10	Incompetent (-20 points or lower)
5	Normal
0	Slightly Less Powerful than the PC
-5	As powerful as the PC
-5	DNPC has useful noncombat position or skills
+5	DNPC is unaware of character’s adventuring career/ Social Limitation: Secret Identity

Value	Appearance
+5	8- (Infrequently)
+10	11- (Occasionally)
+15	14- (Frequently)

Examples

Nosy Old Mrs. McCreedy: DNPC 11- (character’s landlord), Incompetent, Unaware of character’s Social Limitation (Secret Identity): 25 Character Points

Lady Riselda: DNPC 14-, Normal, Useful Noncombat Position (the Baron’s lovely young daughter with a knack for getting into trouble): 15 Character Points

DISTINCTIVE FEATURES

Value	Concealability
5	Easily Concealed
10	Concealable (with Disguise Skill or major effort)
15	Not Concealable
Value	Reaction
+0	Feature is Noticed and Recognizable
+5	Feature is Always Noticed and Causes Major Reaction or Prejudice
+10	Feature Causes Extreme Reaction (abject fear, unabiding lust, utter disgust)
Value	Sensing
-0	Feature Detectable By Commonly-Used Senses (Sight, Hearing) and/or By Virtually Everyone
-5	Feature Detectable By Uncommonly-Used Senses (Smell, Touch, Taste) and/or By Large Group and/or By Simple Tests
-10	Feature Detectable Only By Unusual Senses (Detects) and/or Only By A Small Group and/or Only By Technology Or Major Effort
-5	Distinctive Feature Is Not Distinctive In Some Cultures Or Societies

Examples

Mystic Aura: Not Concealable (Always Noticed; Detectable Only With Unusual Senses): 10 Character Points.

Uniform: Easily Concealed (Noticed and Recognizable): 5 Character Points

Hideously Scarred: Concealable With Effort (Always Noticed): 15 Character Points

DISTINCTIVE FEATURES

A character with this Disadvantage has some easily recognizable feature(s) which are difficult to conceal. Examples include distinctive appearances (bright red hair, a facial scar, unusual height, a strange voice), an aura of mystic power, a uniform, or the like.

The value of Distinctive Features depends on three factors: how easy the feature is to conceal; how strong a reaction the feature tends to provoke in others; and senses can detect the feature.

Distinctive Features is a *Disadvantage*. If having a distinctive appearance doesn’t inconvenience or hinder the character somehow, it’s not worth any points. Since PS238 students have access to hologram technology that makes them look normal when they need to, they rarely qualify for this Disadvantage even if, like Malphast, their real appearance is quite unusual.

ENRAGED/BERSERK

A character with this Disadvantage loses control of himself when confronted by certain situations or stimuli. The value depends on three factors: the commonality of the phenomena that triggers the character’s rage; how easily the character becomes Enraged/Berserk; and how easily the character “snaps out of it” and returns to his senses.

When a character encounters the phenomena that Enrages him (or makes him Berserk), roll 3d6. If the roll is less than his chance to become Enraged/Berserk, the Disadvantage takes effect. He can roll to return to his senses when-

ENRAGED/BERSERK

Value	Circumstances
5	Uncommon circumstance
10	Common Circumstances
15	Very Common Circumstances
+10	Berserk
Value	Chance to Become Enraged
+0	8-
+5	11-
+10	14-
Value	Chance to Recover
+0	14-
+5	11-
+10	8-

Examples

Enraged: in combat (Very Common), go 11-, recover 11-: 25 Character Points

Berserk: at the sight/smell of blood (Common), go 11-, recover 8-: 35 Character Points

ever he defeats a foe, runs out of END, or someone tries to snap him out of it. If he rolls less than or equal to his chance to recover, he’s back to his normal self; otherwise, he remains Enraged/Berserk.

An Enraged character mindlessly attacks the individual (or object) that Enrages him. He cannot try to defend himself, take any defensive actions, or do anything other than attack that person (or object). Furthermore, he must use his most familiar or often used offensive power at full strength against the target.



HUNTED

Value	Capabilities
5	Hunter is Less Powerful than PC
10	Hunter is As Powerful as PC
15	Hunter is More Powerful than PC
+5	Hunter has extensive Non-Combat Influence (NCI)
-5	Hunter is limited to a certain geographical area
+5	PC has a Social Limitation: Public Identity or is otherwise very easy to find

Value	Appearance
+0	8- (Occasionally)
+5	11- (Frequently)
+10	14- (Very Frequently)

Value	Motivation
-10	<i>Watched:</i> Hunter is only Watching the character
-5	Hunter desires to Mildly Punish the character (deportation, fining, question, theft of possessions)
-0	Hunter desires to Harshly Punish the character (imprison, enslave, kill)

Examples

Hunted: Dr. Destroyer 8- (More Powerful, NCI, Kill/Imprison): 20 Character Points

Hunted: The Police 11- (More Powerful, NCI, Limited Geographical Area, Imprison): 20 Character Points

Hunted: Private Detective 11- (Less Powerful, Watching): 0 Character Points

A Berserk character is like an Enraged character, but with one important difference: he attacks the nearest target, not necessarily the one that angers him. This makes him a danger to his friends and teammates.

HUNTED

A character with Hunted is pursued by some person or group. His Hunter may show up during adventures and try to harm or hinder him.

The value of a Hunted depends on three factors. The first is how capable, competent, and dangerous the Hunter is relative to the character (this includes not just combat abilities, but the Hunter's power to investigate the character or otherwise interfere with his life). The second factor is how often the Hunter tends to show up (based on a 3d6 roll made by the GM at the beginning of each adventure). The third factor is what the Hunter intends to do to the character — watch him, mildly punish him, or harshly punish him.

Additionally, some Hunteds get extra points for having extensive "Non-Combat Influence" (such as the ability to make the IRS audit the character). This most often applies to the police and like organizations. Some Hunters are worth fewer points because they only operate in a certain geographic area; the character can avoid them by avoiding that area.

PHYSICAL LIMITATION

A character with this Disadvantage has a physical problem which hampers him, such as blindness, a weak leg, or being so large and heavy he can't ride in cars. The value depends on how often and to what extent the problem hinders or impairs the character in the game.

PHYSICAL LIMITATION

Value	Limitation Occurs
5	Infrequently
10	Frequently
15	All the Time

Value	Limitation Impairs
+0	Slightly
+5	Greatly
+10	Fully

Examples (see also page 148)

No Hands (All The Time, Fully Impairing): 25 Character Points.

Unable To Walk (Frequently, Fully Impairing): 20 Character Points.

Missing One Eye — lacks depth perception (½ OCV with all Ranged Attacks), no peripheral vision on one side (Infrequently, Greatly Limiting): 10 Character Points.

PSYCHOLOGICAL LIMITATION

A character with this Disadvantage has a mental quirk or impairment of some sort. The value depends on how often the condition affects the character, and how much it impairs or affects him. Types of Psychological Limitations include:

- *Codes of conduct*, such as following a code of honor (e.g., chivalry, bushido, or always keeping one's word) or refusing to kill opponents

- *Fears and hatreds*, such as a character who's afraid of heights, or one who has a burning hatred of dwarves

- *Personality traits or compulsions*, a large category of negative behaviors including overconfidence, arrogance, being in love with someone, or the like.

Any *PS238 RPG* metaprodigy character can take Psychological Limitation: Code Versus Killing (Common, Total) for 20 Character Points if he wants to. *PS238* doesn't teach its students to kill, and in fact tries to impress upon them the "heroic ideal" that superheroes do not kill their opponents. Obviously this doesn't apply to students of villainous bent, such as Zodon, Von Fogg, and Charles Brigman.

PSYCHOLOGICAL LIMITATION

Value	Situation Is
5	Uncommon
10	Common
15	Very Common
Value	Intensity
+0	<i>Moderate:</i> Decides character's choice of targets and reaction to situations; character may only change actions if he makes an EGO Roll at +5.
+5	<i>Strong:</i> Character takes irrational actions concerning the situation, may only change actions if he makes an EGO Roll.
+10	<i>Total:</i> Character becomes totally useless or completely irrational in the situation, and will not change his mind for any reason; EGO Roll at -5 (minimum) required to change actions (if the GM allows such a roll at all)

Examples

Code Of Chivalry (Common, Total): 20 Character Points
 Claustrophobia (Uncommon, Total): 15 Character Points
 Overconfidence (Very Common, Moderate): 15 Character Points
 Coward (Common, Total): 20 Character Points
 Vengeful (Uncommon, Strong): 10 Character Points
 In Love With X (Common, Strong): 15 Character Points

REPUTATION

A character with Reputation is viewed in an unfavorable light. For example, he could be considered dangerous, violent, a racist, or easily tricked or fooled. The value depends on how often other people recognize or remember the character based on his negative Reputation.

REPUTATION

Value	Recognized
5	Sometimes (8-)
10	Frequently (11-)
15	Almost always (14-)
-5	Reputation Is Known Only To A Small Or Limited Group

Examples

Reputation: Racist, 11-: 10 Character Points
 Reputation: Untrustworthy, 14-: 15 Character Points

RIVALRY

A character with this Disadvantage is engaged in a not-so-friendly rivalry with another character. A Rivalry may be Professional, Romantic, or both. If it's one or the other, it's worth 5 Character Points; if it's both, it's worth 10 Character Points. If the Rival is a fellow player character, the Rivalry is worth +5 Character Points.

SOCIAL LIMITATION

This Disadvantage means the character's ability to interact with society and/or other people is somehow limited, restricted, more difficult than usual, or dangerous to him. Examples include keeping an important secret (such as a secret identity), being well-known or famous, or belonging to a disfavored minority. The value depends upon how often the restrictive circumstances occur and their effects on the character.

SOCIAL LIMITATION

Value	Circumstances Occur
5	Occasionally (8-)
10	Frequently (11-)
15	Very Frequently (14-)

Value	Effects Of Restrictions
+0	Minor (inconvenience but little danger; that which is taken away can, eventually, be recovered or restored) (character may be fired, disowned, or suffer other minor problems)
+5	Major (there is a risk of potential injury or extreme inconvenience; that which is taken away can only be restored with great difficulty) (character may suffer imprisonment, be required to undertake dangerous tasks, and so forth)
+10	Severe (extreme risk of death or injury; that which is taken away cannot be restored)
-5	Social Limitation Is Not Limiting In Some Cultures Or Societies

Examples

Secret Identity (Frequently, Major): 15 points
 Public Identity (Frequently, Major): 15 points
 Subject To Orders (Very Frequently, Major): 20 points

SUSCEPTIBILITY

A character with Susceptibility takes damage from objects or effects which are harmless to most people. The classic example in the world of PS238 is that both Atlas and his son, Captain Clarinet, suffer damage when exposed to the alien mineral argonite.

The value of a Susceptibility depends on three factors: how frequently the character tends to encounter the object or effect; how much damage he takes from it; and how quickly he takes damage.

A Susceptible character takes STUN damage with no defense immediately when exposed to the object or effect to which he is Susceptible. Thereafter, he takes damage at the time increments defined by the Disadvantage. Once he's unconscious, he also begins to take Normal Damage BODY from the attack until he dies or is removed from the object or effect. He does not stop taking damage, and may not Recover from the damage, until the object or effect is removed.

SUSCEPTIBILITY

Value	Condition Is
5	Uncommon
10	Common
15	Very Common

Value	Take Damage Every
+0	Effect is instant (it only occurs or exists for an instant, such as many Instant Powers)
+15	Segment
+10	Phase
+5	Turn
0	Minute
-5	5 minutes
...and so forth	

Value	Number Of Dice
+0	1d6
+5	2d6
+10	3d6

Examples

Susceptibility To Holy Ground: suffer Drain STR 2d6 + Drain CON 1d6 every Turn character is on holy or sacred ground (Uncommon): 20 Character Points
 Susceptibility To Green Argonite: 3d6 damage per Phase (Uncommon): 25 Character Points
 Susceptibility To Being Teleported: 3d6 damage, Instant Effect (Uncommon): 15 Character Points

UNLUCK

Improbable and unlucky things happen to a character who has Unluck. Unluck is worth 5 points per 1d6 and functions like the opposite of the *Luck* Power (page 123). Whenever the GM thinks it's appropriate, he has the character make an Unluck roll. Every "1" that comes up on the dice equals one level of Unluck. The more levels the character gets, the worse the fate that befalls him.

VULNERABILITY

A character with Vulnerability takes extra damage from a particular attack form. For example, a Fire-using mne-taprodigu might be Vulnerable to Ice/Cold or Water, while a character suffering from a curse might be Vulnerable to magic. The value depends on two factors: how common or frequent the attack form is; and the multiplier applied to the damage (x1½ or x2). The multiplier applies to either the STUN and BODY of the attack; the character chooses which one when he takes the Disadvantage (he can have it apply to both by taking Vulnerability twice). The multiplier increases the attack's damage *before* the character applies his defenses to reduce the damage.

VULNERABILITY

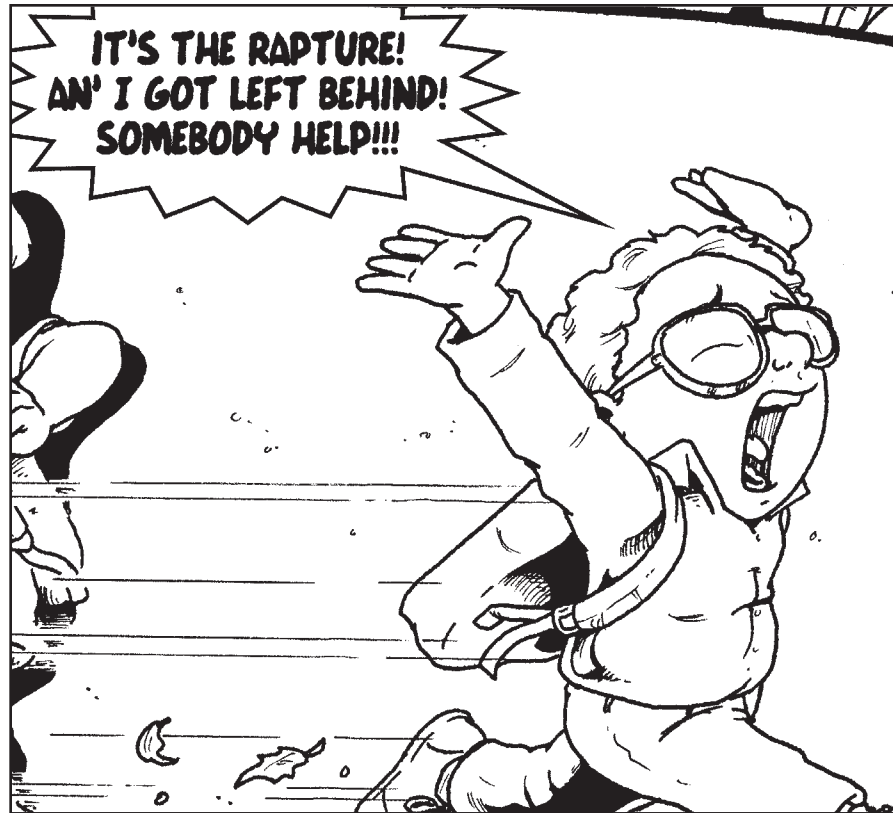
Value	The Attack is
5	Uncommon
10	Common (a group of Uncommon attacks, or a single Common attack)
15	Very Common (a group of Common attacks).
Value	Vulnerability Multiplier
+0	x 1½ (Target takes 1½x damage)
x2	x2 (Target takes 2x damage)

Examples

Vulnerable To Sonic Attacks (Uncommon, 2x BODY): 10 Character Points

Vulnerable To Fire Attacks (Common, 1½x BODY): 10 Character Points

Vulnerable To Punches (Very Common, 1½x STUN): 15 Character Points

**EXPERIENCE POINTS****Situation**

Base experience points for being in a scenario
 Characters were on a very long, involved adventure
 Adventure ran more than one session
 The adventure was difficult
 Characters heavily outnumbered

Optional Guidelines

Characters were clever, inventive, subtle, or roleplayed well
 Characters solved a mystery
 The adventure was a resounding success
 Characters roleplayed very poorly
 The adventure was a terrible failure

Experience

1 point
 2 points
 +1 point/session
 +1 point
 +1 point
 +1 point
 -1 point
 -1 point

EXPERIENCE POINTS

As characters play in a campaign, they learn from things they do, mistakes they make, and people they encounter. To reflect this process of learning and development, the GM should give each character *Experience Points* between adventures. Experience Points work like Character Points in all ways, they're just obtained in a different way. Characters spend them to improve their existing Characteristics, Skills, and other abilities, or to buy new Skills and abilities.

The accompanying table provides guidelines for how many Experience Points to give to characters. Don't take it as an absolute; every adventure and group of characters is different, so sometimes you need to adjust the guidelines.

EXAMPLE OF CHARACTER CREATION

Aaron is going to be playing in a *PS238 RPG* campaign and needs to come up with a Player Character. He thinks it would be fun to play a mischievous tyke who can become invisible, and even extend that invisibility to one of his classmates for added fun. To a limited extent the character can even make other things invisible for various purposes. He decides to give his character the codename *Phantom* and that he's the son of two superheroes who have different powers.

As Aaron envisions him, the Phantom's metabilities make him better than a normal kid — stronger, smarter, tougher — but not a *lot* better. Aaron chooses the following Characteristics for Phantom:



Val	Char	Cost
8	STR	3
12	DEX	21
12	CON	14
6	BODY	2
10	INT	5
10	EGO	5
10	PRE	5
8	COM	0
4	PD	2
4	ED	2
3	SPD	8
4	REC	0
24	END	0
20	STUN	4

Total Characteristics Cost: 71

Next, Aaron gives some thought to Phantom's Skills. Like most of the PS238 kids, he doesn't have much in the way of Skills, because he's simply too young to have learned much. But because he likes to sneak around a lot, Aaron decides he's gotten good at finding things, so he should have the *Concealment* Skill. His sneakiness indicates the *Stealth* Skill.

Cost Skill

- 3 Concealment 11-
- 3 Stealth 11-

Now it's time to build Phantom's powers and related abilities. First, of course, Phantom has to be able to turn invisible, and apply that ability to one other person:

Cost Power

60 *Can Turn Invisible:* Invisibility to Sight Group, No Fringe, Usable With Other (+½), Reduced Endurance (0 END; +½)

Additionally, Phantom can turn small objects and some other things invisible. This has two effects that Aaron can think of. First, by turning part of a wall or door invisible, Phantom creates a "window" that he and one other person can see through:

Cost Power

10 *Transparent Walls:* X-Ray Vision, Usable With Other (+½); Costs Endurance (-½)

Next, by making a small object invisible it becomes easy for Phantom to hide. Aaron buys this is a big bonus to Phantom's *Concealment* roll:

Cost Power

11 *Making Small Objects Invisible:* +10 to Concealment; Costs Endurance (to activate; -½), Only To Hide Things (-½)

That's about it for Phantom's powers and abilities. Now Aaron has to choose some Disadvantages for Phantom. He's only spent 158 points on Phantom, so technically he can get by without many Disadvantages — but since some Disadvantages are manda-

tory, and others really help to define the character and make him fun to play, Aaron's not worrying about the points right now.

First, Phantom needs the two required Disadvantages for PS238 metaprodigies:

Value Disadvantage

- 15 Social Limitation: Secret Identity (Frequently, Major)
- 10 Social Limitation: Minor (Frequently, Minor)

Next, Aaron decides that Phantom sees the Flea as a sort of rival; the two often try to outdo one another with pranks and outrageous stunts. That's a *Rivalry*:

Value Disadvantage

- 5 Rivalry: Professional, with the Flea

Aaron also decides to reflect Phantom's sneakiness and nosiness with a Disadvantage:

Value Disadvantage

- 10 Psychological Limitation: Curious; Can't Resist Poking His Nose In Where It Doesn't Belong (Common, Moderate)

That does it! Phantom is now ready to play. Here's what the final character sheet looks like:

PHANTOM

PHILLIP ANDERSON

Val	Char	Cost	Roll	Notes
8	STR	3	11-	Lift 75 kg; 1½d6 HTH damage [1]
12	DEX	21	11-	OCV: 4/DCV: 4
12	CON	14	11-	
6	BODY	2	10-	
10	INT	5	11-	PER Roll 11-
7	EGO	4	11-	ECV: 3
10	PRE	5	11-	PRE Attack: 2d6
10	COM	1		
4	PD	2		Total: 4 PD (0 rPD)
4	ED	2		Total: 4 ED (0 rPD)
3	SPD	8		Phases: 4, 8, 12
4	REC	0		
24	END	0		
20	STUN	4		Total Characteristics Cost: 71

Movement: Running: 6"/12"

Cost Powers

END

- 60 *Can Turn Invisible:* Invisibility to Sight Group, No Fringe, Usable With Other (+½), Reduced Endurance (0 END; +½)
- 10 *Transparent Walls:* X-Ray Vision, Usable With Other (+½); Costs Endurance (-½)
- 11 *Making Small Objects Invisible:* +10 to Concealment; Costs Endurance (to activate; -¼), Only To Hide Things (-½)

Skills

- 3 Concealment 11-
- 3 Stealth 11-

Total Powers & Skills Cost: 87

Total Cost: 158

150+ Disadvantages

- 10 Psychological Limitation: Curious; Can't Resist Poking His Nose In Where It Doesn't Belong (Common, Moderate)
- 5 Rivalry: Professional, with the Flea
- 15 Social Limitation: Secret Identity (Frequently, Major)
- 10 Social Limitation: Minor (Frequently, Minor)

Total Disadvantage Points: 190

CHAPTER SEVEN:



COMBAT AND ADVENTURING

SENSES AND PERCEPTION



Characters in the *HERO System* constantly perceive things — they see, hear, and smell the world around them. In some games, they may even have exotic Senses such as “x-ray vision” or the ability to detect magic. Here’s how they use those Senses.

PERCEPTION ROLLS

Characters aren’t always aware of everything going on around them, especially during combat. If something isn’t obvious, the GM can have characters make a *Perception Roll* (“PER Roll”). Every character’s base PER Roll is equal to 9 plus the character’s Intelligence divided by 5.

Perception Roll = (9 + (INT/5)) or less

To succeed with a PER Roll, the character must roll this number or less on 3d6. The GM should apply modifiers to this roll depending on the circumstances. For example, a bright object, a loud noise, or a strong odor would provide the character with a bonus to his PER Roll, while trying to overhear a whisper or see something dark at night would probably involve a penalty.

BLINDNESS AND OTHER MISSING SENSES

If a character lacks some of the normal senses people have, he can take a Physical Limitation (page 142) to reflect that:

Blindness (All The Time, Fully Impairing): 25 Character Points

Deafness (All The Time, Greatly Impairing): 20 Character Points

No Sense Of Smell (Frequently, Greatly Impairing): 15 Character Points

No Sense Of Taste (Infrequently, Slightly Impairing): 5 Character Points

No Sense Of Touch (character suffers -3 OCV with weapons, and -3 on all Skill Rolls involving handling or manipulating physical objects) (Frequently, Greatly Impairing): 15 Character Points

TARGETING AND NONTARGETING SENSES

Not all Senses are equal — a normal human can learn a lot more about someone by looking at him than by smelling him. To reflect this difference, all Senses are divided into two categories: Targeting and Nontargeting.

Characters can use *Targeting Senses* to determine the exact location of a target in combat. For most characters, Normal Sight is the only Targeting Sense, but characters sometimes buy the *Targeting Sense Modifier* for other senses, or have unusual senses like Radar that are Targeting Senses (see pages 115-17).

Nontargeting Senses include all senses other than Normal Sight. A Nontargeting Sense only allows a character to perceive

the general location of a target in combat.

LACK OF SENSES IN COMBAT

If a character can use a Targeting Sense to perceive his target, he can attack with his normal OCV and DCV.

However, characters can’t always perceive their opponents with Targeting Senses. For example, a character may have been blinded by a Flash, or his opponent could be Invisible. When a character cannot perceive his opponent with any Targeting Sense, he suffers modifiers to his OCV and DCV:

■ In *HTH Combat*, the character is at ½ OCV and ½ DCV.

■ In *Ranged Combat*, the character is at 0 OCV and ½ DCV.

SENSE GROUPS

The *HERO System* organizes senses into six *Sense Groups*: Hearing; Mental; Radio; Sight; Smell/Taste; and Touch. Characters have the regular five senses humans have (Normal Hearing, Normal Sight, Normal Smell, Normal Taste, and Normal Touch), plus any Enhanced Senses they buy (see pages 115-17). Sense Groups matter primarily when Sense-Affecting Powers (page 110) are used in the game.



ACTIONS TABLE

Action	Time Required	Move Required
Brace	0 Phase	—
Grab	½ Phase \$*	—
Haymaker	½ Phase #*	—
Move By	1 Phase %	1”
Move Through	1 Phase %	1”
Set	1 Phase	—
Set and Brace	1 Phase	—
Other Combat Maneuvers		
Any action which requires an Attack Roll	½ Phase *	—
Accelerating/decelerating	0 Phase	—
Change clothes	1 Phase	—
Draw a weapon	½ Phase	—
Make a Presence Attack	No Time	—
Make a roll at the GM's request	No Time	—
Make a Skill Roll	Variable	—
Open a door	½ Phase	—
Recover from being Stunned	1 Phase	—
Shift a Multipower	0 Phase &	—
Shift Skill Levels	0 Phase &	—
Speaking (conversation)	Variable	—
Speaking (soliloquy)	No Time	—
Start a vehicle	½ Phase	—
Take a Recovery	1 Phase	—
Turn on a Power	0 Phase	—
Turn off a Power	0 Phase	—
Use more than half of your inches of movement	1 Phase	Full Move
Use up to half of your inches of movement	½ Phase	Half Move

Action takes place at the very end of the next Segment

\$ A character who has made a successful Grab can squeeze the target for his normal STR damage or Throw him.

* Attack Action — the character may not perform another Action after these Actions, but may perform a Half Phase Action before these Actions.

% Move By and Move Through are usually performed at the end of a Full Move, and thus take a Full Phase. However, a character could perform one after taking a Half Phase Action such as opening a door.

& Even though they are Zero Phase Actions, a character can only perform these Actions once per Segment.

inches of movement, taking a Recovery, recovering from being Stunned, or changing a Clip.

Half Phase Actions

Second are *Half Phase Actions*. These only require half a Phase to perform (in other words, a character can perform two Half Phase Actions per Phase). Half Phase Actions include a character using up to half of his inches of movement, opening a door, or making most PER Rolls or Skill Rolls (though the time on the latter can vary, depending on the Skill and the circumstances). Attack Actions are a special type of Half Phase Action (see below).

Zero Phase Actions

A character may perform as many *Zero Phase Actions* as he wishes at the beginning of a Phase or after performing a Half Phase Action, but not after performing an Attack Action or a Full Phase Action. Examples include activating a Power, turning off a Power, or allocating Skill Levels.

Actions Which Take No Time

As the term implies, these Actions take no time to perform — a character may perform them whenever he wishes (even on a Segment in which he doesn't have a Phase) and as often as he wishes. Examples including making a Presence Attack, making a soliloquy, or making a roll at the GM's request.

Attack Actions

Attack Actions — Actions requiring or involving any kind of Attack Roll, such as using Mind Control, using a Combat Maneuver, projecting an Energy Blast, punching, or Blocking — are a special case. Attack Actions only take a Half Phase, but must be the last action the character performs in the Phase. A character can Half Move and then attack, but can't attack and then Half Move. Performing an Attack Action brings a character's Phase to an end — he can perform no other Actions after performing an Attack Action.

If a character performs a Combat Maneuver or other maneuver which modifies his OCV, DCV, damage done, or other factors, any modifiers from the Maneuver remain in effect from when the character performs the Maneuver until the beginning of his next Phase. Thus, a SPD 3 character who Dodges on his Phase in Segment 4 retains the Maneuver's +3 DCV bonus until the beginning of his next Phase in Segment 8.

WHO GOES FIRST?

If there's some question as to the exact timing of Actions, here's how to resolve it:

1. In most situations, resolve the problem with DEX Rolls — the character who makes his DEX Roll by the most gets to act first; if both characters make the roll by the same amount, the Actions go off simultaneously.
2. If a character is Holding An Action (see below) and chooses to make a defensive action, his Action automatically occurs first, before the Action of the character attacking him.
3. If a character Aborts his Phase (see below), his defensive Action automatically occurs first, before the Action of the character attacking him.

HOLDING AN ACTION

A character may choose not to act when his DEX indicates his Phase begins. He may wait until a lower DEX or until some event occurs (“I wait until he strikes”; “I wait until he comes around the corner”). This is known as *Holding an Action* (or delaying or reserving a Phase).

A character may Hold his Action until a later DEX in one of his Phases or until a later Segment. However, he can never use a Held Action to take two Actions in one Segment — he loses any Held Action when the next Segment in which he has a Phase begins, because he can only have one Phase at a time. A character who waits a whole Turn without taking an Action still has only one Phase saved.

A character may perform a Half Phase Action and then Hold a Half Phase so he can perform a Half Phase Action later.

A character can usually use a Held Action at any time. If two characters want to perform an Action at the same time, see *Who Goes First?*, above.

ABORTING AN ACTION

Sometimes a character can act first to protect himself by *Aborting* an Action. An Action that's Aborted always "goes first," even if an opponent is already attacking or has a higher DEX.

A character can only Abort his next Action to perform one or more of the following defensive Actions:

- Block
- Dodge
- Activating a Defense Power or any Power that provides some significant form of protection
- Switching forms, shapes, or identities to obtain more defense or protection
- Decelerating or turning while moving

■ Any other Action deemed by the GM to be primarily for purposes of defending or protecting the character.

Aborting an Action requires the character's next full Phase to perform (unless the character is Holding An Action, in which case Aborting uses the Held Action). Characters who are Surprised (page 155) ordinarily cannot Abort, but the GM may allow this.

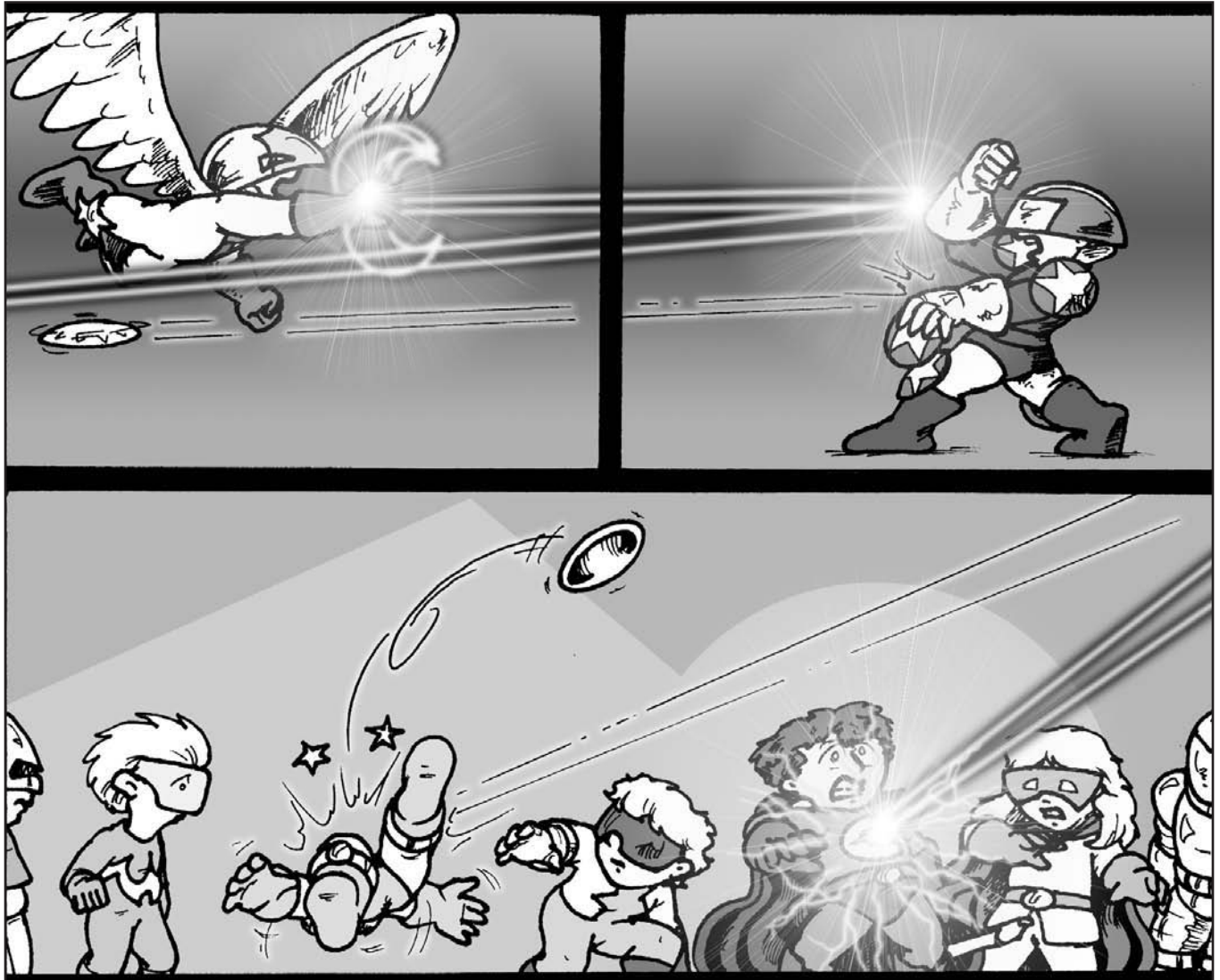
Once a character performs an Attack Action or uses his full Phase in a particular Segment, he cannot Abort to any action until the next Segment.

Example: Flamethrower has DEX 20 and SPD 5. Because he has SPD 5, he has Phases in Segments 3, 5, 8, 10, and 12. Someone attacks him in Segment 6, so he decides to Abort to Dodge. This uses up his next full Phase, the one in Segment 8 — when Segment 8 rolls around, Lazer can

do nothing (but at least he still has the extra DCV from the Dodge).

If Flamethrower was attacked in Segment 5 before DEX 20 occurred in the initiative order, he could still choose to Abort to Dodge. This would cost him his Phase in Segment 5, since he hadn't yet acted in Segment 5. If Flamethrower was attacked in Segment 5 after he made a Half Move and was Holding his remaining Half Phase Action, he could Abort to Dodge and sacrifice his Held Half Phase; he would not have to use up a full Phase.

If Flamethrower made an attack on Segment 5, and someone attacked him after he used up his full Phase with his Attack Action, he could not Abort to Dodge — he would have to wait until the next Segment, Segment 6, since he's already used up his full Phase in Segment 5.



FIGHTING



Although combat in the *HERO System* involves a lot of rules and options, it is really quite simple. Here's the basic procedure:

1. You decide what Action your character will perform in the character's Phase.
2. If your character attacks a target, he must make an Attack Roll to hit.

a. If the Attack Roll fails, the attack misses and the character's Phase ends; the GM moves on to the next character who has a Phase in that Segment.

b. If the Attack Roll succeeds, the character determines how much damage the attack does and/or its effect. The character's Phase then ends, and the GM goes on to the next character who has a Phase in that Segment.

All combat can be divided into two types: *Hand-To-Hand Combat* (HTH) and *Ranged Combat*. HTH Combat is combat between characters standing in the same or adjacent hexes (*i.e.*, who are more or less within arm's reach of each other); typically it involves punching or melee weapons such as swords. Ranged Combat is any combat between characters who are not

in HTH distance of each other; it requires Ranged Powers such as Energy Blasts, or weapons like guns or bows.

ATTACK ROLLS AND COMBAT VALUE

The first step in combat is to determine whether an attack hits its intended target. To do that, you need to know the attacker's OCV, the target's DCV, and the results of the attacker's Attack Roll.

THE ATTACK ROLL

To determine if an attack hits its target, you make an *Attack Roll* using 3d6. You calculate the Attack Roll this way:

$$\text{Attack Roll} = (11 + \text{Attacker's OCV} - \text{Target's DCV}) \text{ or less}$$

Example: If the attacker's OCV is 8 and the target's DCV is 6, then the Attack Roll is $11 + 8 - 6 = 13$ or less.

If the attacker has an OCV of 7 and the target has a DCV of 10, then the Attack Roll is $11 + 7 - 10 = 8$ or less.

A result of 3 on an Attack Roll always succeeds; a result of 18 always fails.

To speed play, use the accompanying chart to determine the Attack Roll.

CALCULATING OCV AND DCV

Obviously, the key factors in figuring out whether an Attack Roll succeeds are the OCV and DCV involved. Base OCV and DCV are figured as follows:

$$\text{Base OCV} = \text{Attacker's DEX}/3$$

$$\text{Base DCV} = \text{Target's DEX}/3$$

It's called *base* OCV and DCV because many things can modify OCV and DCV. The accompanying checklists and the DCV Modifiers Table help you determine a character's final OCV and DCV in any situation.

OCV CHECKLIST

- 1) Determine base OCV (character's DEX/3).
- 2) Add any applicable Combat Skill Levels which the character wishes to use to increase his OCV.
- 3) Apply any modifiers for the particular weapon or armor being used.
- 4) Apply any modifiers for the particular Combat Maneuver or Martial Maneuver being used.
- 5) Apply any Combat Modifiers.
- 6) Apply the Range Modifier (if applicable).
- 7) Apply any other modifiers.

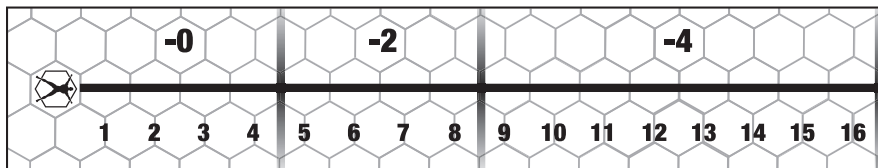
COMBAT SEQUENCE CHECKLIST

- 1) Determine the attacker's Offensive Combat Value (OCV). Base OCV is DEX/3.
- 2) Determine the target's Defensive Combat Value (DCV). Base DCV is DEX/3 for characters, and depends on size for objects.
- 3) Attacker makes an Attack Roll (3d6). To hit the target, the attacker must roll less than or equal to (11 + attacker's OCV - target's DCV).
- 4) If the Attack Roll fails, the attack misses, and the attacker's Phase ends. The GM moves on to the next character who has a Phase in that Segment.
- 5) If the Attack Roll succeeds, the attacker hits; determine the damage and its effects, or any other effect of the attack. The attacker's Phase ends; the GM moves on to the next character who has a Phase in that Segment.

		ATTACK ROLL QUICK-REFERENCE TABLE														
		Target's DCV														
		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
OCV	1	11	10	9	8	7	6	5	4	3	3	3	3	3	3	3
	2	12	11	10	9	8	7	6	5	4	3	3	3	3	3	3
	3	13	12	11	10	9	8	7	6	5	4	3	3	3	3	3
	4	14	13	12	11	10	9	8	7	6	5	4	3	3	3	3
	5	15	14	13	12	11	10	9	8	7	6	5	4	3	3	3
	6	16	15	14	13	12	11	10	9	8	7	6	5	4	3	3
	7	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3
	8	17	17	16	15	14	13	12	11	10	9	8	7	6	5	4
	9	17	17	17	16	15	14	13	12	11	10	9	8	7	6	5
	10	17	17	17	17	16	15	14	13	12	11	10	9	8	7	6
	11	17	17	17	17	17	16	15	14	13	12	11	10	9	8	7
	12	17	17	17	17	17	17	16	15	14	13	12	11	10	9	8
	13	17	17	17	17	17	17	17	16	15	14	13	12	11	10	9
	14	17	17	17	17	17	17	17	17	16	15	14	13	12	11	10
	15	17	17	17	17	17	17	17	17	17	16	15	14	13	12	11

DCV MODIFIERS TABLE

Character Is	DCV
Affected by EGO +30 Mental Illusion	½
Affected by PRE/EGO +20 Presence Attack	½
Affected by PRE/EGO +30 Presence Attack	0
Attacked from behind out of combat	½
Attacked from behind in combat	½
Braced	½
Bulky Focus, character is carrying	½
Climbing	½
Encumbered (depending on degree)	-0 to -5
Entangled	0
Fighting in a cluttered or cramped area	-2
Flash/Darkness/Invisibility, affected by	½
Grabbed by another character	½
Grabbing another character	½
In the water	-2
Intoxicated	-2
In zero gravity	½
Knocked Out	0
On a narrow surface (tightrope, ledge)	-2
On ice, mud, or other slippery surfaces	-1
Prone	½
Recovering from being Stunned	½
Resisting Knockback with STR	½
Sleeping	0
Stunned	½
Surprised (in combat)	½
Surprised (out of combat)	½
Taking a Recovery	½
Underwater	-2
Using a Bulky Focus	½
Using Noncombat Movement	½
Using a Power with Concentration	½



8) Apply any modifiers which halve OCV (or otherwise reduce it by a fraction or percentage).

DCV CHECKLIST

- 1) Determine base DCV (character's DEX/3).
- 2) Add any applicable Combat Skill Levels which the character wishes to use to increase his DCV.
- 3) Apply any modifiers for the particular weapon, armor, or shield being used.
- 4) Apply any modifiers for the particular Combat Maneuver or Martial Maneuver being used.
- 5) Apply any Combat Modifiers.
- 6) Apply any other modifiers.
- 7) Apply any modifiers which halve DCV (or otherwise reduce it by a fraction or percentage).
- 8) A character's minimum DCV is 0, regardless of modifiers. Any modifiers affect a character's DCV versus both HTH and Ranged attacks.

RANGE MODIFIER

When a character attacks a target at Range, the attack is subject to the Range Modifier, since it's harder to hit far-away targets. The Range Modifier Table lists the OCV penalties for different ranges.

RANGE MODIFIER TABLE

Range	OCV Modifier
0-4"	-0
5-8"	-2
9-16"	-4
17-32"	-6
33-64"	-8
65-128"	-10

...and so forth

MENTAL COMBAT

Almost all attacks use the ordinary Attack Rolls and CV already described. However, Mental Powers use *Ego Combat Value* (ECV) instead of the normal Combat Value. You can divide ECV into Offensive ECV (OECV) and Defensive ECV (DECV), just like CV. The Powers which use ECV are Ego Attack, Mental Illusions, Mind Control, Mind Link, Mind Scan, Telepathy, and Powers bought with the Advantage *Based On ECV*.

A character's base ECV is:

$$\text{Base ECV} = \text{EGO}/3$$

Substituting ECV for CV, Mental Combat works just the same as normal combat. The Attack Roll is (11 + OECV - Target's DECV) or less on 3d6. Apply appropriate modifiers (but not the Range Modifier, since Mental Powers work on a Line Of Sight basis [page 109]).

A character using a Mental Power uses EGO instead of DEX to determine when he acts in the Phase. If he wants to take any physical actions (such as making a Half Move) first, he must wait until his DEX comes up, move, and then use his Mental Power.

COMBAT MODIFIERS

The following situations, circumstances, and actions can affect characters' Attack Rolls.

AREA OF EFFECT ATTACK

If a character uses an Area Of Effect attack, or a Power that inherently affects an area (such as Change Environment, Darkness, or Images), he targets a hex with it rather than a character. A hex has a DCV of 3 (meaning it's usually easy to hit for most characters). If the attack hits, it automatically hits everyone in the area. If it misses, it's so far off target it hurts no one (though the GM may have it cause some collateral damage to the environment).

Characters attack with Explosions (page 130) the same way.

AUTOFIRE

Automatic weapons and Powers bought with the Advantage *Autofire* can fire more than one attack with a single Attack Roll. Thus, they can hit one target several times or several targets with one attack. The character declares how many shots he wants to

AUTOFIRE EXAMPLE

Andrea, a metaprodigy with energy powers, fires at three robots in a 5 hex continuous line. She takes a -5 on her OCV for firing at each target (-1 for each hex in the line). Andrea has an OCV of 6. Each robot has a DCV of 4. Andrea's first Attack Roll is 11 + 6 - 4 - 5 = 8 or less. Andrea rolls a 5, hitting the first robot (each target can only get hit once). Andrea rolls to hit the second robot and gets a 9, missing it altogether. Then she rolls a 6 and hits the third robot.

COMBAT MODIFIERS TABLE

Modifier	Notes	OCV	DCV
Area Of Effect Attack	Must hit hex's DCV (3; 0 if adjacent)	—	—
Autofire	More than one shot; 1 hit/2 points roll is made by	+0	-0
Concealment	By Hit Location Table or:		
	Target half hidden	-2	—
	Only target's head and shoulders visible	-4	—
Encumbrance	Attacker is weighed down	—	-0 to -5
Environmental Conditions	Various ambient conditions or situations	Varies	Varies
Explosions	Treat like Area Of Effect	—	—
Off Hand	Using off hand	-3	—
Surprised	In combat	—	x½
	Out of combat, take 2x Stun	—	x½
Surprise Move	GM decides	+1 to +3	—
Target Prone	May have Concealment	—	x½
Target Size	Fills 1 hex/2x human sized	+2	—
	Fills 2 hexes/4x human	+4	—
	Fills 4 hexes/8x human sized	+6	—
	½ human sized	-2	—
	¼ human sized	-4	—
	⅛ human sized	-6	—
Unfamiliar Weapon	Character lacks appropriate Weapon Familiarity	-3	—

fire, up to the maximum of five.

If a character makes an Autofire attack against a single target, he hits with one attack if he makes his Attack Roll exactly. For every full 2 points by which he makes the Attack Roll, he hits the target an additional time (to a maximum of the number of shots fired). For example, if he needed a 13- to hit his target, and rolled a 9, he would hit his target 3 times (once at 13, once at 11, and once at 9).

If a character makes an Autofire attack against multiple targets, he must declare the targets and counts a line of continuous hexes that includes all the targets. The character suffers a -1 OCV penalty for each hex in the line; he must make a separate Attack Roll for each target fired at. Each target can only get hit one time. The character must fire a minimum of one shot into each hex, even if no target occupies it (thus, a character with an Autofire weapon can affect a maximum of 5 hexes, and, at most, 5 separate targets). If the character misses one of the tar-

gets, he may continue down the line of hexes attempting to hit other targets.

CONCEALMENT

Targets which are partly Concealed or "behind cover" are harder to hit. If a target is half Concealed (like a person behind a table or leaning around a corner), the attacker suffers a -2 OCV. If only a person's head is showing (like someone peering out of a door), the attacker suffers a -4 OCV.

ENCUMBRANCE

A character who carries around heavy objects or equipment may become *encumbered*, and therefore not able to fight as well. As indicated on the accompanying table, Encumbrance can affect the character's DEX-based rolls, DCV, and rate of movement, and may tire him out quickly.

ENVIRONMENTAL CONDITIONS

The Environmental Conditions Table lists some typical environmental conditions and the problems they can cause in combat. Characters can eliminate these penalties using the listed Skills.

ENCUMBRANCE TABLE

Total Weight Carried	DCV/DEX Roll	Movement	END Cost per Turn
Up to 10%	-0	—	0
10-24%	-1	—	0
25-49%	-2	-1"	1
50-74%	-3	-2"	2
75-89%	-4	-4"	3
90-100%	-5	-8"	4

Notes

Total Weight Carried: A percentage of the total weight a character can lift, as indicated by the Strength Table (page 85).

END Cost Per Turn: When Encumbered in combat, the character uses this much END per Turn, in addition to any other END used for STR, Powers, and the like.

ENVIRONMENTAL CONDITIONS TABLE

Condition	Problem; Modifiers
Climbing	Depending on the difficulty of the climb, reduce DCV by up to half.
Cluttered, Cramped	-2 DCV, -1 OCV (or worse) unless character succeeds with an Acrobatics roll.
Intoxication	-2 OCV, -2 DCV.
Narrow Surfaces	-2 DCV and -2 DC to all attacks unless character succeeds with an Acrobatics roll.
Poor Footing	-1 DCV and -1 DC to all attacks unless character succeeds with a Breakfall roll.
Water	Underwater: -2 DCV and -2 DC to all attacks unless character has TF: SCUBA.
	Standing in water: -2 DCV unless character succeeds with a Breakfall roll.
Zero-Gravity	-3 OCV, ½ DCV, and -3 DCs unless character makes a PS: Zero-G Operations roll.

OFF HAND

A weapon used in the character's "off" hand suffers a -3 OCV penalty. The Talent *Ambidexterity* eliminates this penalty.

SURPRISED

This Combat Modifier applies when the character is attacked from behind, above, by an invisible attacker, from ambush, or any other situation where he is surprised by the attack. The GM decides whether a character is "surprised" based on the circumstances.

A character Surprised while out of combat is at ½ DCV and takes 2x STUN from the attack (multiply the STUN before the character applies his defenses). This includes attacks against sleeping or Knocked Out characters.

A character Surprised while in combat is at ½ DCV, but the STUN damage remains normal.

SURPRISE MOVE

A Surprise Move is any maneuver a character makes which startles an opponent, tricks an enemy or takes advantage of his unperceptiveness, or involves an unexpected action which provides the attacker with a new angle of attack. The GM should reward this sort of inventiveness on the part of the player with an OCV bonus of +1 to +3 for that attack.

TARGET SIZE

Inanimate objects larger or smaller than normal human size (1" tall) are easier or harder to hit: a target 2x human size is +2 to an attacker's OCV, a target 4x human size is +4, and so on; a target ½ human size is -2 to an attacker's OCV, one ¼ human size is -4, and so forth.

These same modifiers apply to PER Rolls made to perceive large or small objects.

UNFAMILIAR WEAPON

A character must have Weapon Familiarity with a weapon, or have paid Character Points for it, to use it properly. Otherwise, he suffers a -3 OCV penalty.

ZODON SPEAKS.DOC

From the digital journal of Zodon, future conqueror of the Earth, ruler of all mankind, including you, dear reader.

ZODON SPEAKS.DOC

Precise date unknown, four weeks after arrival: After finding a few prehistoric huts and at least three extinct species of mammal, I now know I'm about ten thousand years behind where I started. I could conceivably rule this world with my knowledge of future technology. However, taking over a planet that doesn't have any form of entertainment beyond seeing what happens when you stick something in that new-fangled "fire" stuff just doesn't appeal to me.

ZODON SPEAKS.DOC

I gained the supplies I needed for my journey from the primitive locals by convincing them I was a god. I may have started a few religions. Too bad these guys don't know the first thing about carving marble statues.

ZODON SPEAKS.DOC

Anyway, this trek North is my only hope of returning to my own era. If I fail, I can only command that whoever finds this record to locate one Tyler Marlocke living in the twenty-first century and smack him a good one. Tell him Zodon says "I don't know how, but it's all your fault, Norm-rod!"

ZODON SPEAKS.DOC

So here we are: Near the North Pole. The cold should slow down my metabolic systems enough that my power cells can keep me in suspended animation indefinitely, or at least until global warming melts the ice cap.

ZODON SPEAKS.DOC

I'm setting a distress signal to go off roughly about the time I left on this ill-fated journey. Wish me luck, and beg for mercy. Yours, Zodon, future conqueror etc., etc., etc.

COMBAT MANEUVERS

Although the number of different ways one character can strike another in combat is nearly infinite, the differences between the vast majority of these maneuvers *in game terms* are minimal. Therefore, the *HERO System* rules define fighting with several *Combat Maneuvers* that cover most of the possibilities. Any character can use Combat Maneuvers, but Martial Maneuvers cost Character Points (see *Martial Arts*, page 91).

A Combat Maneuver can modify the character's OCV, DCV, damage done, and/or other factors. Any modifiers from the Maneuver remain in effect from when the character performs the Maneuver until the beginning of the character's next Phase. Thus, a SPD 3 character who Dodges on his Phase in Segment 4 retains the Maneuver's +3 DCV bonus until the beginning of his next Phase in Segment 8.

EXPLANATION OF STANDARD MANEUVERS

BLOCK

Block allows a character to block an opponent's HTH attack and set himself up to deliver the next blow. Blocks do not affect Ranged attacks. Using a Block is an Attack Action.

A character must declare his intention to Block before his attacker makes an Attack Roll. To attempt a Block, he makes an Attack Roll against his opponent's OCV (not DCV). If successful, he Blocks the attack and takes no damage. Furthermore, if these two characters both have their next Phases in the same Segment, the character who Blocked automatically gets to act first, regardless of relative DEX (the Blocking character's opponent is delayed until after the Blocking character's DEX).

If a Block misses, the attacker still has to hit the Blocking character's DCV.

A character who has successfully Blocked one attack can Block additional attacks made against him in that Segment or later Segments. Each additional roll is made at a cumulative -2 penalty (second Block -2, third Block -4, and so on). If the character misses any of his Blocks, or takes any Action besides Blocking, he cannot Block further attacks.

COMBAT MANEUVERS TABLE

STANDARD MANEUVERS

Maneuver	Phase	OCV	DCV	Effects
Block	½	+0	+0	Block HTH attacks, Abort
Brace	0	+2	½	+2 OCV only to offset Range Modifier
Disarm	½	-2	+0	Disarm target, requires STR vs. STR Roll
Dodge	½	—	+3	Dodge all attacks, Abort
Grab	½	-1	-2	Grab Two Limbs; can squeeze or throw
Haymaker	½*	+0	-5	+4 Damage Classes to any attack
Move By	½	-2	-2	((STR/2) + (v/5))d6; attacker takes 1/3 damage
Move Through	½	-v/5	-3	(STR + (v/3))d6; attacker takes ½ or full damage
Set	1	+1	+0	
Strike	½	+0	+0	STR damage or by weapon type

MARTIAL MANEUVERS

Maneuver	Phase	OCV	DCV	Effects
Choke Hold	½	-2	+0	Grab, 2d6 NND(2)
Defensive Strike	½	+1	+3	STR Strike
Killing Strike	½	-2	+0	½d6 HKA
Legsweep	½	+2	-1	STR +1d6 Strike; Target Falls
Martial Block	½	+2	+2	Block, Abort
Martial Disarm	½	-1	+1	Disarm, +10 STR to Roll
Martial Dodge	½	—	+5	Dodge, affects all attacks, Abort
Martial Escape	var	+0	+0	+15 STR versus Grabs
Martial Grab	½	-1	-1	Grab Two Limbs, +10 STR for holding on
Martial Strike	½	+0	+2	STR +2d6 Strike
Martial Throw	½	+0	+1	STR + v/5 Strike; Target Falls
Nerve Strike	½	-1	+1	2d6 NND(1)
Offensive Strike	½	-2	+1	STR +4d6 Strike
Sacrifice Throw	½	+2	+1	STR; You Fall, Target Falls

+1 Damage Class Adds to all Martial Maneuvers

Weapon Element Allows use of Martial Arts with weapons

* This maneuver takes one extra Segment to perform

EXPLANATION OF TERMS:

Phase: How long it takes to perform the Maneuver.

OCV: The Maneuver's modification to OCV.

Dash ("—"): Not applicable.

DCV: The maneuver's modification to the attacker's DCV.

Effects: The damage or other effect done by the Maneuver. STR means the Maneuver does STR/5 in d6 of Normal Damage.

Abort: A character can Abort to this Maneuver (see page 151).

BRACE

Brace allows a character to brace himself to steady his aim and improve his accuracy at range. To Brace, a character must take a Zero Phase Action to steady himself; this gives him +2 OCV only to offset the Range Modifier, but halves his DCV. Characters can combine Brace with Set.

DISARM

Disarm allows a character to knock a weapon or hand-held object out of another character's grasp. If the Attack Roll succeeds, the characters engage in a STR Versus STR Contest — each rolls 1d6 per 5 points of STR and counts the Normal Damage BODY. If the attacker's BODY total is higher or the rolls tie, the Disarm succeeds and the target's weapon or object goes flying ½d6 hexes in the direction of the strike. If the defender's BODY total is higher, he retains his grip on his weapon.

DODGE

Dodge improves a character's chances to avoid an attack by giving him +3 DCV against all attacks. Characters can Abort to Dodge. Using Dodge counts as an Attack Action.

GRAB

This Maneuver allows a character to get a hold on another character or object.

If the Attack Roll succeeds, the character has Grabbed his opponent. He can then do the following in the same Phase without making another Attack Roll:

■ Squeeze the target, or smash him against something. This does the character's STR damage to the victim.

■ Throw the target against something. This does the character's STR damage to the victim, and subjects him to the effects of a Throw (see *Martial Throw*, below), but means the character has to let the victim go.

If the character squeezes or smashes the victim, he can do the same thing in later Phases, but this requires an Attack Action and an Attack Roll.

Before the character can squeeze, smash, or throw the victim, the victim gets a chance to break free. This requires a STR Versus STR Roll — each character rolls 1d6 per 5 points of STR and counts the Normal Damage BODY. If the attacker's BODY total is higher or the rolls tie, the victim remains Grabbed; if the victim's roll is higher, he breaks free. Attempting to break free when first Grabbed is an Action that takes no time; in later Phases, it's an Attack Action.

A Grabbed character's two arms are immobilized. He can't use most handheld weapons and Accessible Foci. If a Grabbed character has more than two manipulatory limbs (because he bought Extra Limbs), he can use the rest of them normally.

A Grabbed character has ½ DCV against all attacks. If he has a free limb or another way to make an attack, he has a -3 OCV to attack the character Grabbing him, and is at ½ OCV when attacking other characters.

A character performing a Grab is at ½ DCV against all attacks. He has his full OCV when attacking the Grabbed character, and is at ½ OCV if he attacks other characters while maintaining the Grab.

HAYMAKER

A Haymaker is basically an all-out attack — the character takes extra time to “wind up” a punch, put extra force into his Energy Blast, aim carefully to hit a vital spot, or otherwise attack the target powerfully. It takes one extra Segment to execute — the character spends his Phase preparing, then launches the attack at the very end of the next Segment — and if the target moves during that time, or the character suffers Knockback, the Haymaker automatically fails. It adds +4 Damage Classes (page 159) to an attack. It cannot add to other Combat Maneuvers (except for Strike).

MOVE BY

This Maneuver allows a character to attack while doing a Full Move past his target with Running, Leaping, Swimming, Flight, Gliding, or Swinging. If a Move By hits, it does half of the character's regular STR damage plus (Velocity/5)d6 Normal Damage to the target (round down when dividing velocity; characters can't add partial Damage Classes this way). The character takes one-third of this damage himself (but may apply his defenses to it). If a Move By misses, the character keeps moving past the target to the end of his Full Move.

MOVE THROUGH

Move Through allows a character to attack at the end of a Full Move with Running, Leaping, Swimming, Flight, Gliding, or Swinging — he runs right into his opponent. This simulates ramming attacks, tackles, and many similar actions. If the attack hits, it does the character's regular STR damage + (Velocity/3)d6 in Normal Damage (round down when dividing velocity; characters can't add partial Damage Classes this way). The character takes half of this damage himself (but may apply his defenses to it). If a Move Through misses, the character keeps moving past the target to the end of his Full Move.

SET

This Combat Maneuver represents the effects of taking extra time to aim at a specific target, thereby improving one's accuracy. It requires a Full Phase to establish, and provides a +1 OCV bonus to all attacks against that target until the character ends the Set (which occurs if the character does anything other than aim at or attack the target, gets Stunned or Knocked Out, and so forth). A character can Set and Brace in a single Phase to get both bonuses (he also suffers both penalties).

STRIKE

This is the basic attack Maneuver. It includes attacks such as punches, kicks, elbow smashes, headbutts, attacks with weapons, firing a gun, using Attack Powers (such as Drain, Energy Blast, Entangle, or any other power requiring an Attack Roll), and just about any other way a character can hit another character.

MARTIAL MANEUVERS

Any character can use the basic Combat Maneuvers, but only those who have received special training, or have a particular aptitude for HTH combat, know Martial Arts. Martial Arts is a Skill characters have to purchase; see page 91.

Defensive Strike, Martial Block, Martial Disarm, Martial Dodge, Martial Grab, Martial Strike, and Offensive Strike are similar to various Combat Maneuvers, but provide modifiers to OCV, DCV, damage done, or the like. The other Martial Maneuvers are explained below.

Choke Hold: This maneuver allows the

character to Grab an opponent's head and neck and inflict NND damage (he can also keep the victim from speaking). The defense against this NND is having rigid armor on the neck, a PD Force Field, or Life Support (Self-Contained Breathing).

Killing Strike: This Maneuver allows the character to do Killing Damage to the target without using a weapon. It includes things like throat punches, breaking bones, snapping a victim's neck, and so on. Standard rules for HKAs and Killing Damage apply.

Legsweep: This Maneuver knocks an opponent's legs out from under him, dashing him painfully to the ground. See *Martial Throw* for details on the effects of Throws.

Martial Escape: This Maneuver grants a character extra STR only for breaking free from Grabs.

Martial Throw: This Maneuver allows an attacker to throw an opponent weighing no more than he can lift with his STR to the ground. This has several effects.

First, the Thrower does his STR damage to the Thrown character, plus 1d6 for every 5” of velocity the target had. If the Thrown character makes a Breakfall roll at -1 for every 2d6 of damage, he only takes half damage. In either case, the target ends up prone in an adjacent hex.

Second, if the Thrower and Thrown character both have their next Phases in the same Segment, the Thrower automatically gets to act first, regardless of relative DEX (just like with a Block).

Nerve Strike: This maneuver allows a character to do NND damage by striking particularly vulnerable or sensitive parts of a target's body. The defense to the NND is rigid armor protecting the target's vulnerable spots or a PD Force Field.

Sacrifice Throw: Identical to Martial Throw, but the character performing the throw also ends up prone in his own hex.

Weapon Element: A character must define his Martial Arts as Barehanded or using a particular weapon. For example, Fencing is defined as using swords. Defining Martial Arts as requiring a weapon costs nothing, but the character cannot use his Martial Arts with his bare hands.

If a character defines his Martial Arts as Barehanded, he can buy *Weapon Elements* to allow him to also use weapons with it. A Weapon Element with a 1-point Weapon Familiarity category (page 93) costs 1 point.

When a character uses a Martial Maneuver with a weapon, substitute the weapon's damage for "STR" listed in the Damage/Effects column. If the weapon does Normal Damage, any damage bonuses from the Maneuver add to the weapon's damage directly; if the weapon does Killing Damage, add *half* the weapon's damage bonus dice as Damage Classes (page 159). For example, if a sword does HKA 1d6, and a character uses it with a Martial Maneuver that does +4d6 damage, the sword does (1d6 + 2 DCs =) 1½d6 damage.

+1 Damage Class: Extra Damage Classes increase the damage done with Martial Maneuvers. Each one purchased applies to all of a character's Martial Maneuvers. It adds +1d6 of damage, or +5 STR,

MARTIAL ARTS STYLES

Here are the Martial Maneuvers to buy if you want your character to know a particular style of martial arts. A character only has to buy at least 10 Character Points' worth of the maneuvers listed to practice that style.

Boxing: Martial Block, Martial Grab, Martial Strike, Offensive Strike

Fencing (requires a sword; each +2d6 of damage added by a Maneuver adds +1 Damage Class damage to the weapon's damage): Defensive Strike, Martial Block, Martial Disarm, Martial Strike, Offensive Strike.

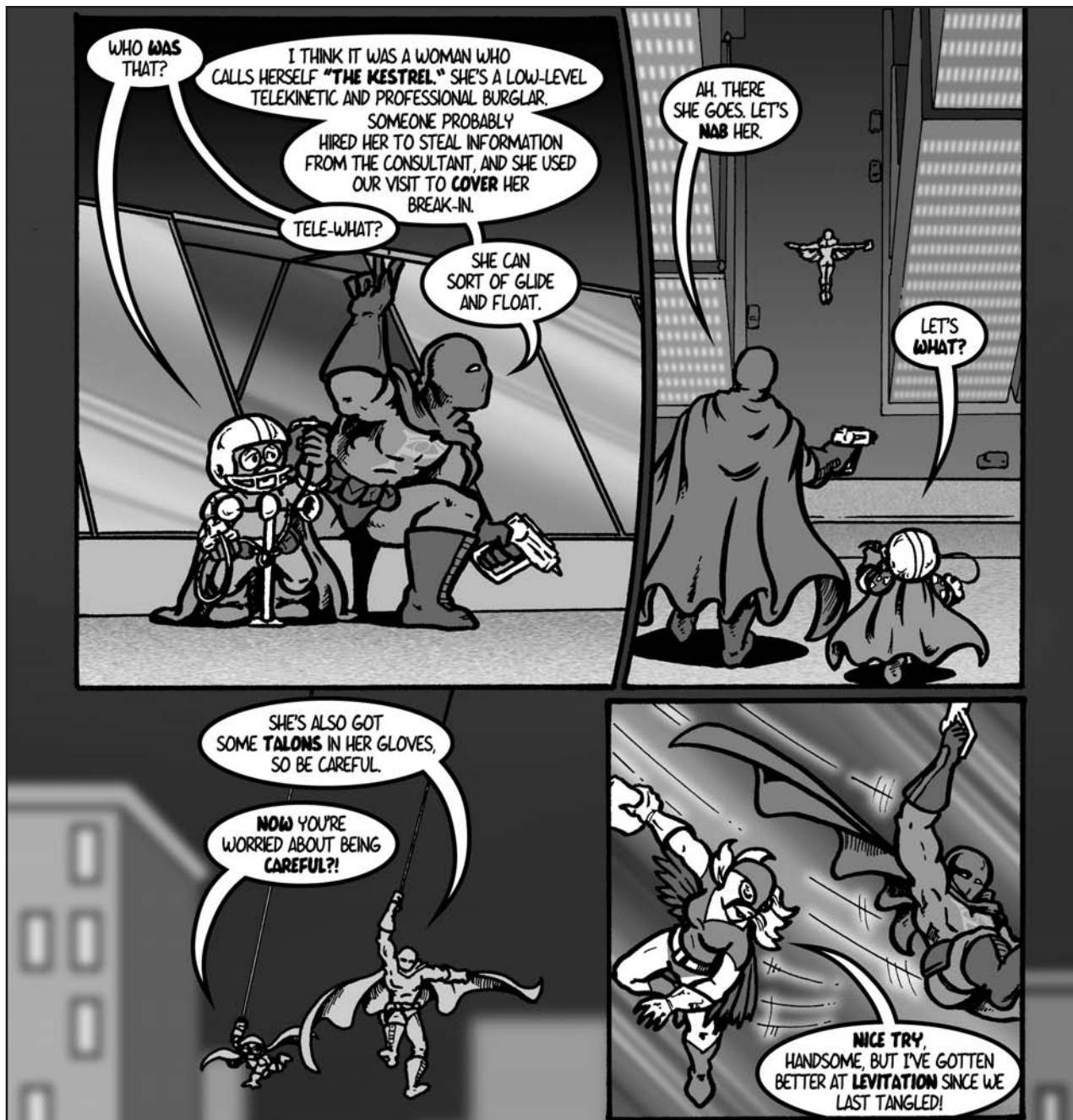
Generic Martial Arts: Martial Block, Martial Dodge, Martial Strike, Martial Throw, Offensive Strike.

Jujutsu: Choke Hold, Martial Block, Martial Disarm, Martial Escape, Martial Grab, Martial Strike, Martial Throw, Sacrifice Throw.

Karate: Killing Strike, Martial Block, Martial Disarm, Martial Dodge, Martial Strike, Offensive Strike.

Kung Fu: Killing Strike, Legsweep, Martial Block, Martial Disarm, Martial Dodge, Martial Escape, Martial Grab, Martial Strike, Martial Throw, Nerve Strike, Offensive Strike.

Wrestling: Choke Hold, Martial Escape, Martial Grab, Martial Throw, Sacrifice Throw.



DETERMINING DAMAGE



depending on the type of Maneuver.

If an attack hits, you must determine how much damage it does. This involves rolling dice. The description of the Power, maneuver, or weapon used indicates the number of dice to roll.

Most damage in the *HERO System* is one of two types: Normal Damage or Killing Damage. Normal Damage is caused by things like punches, clubs, and Energy Blasts; it's intended primarily to Stun the target. Killing Damage is done by things like bullets, swords, and claws; it's intended to injure or kill the target.

DAMAGE CLASS

To make it easy to compare different types of damage, the *HERO System* uses *Damage Classes*, or "DCs." The accompanying table lists the DCs for Normal and Killing Damage.

Damage Classes become important when you add damage to an attack via Martial Maneuvers or the like. A Maneuver that adds +2 DCs to a weapon adds +2d6 to a Normal Damage weapon,

DAMAGE CLASS TABLE

DC	Killing	Normal
1	1 pip	1d6
2	½d6	2d6
3	1d6	3d6
4	1d6+1	4d6
5	1½d6	5d6
6	2d6	6d6
7	2d6+1	7d6
8	2½d6	8d6
9	3d6	9d6
10	3d6+1	10d6
11	3½d6	11d6
12	4d6	12d6
13	4d6+1	13d6
14	4½d6	14d6
15	5d6	15d6
16	5d6+1	16d6
17	5½d6	17d6
18	6d6	18d6
19	6d6+1	19d6
20	6½d6	20d6

...and so forth.

but doesn't add that much to a Killing Damage weapon.

No matter how a character adds damage to an attack, he cannot do more than double the base DCs of the attack. For example, if a character has a sword that does HKA 1d6+1 damage (4 DCs), the most damage he can do with that

NORMAL DAMAGE

Each die for Normal Attack	BODY done
1	0 (zero)
2-5	1
6	2

sword is HKA 2½d6 (8 DCs), no matter how strong or skilled he is.

NORMAL DAMAGE ATTACKS

Punches, blunt weapons like clubs, Energy Blasts, and concussion explosions are Normal Damage attacks. This type of damage tends to knock an opponent out (by causing STUN damage) rather than kill him (by causing BODY damage).

For Normal Damage, the total on the dice is the amount of STUN damage the attack does. To determine how much BODY damage it does, look at the numbers rolled on the dice: a 1 is 0 BODY; a 2-5 is 1 BODY, and a 6 is 2 BODY. Thus, a 6d6 Normal Damage attack which rolls 6, 5, 4, 4, 2, and 1 does 22 STUN and 6 BODY. The number of BODY done is usually close to the number of dice rolled.

KILLING DAMAGE ATTACKS

Claws, knives, bullets, and similar attacks do Killing Damage. This type of damage is more likely than Normal Damage to kill an opponent.

For Killing Damage, the total on the dice is the amount of BODY the attack does. To determine the STUN done, the character rolls a *STUN Multiplier* — 1d6-1 (minimum of 1) — and multiplies the result by the amount of BODY done. For example, suppose an RKA 3d6 rolls 3 + 4 + 5 = 12. That's 12 BODY damage. Then you

roll another die for the STUN Multiplier. If it comes up 5, the Multiplier is (5 - 1 =) 4, so the attack does 48 STUN (4 x 12).

TAKING DAMAGE

Now that you know how to dish out damage, here's how to take it.

The *HERO System* distinguishes between two types of defenses: *Normal* (which only apply against Normal Damage) and *Resistant* (which apply against Normal and Killing Damage). Normal Defenses include a character's natural PD and ED; Resistant Defenses include Armor, Force Fields, and PD and ED for which a character has bought Damage Resistance. In Heroic campaigns, Resistant Defense usually indicates some form of armor.

The *HERO System* also distinguishes between *physical* damage (such as punches, bullets, swords, falling, clubs, and so forth) and *energy* damage (such as fire, lasers, most Energy Blasts, and the like). Defenses usually only protect against one type of damage or the other — for example, a character's Physical Defense (PD) only works against physical attacks, and his Energy Defense (ED) against energy attacks.

- If the attack does Normal Damage (fists, clubs, Energy Blasts):
 - Add all applicable forms of Defense — both Normal and Resistant — together to determine the character's total Defense.
 - Subtract the character's total Defense from the STUN damage done by the attack. The remainder is how much STUN damage he suffers.
 - Subtract the character's total Defense from the BODY damage done by the attack. The remainder is how much BODY damage he suffers.
- If the attack does Killing Damage (claws, blades, guns):
 - Determine how much of the character's Defense is *Resistant* (meaning it protects against Killing Damage). Armor, Damage Resistance, Force Field, and Force Wall provide Resistant Defense; so does armor the character wears (chain-mail or plate armor, for example).
 - Subtract the character's Resistant Defense from the BODY damage done by the attack. The remainder is how much BODY damage he suffers.
 - A character's Normal Defenses, including his PD and ED (unless modified by Damage Resistance), *do not* reduce the BODY from Killing Damage,

even if he has Resistant Defenses.

c. If the character has *no* Resistant Defenses, he takes all the STUN damage done by the attack.

d. If the character has any Resistant Defenses, add all applicable forms of Defense — both Normal and Resistant — together to determine his total Defense. Subtract his total Defense from the STUN damage done by the attack. The remainder is how much STUN damage he suffers.

3. If the attack does No Normal Defense (NND) damage:

a. If the character has the applicable defense, he takes no damage at all.

b. If the character does not have the applicable defense, he takes all the damage.

Some Advantages, such as *Armor Piercing*, *Penetrating*, or *Hardened*, may affect how damage applies to defenses.

EFFECTS OF DAMAGE

There are four major effects of damage: Stunning; Knockout; Injury; and Death.

STUNNING

If the amount of STUN damage a character suffers from a single attack (after subtracting his defenses) is less than his CON, he suffers no additional effect — he just loses the STUN.

If the amount of STUN damage a character suffers from a single attack (after subtracting his defenses) is greater than his CON, he loses the STUN and is *Stunned*. A Stunned character's DCV instantly drops to to $\frac{1}{2}$. At the end of the Segment, any of his Powers which are not Persistent, and any Skill Levels of any type, turn off. The character can do nothing until he recovers from being Stunned (though he still gets his free

Post-Segment 12 Recovery).

Recovering From Being Stunned

A Stunned character must take a moment to clear his head. This is called *recovering from being Stunned*.

Recovering from being Stunned requires a Full Phase, and is the only thing the character can do during that Phase. A character can recover from being Stunned in the Segment in which he was Stunned if he had a Phase in that Segment and had not yet acted that Phase. When he recovers from being Stunned, the character's DCV returns to normal, but he doesn't gain back any of his lost STUN.

If a character has to recover from being Stunned in his Phase, but takes damage in that Segment prior to when his Phase begins, he cannot recover from being Stunned that Phase. He must try to do so on his next Phase instead.

KNOCKOUT

If the amount of STUN damage a character suffers from a single attack or multiple attacks (after subtracting his defenses) is greater than his STUN, he is Knocked Out. A character who is Knocked Out has OCV 0, DCV 0, and ECV 0, and any attack that hits him does 2x STUN. At the end of the Segment, any of his Powers which are not Persistent turn off.

To regain consciousness, a Knocked Out character must take Recoveries (page 161) — in fact, that's all he can do until he wakes up (though he cannot take a Recovery in the same Segment when he was Knocked Out, even if he has a Phase). But if he's deeply unconscious, he may not get to take a Recovery every Phase (see accompanying table). When the character's Recoveries make his STUN total positive, he wakes up and can take whatever Actions he wants to. However, his END total in this situation equals his current STUN total; he's put all of his energy into waking up.

INJURY

Characters who take BODY damage suffer appropriate injuries based on the attack being used — cuts, broken bones, wounds, burns, and other such unpleasantries.

DEATH

A character at or below 0 BODY is dying. He loses 1 BODY each Turn (at the end of Segment 12). Death occurs when, either due to attacks or to loss of BODY per Turn, he has lost twice his original BODY (*i.e.*, when he reaches a negative BODY score equal to his starting positive BODY).

KNOCKBACK

In superheroic combat, attacks are so powerful they knock the characters all over the battlefield. To reflect this, characters can do *Knockback* (KB).

To determine how much Knockback a character suffers from being hit, the attacker rolls 2d6 (+1d6 if the attack is *Armor Piercing*, does *Killing Damage*, uses *Martial Arts*, or the target uses *Clinging*; -1d6 if the target is in the air or in zero gravity). Because PS238 metaprodigies are little kids and don't weigh very much, an attacker rolls -1d6 for Knockback when attacking them.

Finally, the attacker subtracts the total rolled from the amount of BODY rolled on the attack dice.

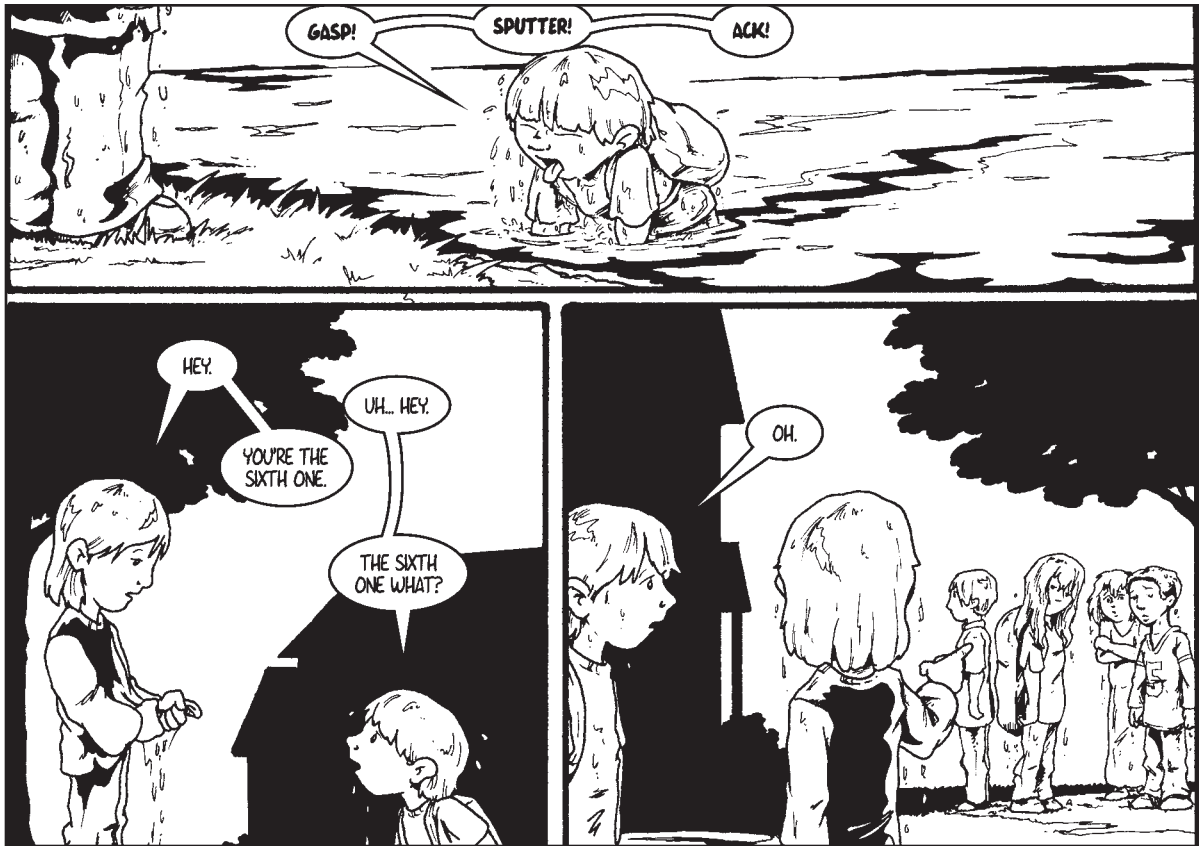
If the result is negative, no Knockback occurs; the defender remains where he was standing before the attack.

If the result is 0, the character is *Knocked Down*. He must spend a Half Phase in his next Phase getting to his feet or reorienting himself.

If the result is positive, the target is *Knocked Back* that many inches. If he hits a solid object (like a wall or a tree), he takes a number of dice of Normal Damage equal to the inches of Knockback. If he hits nothing, he lands on the ground and takes half that much Normal Damage.

RECOVERY TIME

STUN Total	How Often Character Recovers
-0 to -10	Every Phase and Post-Segment 12
-11 to -20	Post-Segment 12 only
-21 to -30	Once a minute only
-31 or more	GM's option (a long time)



RECOVERY



During combat, a character may temporarily lose both STUN and END. To reflect the body's recuperative capacity, each character has a *Recovery* (REC) Characteristic.

Characters use REC to regain STUN and END. This is known as "Recovering" or "taking a Recovery." When a character Recovers, add his REC to his current STUN and END totals.

Characters get to Recover in two situations. First, after Segment 12 each Turn, all characters (even Stunned ones) get a free *Post-Segment 12 Recovery*. This Recovery occurs automatically (unless

the character is holding his breath or deeply unconscious).

Second, a character may choose to take a Recovery as his Action in any of his Phases. Taking a Recovery is a Full Phase Action, reduces the character's DCV by half, and occurs at the end of the Segment (after all other characters who have a Phase that Segment have acted).

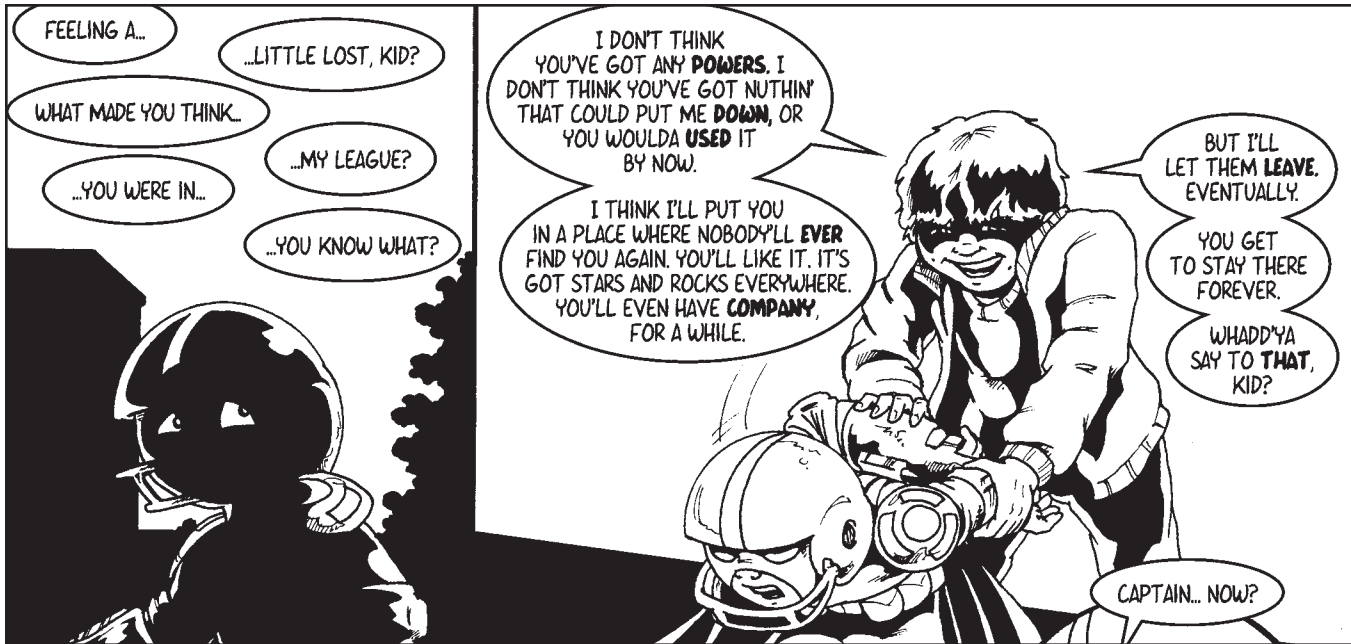
If a character takes damage from an attack in the Segment in which he takes a Recovery, the Recovery fails; he gets no STUN or END back and has wasted his Phase.

HOLDING BREATH AND DROWNING

A character who holds his breath does not get to Recover, even on Post-Segment 12. He also expends a minimum of 1 END per Phase. If he runs out of END, he can spend STUN as END at the rate of 1d6 STUN per "2 END" used. If he runs out of STUN, he starts to lose BODY at the rate of -1 BODY per Phase until he dies.

RECOVERING BODY

Injured characters Recover their REC in BODY per month. The GM can proportion this BODY over the course of the month if desired. Hospital care or advanced medicine may as much as double the healing rate; poor or unsanitary conditions may as much as halve it.



PRESENCE ATTACKS

Powerful individuals are impressive — impressive enough to make others stop and listen, or even obey commands. The *HERO System* simulates this with *Presence Attacks*.

A Presence Attack is an attempt to influence one or more targets. It affects everyone who can hear it, provided it's intended for them. It can make an opponent hesitate or surrender, convince a

bystander to offer assistance, intimidate a prisoner into confessing, or make someone run away in fear.

To perform a Presence Attack, a character rolls 1d6 for every 5 points of PRE he has (plus any dice added or subtracted by modifiers). Compare the total on the Presence Attack dice to the defender's PRE or EGO (whichever is higher) using the Presence Attack Table.

PRESENCE ATTACK MODIFIERS

Modifier Situation or Character's Action

- 1-2d6 Inappropriate setting
- 1d6 In combat
- 1d6 At a disadvantage (e.g., captured)

Presence Attack conflicts with target's Psychological Limitation

- 1d6 Moderate Psychological Limitation
- 2d6 Strong Psychological Limitation
- 3d6 Total Psychological Limitation

Reputation Disadvantage contrary to Presence Attack

- 1d6 8- Reputation
- 2d6 11- Reputation
- 3d6 14- Reputation
- 4d6 Extreme Reputation

Presence Attack agrees with target's Psychological Limitation

- +1d6 Moderate Psychological Limitation
- +2d6 Strong Psychological Limitation
- +3d6 Total Psychological Limitation
- +1d6 Exhibiting a Power or superior technology
- +1-3d6 Violent action
- +1-3d6 Good soliloquy
- +1-2d6 Appropriate setting
- +2d6 Target is in partial retreat
- +4d6 Target is in full retreat/has been captured

PRESENCE ATTACK TABLE

Presence Attack is

Target's PRE or EGO

Effect of Attack

Target is impressed. He hesitates enough so that the attacker may act before him this Phase, or receives +5 PRE only for purposes of resisting contrary Presence Attacks made that Phase. Target is very impressed. He hesitates as above, and only performs a Half Phase Action during his next Phase. He considers very deeply what the attacker says, and may comply with requests or obey orders which seem worthwhile to him. He receives +5 PRE only for purposes of resisting contrary Presence Attacks made that Turn.

Target's PRE or EGO +10

Target's PRE or EGO +20

Target is awed. He will not act for 1 Full Phase, is at ½ DCV, and possibly will do as the attacker commands. If he is friendly, he is inspired and may follow the character into danger; he will comply with most requests and obey most orders. He receives +10 PRE only for purposes of resisting contrary Presence Attacks made that Turn.

Target's PRE or EGO +30

Target is cowed. He may surrender, run away, or faint. He is at 0 DCV, and will nearly always follow commands. If he is friendly, he becomes inflamed, and will follow character into any danger, comply with virtually any request, or obey virtually any order.

EXAMPLE OF COMBAT



Here's an example of the way combat works.

Coach Rockslide has set up a special "basketball" game in the gym to help his students develop their reflexes... including combat reflexes. The "ball" is a metal sphere designed by Herschel Clay that uses antigravity to float in mid-air (it doesn't move under its own power, it just floats). At either end of the gym is a holographic ring. A player has to knock the ball through the ring to score a point. Hitting the ball requires an Attack Roll against DCV 4; putting the ball through the goal requires another Attack Roll against DCV 3. He can't pick up and carry the ball; he has to hit it with his hands, a power, or a weapon to move it. Players are allowed to attack each other instead of just hitting the ball, and may Abort their Action to perform a "defensive maneuver" to block the goal.

The first match: Captain Clarinet versus Emerald Gladiator!

SEGMENT 12

The combat begins on Segment 12, so both characters have a Phase. Captain Clarinet is DEX 15, Emerald Gauntlet is DEX 12. Therefore Captain Clarinet goes first. Both characters are on the ground at opposite ends of the gym floor. The gym floor is 20" long, and the ball is floating above "center court" 3" in the air. The ceiling is 6" above the floor.

Captain Clarinet has Flight 20". He flies into the air, making a Half Move of 10" to reach the ball, and tries to hit it. He has OCV 5, and the ball is DCV 4, so he needs an $11 + 5 - 4 = 12$ or less to

succeed. He rolls an 8 and hits it! He has STR 40. He rolls 8d6 for damage: 6, 5, 3, 3, 3, 3, 2, 1. That adds up to 26 STUN, but since the ball is an unliving object it doesn't take STUN damage. Only the BODY damage, and the Knockback resulting from it, are going to matter. The roll does $2 + 1 + 1 + 1 + 1 + 1 + 1 + 0 = 8$ BODY. Captain Clarinet would ordinarily roll 2d6 to determine Knockback, but the ball is "flying" (-1d6) and only weighs as much as a kid (-1d6). That's -2d6, which means the Knockback done will always equal the BODY rolled on the dice. Now Captain Clarinet has to make an Attack Roll to see how well he aimed the ball. He has OCV 5 and the goal has DCV 3, so he has to roll $11 + 5 - 3 = 13$ or less to hit the ball accurately. He rolls an 11, so the ball moves 8" straight in the direction of the goal... but unfortunately for him, the goal is 10" away, so he comes up 2" short. This Segment he spent 4 END for his STR and 2 END to make a Half Move with his flying, so he's at -6 END.

Now it's Emerald Gauntlet's turn. Since his Telekinesis is much stronger than he is himself, he decides to stay on the ground instead of flying and just let his gauntlet do all the work. He activates his Force Field, then creates an "Emerald Fist" to smack the ball with. He has a base OCV of 4 from his DEX, and he has +2 Combat Skill Levels with his *Emerald Gauntlet* Elemental Control that he also wants to put into OCV, giving him a final OCV of 6. That means he needs an $11 + 6 - 4 = 13$ - to hit the ball. With a roll of 12, he succeeds! He has 20 STR Telekinesis, so

he rolls 4d6 for damage and gets a good roll: $6 + 6 + 4 + 2 = 6$ BODY damage to move the ball. He rolls $11 + 6 - 5 = 12$ - to aim for his goal, but he rolls a 13 and misses. The GM randomly determines that it moves at an angle that aims it above and to the left of the goal. It's now 6" back toward his goal. He used 0 END for his Force Field and 3 END for his Telekinesis, so he's at -3 END. Neither he nor Captain Clarinet took any STUN damage.

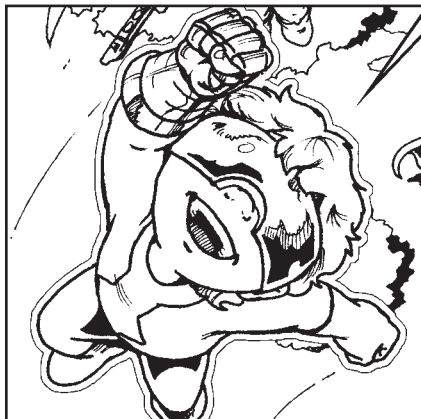
POST-SEGMENT 12

After Segment 12, both heroes-to-be get a Post-Segment 12 Recovery. No one's taken any STUN, but both of them have used END, so they add their REC to their END. Since they both have REC scores higher than the amount of END they used the last Turn (12 and 5, respectively), both of them are back at full END.

SEGMENT 4

Both Captain Clarinet and Emerald Gauntlet have SPD 3, so they each have Phases in Segments 4, 8, 12. Captain Clarinet goes first. Unfortunately for Emerald Gauntlet, the ball is now just 8" away from the Captain's goal. Captain Clarinet makes a Half Move of 2" to reach the ball. He successfully hits it and rolls 6, 6, 4, 3, 3, 2, 1, 1 for damage — 8 BODY. That's 8" of Knockback, enough to knock the ball through his goal if he aims right. He has to roll $11 + 5 - 3 = 13$ - to do so. With a roll of 8 he puts the ball squarely through the goal and scores one point. That cost him 4 END for STR plus 2 END for a Half Move with Flight, or -6 END.

Coach Rockslide ceases play until the ball hovers back to mid-court, then signals for Emerald Gauntlet to take his action. Realizing that he doesn't have any hope of moving the ball faster than the much-stronger Captain Clarinet, he decides to go on the offensive. He attacks Captain Clarinet by forming an



“Emerald Cage” around him (*i.e.*, he uses his Entangle power). He has OCV 6 (including his CSLs) versus Captain Clarinet’s DCV 5, so he needs to roll $11 + 6 - 5 = 12$ to hit him. A 10 succeeds, and Captain Clarinet finds himself trapped! Emerald Gauntlet rolls 3d6 for his Entangle and gets $6 + 4 + 2 = 4$ BODY for the Entangle. That cost him 3 END.

SEGMENT 8

Determined to break free, Captain Clarinet exerts his full STR against the Emerald Gauntlet’s cage. He doesn’t have to roll to hit it, he just needs to roll the damage: 6, 5, 5, 3, 2, 2, 1. That’s 8 BODY. The Entangle has 3 DEF plus 4 BODY, which means 8 BODY is enough to get past the DEF and still do enough damage to destroy it. Captain Clarinet is free! However, the GM rules that breaking free took his entire Action, so he can’t do anything else. Breaking free cost him 4 END for his STR.

With his opponent distracted, Emerald Gauntlet tries to score a goal. He hits the ball, doing $6 + 3 + 3 + 1 = 4$ BODY, moving it 4”. He succeeds with his Attack Roll to aim it, so the ball is now 6” from his goal and on target. Hitting the ball cost him 3 END.

SEGMENT 12

Captain Clarinet decides to get the game back on track by giving the ball a good whallop. He makes a Half Move to the ball... and rolls a 16, a miss! He spends 2 END for his Flight and 4 for his STR, for -6 END; he’s now at -16 END overall.

Emerald Gauntlet presses his advantage. Again he succeeds with his Attack Roll, and then gets lucky and rolls really well for damage: $6 + 6 + 4 + 3$, or 6 BODY. His aiming roll succeeds as well, so the ball moves the remaining 6” to his goal and he scores! The score is tied at 1-1.

POST-SEGMENT 12

Captain Clarinet spent 16 END this turn and has REC 12, so after he takes his Post-Segment 12 Recovery he’s still down 4 END from his maximum. Emerald Gauntlet spent 9 END total and has REC 5, so he’s also down 4 END.

SEGMENT 1

<<RRRRINNNNG!>>

“There’s the bell! Game over!”

“Awwwww!”



CHAPTER EIGHT:



THE
ENVIRONMENT

LIVING IN A DANGEROUS WORLD

The environment is often a source of danger for daring characters. They can fall off cliffs, be struck by lightning, or get mauled by wild animals. However, characters can affect the environment, too — primarily by

breaking and smashing things which get in their way.

The following tables and text describe a few common circumstances and the damage (or other effects) characters might suffer from them.

ELECTRICITY

Power Type	Insulated	Poorly Grounded	Well Grounded
Household Current	1d6 S	2d6	1d6 K
Heavy Household Current	3d6 S	5d6	2d6 K
Light Industrial Current	5d6 S	8d6	3d6 K
Heavy Industrial Current	7d6	11d6	4d6 K
High Tension Line	9d6	14d6	5d6 K
Automobile Spark Plug	2d6 S	5d6	2d6 K
Lightning Bolt	5d6 S	10d6	4d6 K+

S: STUN only damage

K: Killing Damage

Well Grounded includes standing in water or holding onto a metal pipe stuck into the ground. Insulated includes flying, standing on a rubber mat, or wearing a special insulating suit. The rest of the time, the character is probably Poorly Grounded.

FIRE TABLE

Fire Type	Heat Damage	Other Damage
Torch	1 pip — 1d6 K	+2d6 HA
Lantern, Flaming Oil	1 pip — 1d6+1 K	
Wood or House Fire	1 pip — 2d6 K	0-2d6 NND (Smoke)
Oil or Chemical Fire	1 pip — 3d6 K	0-3d6 NND (Smoke)
Electric Burner/Heater	½-1d6 K	
Superheated Steam	2-3d6 K	10d6 Normal (physical), if in blast
Boiling Oil or Tar	2-4d6 K	
Molten Metal	4d6 K	14d6 Normal (physical)
Blast Furnace	6d6 K	12d6 Normal (physical), if in furnace
Rocket Exhaust	6-8d6 K	18d6 Normal (physical)
Acetylene Torch	2d6 K AP	
Oxy-Hydrogen Torch	2½d6 K AP	
Laser Torch	3d6+1 K AP	
Plasma Torch	4d6 K AP	

AP: Armor Piercing

K: Killing Damage

NND: No Normal Defense (STUN only)

CHEMICALS

Type Of Chemicals	Damage
Diluted, Weak	½d6 per Segment
Diluted, Strong	2d6 per Segment
Concentrated, Weak	1d6 per Segment
Concentrated, Strong	4d6 per Segment

The damage indicated on the table is Normal Damage, NND, but it does BODY. The defenses are to be covered by a substance which the chemicals will not affect (like a chemical-proof sealed suit) or to have a PD Force Field (or other Power that keeps the chemicals from touching the character).

FALLING

On planets with a gravity similar to Earth's, an object's velocity increases by +5" each Segment due to the acceleration of gravity. The additional acceleration is applied before the character moves. Thus, when an object begins to fall, it starts with a velocity of 5". An object that is beginning its fifth Segment of falling will have a velocity of 25" (the 20" from the fourth Segment, plus an additional 5"). The maximum velocity based on gravity is 30"/Segment.

Segments Since Fall Began	Total Current Velocity	Distance Fallen
1	5"	5"
2	10"	15"
3	15"	30"
4	20"	50"
5	25"	75"
6	30"	105"
7	30"	135"
8	30"	165"

...and so forth

Falling Damage: Short falls (10" or less) cause 1d6 Normal Damage per 1" fallen. A character who falls 10" or more takes 1d6 Normal Damage for every 1"/Segment of velocity he has at the time he strikes the ground (the "Current Velocity" listed in the Falling Table). A successful Breakfall roll halves falling damage, but don't forget the standard -1 per 2" fallen penalty to the roll.

Dropped Objects: Determine how many dice of damage a dropped object would take if it fell to the character's position. The character takes that many dice of damage, to a maximum of the object's DEF+BODY.

BREAKING THINGS



Many fights inevitably involve property damage. What would a barroom brawl be without smashed chairs?

In the *HERO System*, every object has a Defense (DEF) value and a BODY total. The object's DEF works like a character's PD and ED, and is Resis-

tant. The BODY an object has depends on its size, shape, weight, and durability. Objects don't have STUN; only the BODY damage they take matters. The Object Table lists the DEF and BODY for some common objects.

If a character uses an object as a weapon, the maximum amount of damage he can do with it equals its combined DEF+BODY — if he tries to do additional damage, the object simply breaks.

OBJECT TABLE

Material or Object	DEF	BODY			
Doors			Vehicles		
Airlock door	8	7	Armored car	8	18
Interior wood door	2	3	Automobile	3	15
Interior spaceship door	6	4	Bicycle	3	2
Exterior wood door	4	3	Helicopter	3	14
Metal fire door	5	5	Hovercraft	5	14
Safe door	10	9	Jetpack	4	4
Large vault door	16	9	Motorcycle	3	11
Furniture			Plane, Light	3	13
Computer, personal	2	2	Plane, Twin engine	3	15
Furniture, light wood	3	3	Plane, Multi-engine	3	19
Furniture, heavy wood	4	5	Railroad car	6	15
Furniture, plastic	2	3	Spaceship, small	10	10
Furniture, steel-reinforced	5	5	Spaceship, medium	10	20-40
Glass	1	1	Spaceship, large	15	30-80
Glass, reinforced	2	1	Submarine	10	20
Hearth/fireplace	5	10	Tank (front armor)	20	
Lamp post (breakaway)	5	3	Tank (side, top, rear, bottom)	16	19
Locks			Truck or bus	4	17
House door lock	3	2	Walls		
Magnetic lock	5	3	Armored wall	13	7
Padlock	4	3	Brick wall	5	3
Machinery			Concrete wall	6	5
Light machinery	5	4	Home inside wall	3	3
Medium machinery	7	6	Home outside wall	4	3
Heavy machinery	9	8	Reinforced concrete wall	8	5
Spacesuit	2	3	Spaceship interior wall	8	6
Outdoor Items, Misc.			Wooden wall	4	3
Awning	3	1	Weapons		
Boulder (single)	5	13	Heavy weapon	6	8-9
Bushes	2	2	Pistol	4	3-4
Cobblestone, single	4	4	Rifle	4	5-7
Dirt (per hex)	0	10	Sword	4	4-6
Flagpole (breakaway)	4	2	Very large heavy weapon	6	12
I Beam (per 2m length)	9	8	Miscellaneous		
Manhole cover	9	5	Barrel	3	6
Railroad tracks	4	5	Control console (per hex)	4	4
Roadway (.5m thick)	5	11	Drum, 55-gallon, steel	4	6
Stone (per hex)	5	19	Wooden crate (1" square)	4	7
Telephone pole	5	5			
Trees					
Small tree (less than 1")	4	5			
Medium tree (less than 5")	5	8			
Large tree (5" or more)	5	11			





CHAPTER NINE:



EQUIPMENT

VEHICLES



This chapter provides rules for vehicles and weapons in the *HERO System*. Characters who need a fancy gun or a cool car can find it here — and if they can't find what they're looking for, they can build their own.

Equipment is built with Character Points, using the rules for each particular type of equipment as described below. Characters have to buy them with Character Points. For a vehicle, a character pays the second (lower) cost listed in the *Cost* column of the Vehicle Table. For a weapon, look at the column labeled "A/R Cost" (Active/Real Cost). The number to the right of the slash, the Real Cost, is what a weapon costs a character (or he can simply build the weapon himself using Powers like *Hand-To-Hand Killing Attack* and Limitations like *Focus*).

As indicated in the accompanying table, Vehicles have the following Characteristics and attributes:

Size: The length and width of the Vehicle for game purposes. This does not include the wings on airplanes or the rotors of helicopters, nor indicate precise real-world measurements. It's mainly used to determine the DCV modifier and the like.

DCV: The DCV modifier for the Vehicle. The larger a Vehicle is, the easier it is to hit.

Mass (KB): The mass of the Vehicle when empty and its Knockback modifier.

STR: The maximum lifting Strength of the Vehicle. The Vehicle can lift this much in addition to itself; its Mass does not count against its lifting total (use the Encumbrance rules, page 154, to determine if a vehicle is too overloaded to move at full speed). Vehicles' STR does not cost END to use.

DEF: The DEF of the Vehicle. If the defense is listed as #/#, the first number is the defense from the front, the second number is the defense from the sides, bottom, top, and rear. If the defense is in brackets, it is Hardened.

BODY: The amount of BODY the Vehicle can take before it stops running. To destroy a Vehicle completely, you must do two times the listed BODY.

DEX: The maximum effective DEX a character can use when driving the Vehicle (see *Using Vehicles*).

SPD: The maximum effective SPD a character can use when driving the Vehicle (see *Using Vehicles*).

MOVE: The Vehicle's inches of movement and its Noncombat velocity multiple. For example, a Vehicle with a Move of 25"x4 can move at 25" and has a x4 Noncombat velocity multiplier. Vehicles' movement does not cost END to use.

A Vehicle has the mode(s) of movement appropriate for its Type: cars and other ground vehicles have Running; air vehicles have Flight; and so forth.

MAX: The maximum amount of inches the Vehicle can travel in one full Turn at Noncombat Movement velocities.

Cost: The cost of the Vehicle, expressed as Active Points/(points divided by 5). A character who pays Character Points for a Vehicle pays the second cost.

USING VEHICLES

Vehicles move just like characters: they have a SPD, Combat Movement velocity, and Noncombat Movement velocity. However, some special rules apply.

Vehicles have a base movement in inches. This movement is the number of inches the vehicle can move at Combat Movement velocity in a single Phase; a vehicle can travel more quickly if it moves at Noncombat velocity (which of course reduces the vehicle's OCV to 0 and halves its DCV). A vehicle's Phases derive from its SPD, just like a character. A vehicle with a SPD 4 moves on Segments 3, 6, 9, 12.

A vehicle can only be driven on the *lower* of its SPD or the driver's SPD. If the Vehicle has a higher SPD than its driver, it's too responsive for him to use to its full potential; if his SPD is higher, the vehicle simply can't keep up with his reaction time. In either case, either the driver or the vehicle has to Hold its Actions as appropriate to keep the vehicle moving properly.

VEHICLES IN COMBAT

A vehicle must use the *lower* of its DEX or its driver's DEX to determine its base CV.

VEHICULAR DCV

After determining a vehicle's CV from its DEX, apply its DCV Modifier from size to determine its final DCV.

In most cases, vehicles are driven at Noncombat velocity, so they have half their DCV. They only have their full DCV when driven at Combat velocities.

The driver's skill (or lack thereof) may also modify a vehicle's DCV. If the driver does not have Combat Driving (or Piloting for aircraft), the vehicle is at ½ DCV regardless of velocity (however, you can only halve the vehicle's DCV once, so an untrained driver driving at Noncombat velocity still only halves the vehicle's DCV).

Damage To Vehicles

Vehicles which take damage slowly fall apart. Each time a vehicle takes BODY from an attack, the GM should roll on the Vehicle Damage Table to determine the effects:

When a vehicle has lost all of its BODY it falls apart or otherwise becomes inoperable. If a vehicle takes twice its BODY, it's completely destroyed.

VEHICLE DAMAGE TABLE

d6	Vehicle Loses
1	One 2x Noncombat Movement multiplier
2	5" of Combat Movement
3	Vehicle's largest Power
4	10 STR
5	5 DEX
6	1 SPD

VEHICLE AND PASSENGER ATTACKS

Determine a vehicle's OCV from the DEX it can use, just like its DCV. If the driver has Combat Driving (or Piloting), the vehicle has its full OCV; if he does not have Combat Driving, halve the vehicle's OCV.

Use the vehicle's OCV for attacks with weapons built into the vehicle, and for ramming (Move Through) and side-swipe (Move By) attacks.

The driver or passengers may make their own attacks with their own weapons or Powers; they act on their own Phases and DEXs. All such attacks suffer an automatic -2 OCV penalty — it's hard to aim in a moving vehicle. The driver suffers an additional -1, since he has to devote some of his attention to controlling the vehicle. If the driver has made any Combat Driving (or Piloting) rolls at more than a -1 modifier that Segment to control or maneuver his vehicle, all attacks he or his passengers make suffer an additional -1 modifier.

VEHICLE TABLE

Name	Size	DCV	Mass (KB)	STR	DEF	BODY	DEX	SPD	Move	MAX	Cost	Notes
Miscellaneous Cars												
Compact	2.5"x1.25"	-2	1.6t (-4)	30	3	14	15	3	24"x4	288"	84/17	
Midsized	2.5"x1.25"	-2	1.6t (-4)	30	3	14	15	3	25"x4	300"	86/17	
Full-Size	3.2"x1.6"	-3	3.2t (-5)	35	3	15	10	2	36"x4	288"	93/19	
Limousine	3.2"x1.6"	-3	3.2t (-5)	35	3	15	10	2	34"x4	272"	89/18	
Pickup Truck	2.5"x1.25"	-2	1.6t (-4)	40	3	16	15	3	25"x4	300"	98/20	
Sports Utility Vehicle	2.5"x1.25"	-2	1.6t (-4)	35	4	15	15	3	23"x4	276"	94/19	1
Van	3.2"x1.6"	-3	3.2t (-5)	35	3	15	10	2	30"x4	240"	81/16	
Small Truck	4"x2"	-4	6.4t (-6)	40	4	16	10	2	15"x8	240"	58/12	
Semi (w/o trailer)	5"x2.5"	-4	12.5t (-7)	45	4	17	10	2	14"x8	224"	62/13	
Tractor-Trailer	8"x4"	-6	50t (-9)	55	4	18	10	2	15"x8	240"	73/15	
Armored Car	4"x2"	-4	6.4t (-6)	45	8	18	10	2	14"x8	224"	76/15	
Police Car	2.5"x1.25"	-2	1.6t (-4)	30	3	14	15	3	27"x4	324"	101/19	2
Sportscars												3
Chevrolet Corvette ZR-1	2"x1"	-2	800kg (-3)	25	3	13	20	4	31"x4	496"	117/20	
Jaguar XJS	2"x1"	-2	800kg (-3)	25	3	13	22	4	24"x4	384"	107/18	
Porsche 928S	2"x1"	-2	800kg (-3)	25	3	13	23	4	28"x4	448"	119/21	
Motorcycles												4
Harley-Davidson	1.25"x.64"	-0	200kg (-1)	15	4	13	18	4	27"x4	432"	100/20	
Kawasaki ZX-11 C Ninja	1.25"x.64"	-0	200kg (-1)	15	3	11	23	4	30"x4	480"	112/22	
Military Land Vehicles												
HMMWV "Humvee"	2.5"x1.25"	-2	1.6t (-4)	35	4	15	15	3	15"x4	180"	67/13	5
M1 Abrams MBT	8"x4"	-6	50t (-9)	55	[20/16]	19	10	2	9"x8	144"	463/88	6
M113A2 APC	5"x2.5"	-4	12.5t (-7)	45	9/6	17	10	2	7"x8"	112"	163/28	7
Civilian Air Vehicles												
Boeing 747	8"x4"	-6	50t (-9)	55	3	19	15	3	50"x8	1200"	14½/8	
Gen. Aviation Aircraft	2"x1"	-2	800kg (-3)	25	3	13	15	3	34"x4	408"	87/17	
Helicopter	2.5"x1.25"	-2	1.6t (-4)	30	3	14	15	3	27"x4	324"	90/18	
Learjet Century III	4"x2"	-4	6.4t (-6)	40	3	16	20	4	48"x8	1536"	144/29	
Military Air Vehicles												8
F-15E Eagle	8"x4"	-6	50t (-9)	55	3	19	25	5	100"x50	5000"	468/89	9
AH-1S HueyCobra	4"x2"	-4	6.4t (-6)	40	9	16	20	4	24"x4	384"	316/58	10
AH-64 Apache	4"x2"	-4	6.4t (-6)	40	15	16	23	4	33"x4	528"	363/68	11
Boats												
Speedboat, medium	3.2"x1.6"	-3	3.2t (-5)	35	3	15	17	3	27"x2	162"	58/12	
Yacht, medium	6.4"x3.2"	-5	25t (-8)	50	3	18	10	2	24"x2	96"	47/9	

NOTES

1. Sports Utility Vehicles have +2 to Combat Driving, Only To Counteract Terrain Modifiers (-1) (costs 3 points).

2. Police Cars include Radio, Siren/Light Bar, and possibly various police weapons.

3. All Sportscars have Distinctive Features.

4. A Motorcycle's DEF is bought with the Limitation *Does Not Protect Rider* (-½). All Motorcycles have three Skill Levels with their Ground Movement (costs 6 points) to reflect their excellent handling.

5. The HMMWV (High Mobility Multipurpose Wheeled Vehicle; "Humvee") is the U.S. Army's modern all-purpose vehicle. Depending on its equipment, it can function as an ambulance, communications center, cargo transport, and so forth. It can also be equipped to carry weapons (the listed Humvee has none).

6. This M1 Abrams Main Battle Tank has a crew of four. It has Distinctive Features. It is armed and equipped with a main gun (105mm cannon, RKA 8d6, Explosion, 55 Charges), two 7.62mm machine guns (RKA 2d6+1, Autofire (10), +1 STUN Multiplier; 11,400 Charges), one 12.7mm machine gun (RKA 3d6, Autofire (10), +1 STUN Multiplier; 1,000 Charges), smoke generators, NBC protection, and a nightvision system.

7. The M113A2 APC (Armored Personnel Carrier) has a crew of 2 and can carry up to 11 soldiers. It is amphibious. It has Distinctive Features. The standard model is equipped with a .50 machine gun (RKA 3d6, Auto-

fire (10), +1 STUN Multiplier; 2,000 Charges); the M113A2 can be reconfigured for many different types of missions and weapons.

8. Military planes have Distinctive Features. Most have common equipment including an ECM system (+4 DCV), ejection seat, infrared sensors, life support, 360-Degree Radar with +10 versus Range Modifiers, and HRRP.

Military helicopters have Distinctive Features. If the moving rotors hit something, they will do ½d6 Killing Damage for every 10" of Flight.

9. The F-15E Eagle jet fighter flies at about Mach 2.5. It has Distinctive Features. It is equipped with Sidewinder and Sparrow missiles and a 20mm machine gun (RKA 4d6 Autofire (10), +1 STUN Multiplier; 940 Charges); they can carry an additional 16,000 pounds of ordinance (such as about four more Sparrow missiles).

10. The AH-1S HueyCobra is equipped with eight TOW missiles, a 7.62mm minigun (RKA 2d6+1, Autofire (10), +1 STUN Multiplier; 500 Charges), a 40mm grenade launcher (RKA 2½d6, Explosion, 300 Charges), and can carry a variety of other weapons. It also has IR sensors, radar, and HRRP.

11. The AH-64 Apache has four hardpoints. This allows it to carry four pods of four Hellfire missiles, four 19-tube 2.76-inch rocket launchers, or some combination of the two. It also has a 30mm (RKA 4½d6, Autofire (10), AP, 1,200 Charges). It also has IR sensors, radar, and HRRP.

WEAPONS AND ARMOR



Weapons can improve a character's accuracy, his ability to do damage, or both. Armor, of course, helps to keep the character from getting hurt in the first place. Armor's not common in *PS238 RPG* campaigns, since most metaprodigies have super-powers to protect themselves with, but a few characters might wear it.

Characters in *PS238 RPG* campaigns must pay Character Points for any weapons or armor they want. However, this means they automatically know how to use them; they don't have to buy a Skill like Weapon Familiarity.

Wielding weapons costs Endurance, but the END cost depends on the STR used with the weapon (if any). For example, if a character has 20 STR and wields a broadsword, he spends 2 END

every Phase he uses it.

WEAPONS TABLES

The accompanying tables, and the notes which follow, describe a wide variety of weapons in *HERO System* terms.

KEY AND NOTES FOR WEAPONS TABLES

1½H, 2H: One-And-A-Half-Handed Weapon and Two-Handed Weapon. Most weapons only require one hand; some require two. A One-And-A-Half-Handed Weapon ordinarily requires two hands,

WEAPONS TABLE

HAND-TO-HAND WEAPONS

Weapon	OCV	Damage	STUNx	A/R Cost	Notes
Axe, Battle	+0	2d6	0	45/15	1½H
Club	+0	4d6N	—	30/11	
Dagger	+0	1d6-1	0	24/9	Can Be Thrown
Quarterstaff	+1	4d6N	—	35/11	
Spear	+0	1½d6	0	50/18	Can Be Thrown
Sword	+0	1d6+1	0	30/11	
Whip	+0	½d6	0	37/13	Range of 3"; can Grab

RANGED WEAPONS

Weapon	OCV	RMod	Damage	STUNx	Shots	A/R Cost	Notes
Bow	+0	+0	1½d6	0	10 RC	44/12	2H
Crossbow	+0	+1	1½d6	0	10 RC	47/11	2H, ‡
Throwing Knife	+0	+0	1d6	0	4 RC	22/7	
Revolver (.38)	+0	+0	1d6+1	0	6	20/5	
Automatic Pistol (.45)	+1	+0	2d6-1	+1	7	39/10	
Submachine Gun	+2	+0	1d6+1	0	30	45/15	AF5
Rifle	+1	+2	2d6+1	+1	8	55/14	2H
Assault Rifle	+2	+1	2d6	+1	30	73/22	AF5
Shotgun	+1	+0	2½d6	+1	5	55/11	2H
Blaster Pistol	+1	+0	9d6N E	—	32	84/24	
Laser Pistol	+1	+0	2d6 APE	+0	32	72/21	
Blaster Auto Rifle	+1	+2	12d6 N E	—	64	131/35	AF5, 2H
Laser Auto Rifle	+1	+2	3d6 APE	+0	64	123/33	AF5, 2H

but a character can wield it in one hand by increasing its STR Min (see below) by +2.

AF5: Autofire up to 5 shots

AF10: Autofire up to 10 shots

AP: Armor Piercing

Bipod, Mounted: These weapons require a bipod or mount; they are Bulky Foci

E: Energy damage

EX: Explosion

Long: Long Weapon; provides +1" reach

Mounted: Weapon must be mounted on a tripod or vehicle

N: Normal Damage (all other weapons do Killing Damage)

NND: No Normal Defense

RC: Recoverable Charges

‡: Extra Time (1 Phase to reload between shots; -¾)

OCV

A modifier to the character's OCV when he uses the weapon.

RMOD

A modifier to the weapon's accuracy at Range. Positive values help to offset the standard Range Modifier; negative values add to it. RMod can never raise a character's base OCV, it can only counteract (or add to) Range Modifier penalties.

DAMAGE

The damage done by the weapon. Unless the damage has the N (Normal Damage) notation, the weapon does Killing Damage.

STUNX

The STUN Multiplier for Killing Damage weapons. A "0" indicates no modifier, meaning a normal 1d6-1 STUN Multiplier.

SHOTS

The number of rounds of ammunition the weapon typically comes with. Characters can usually acquire more ammo if necessary. Only one round of ammunition can be thrown/shot in a Phase; when the weapon runs out, the character must reload.

A/R COST

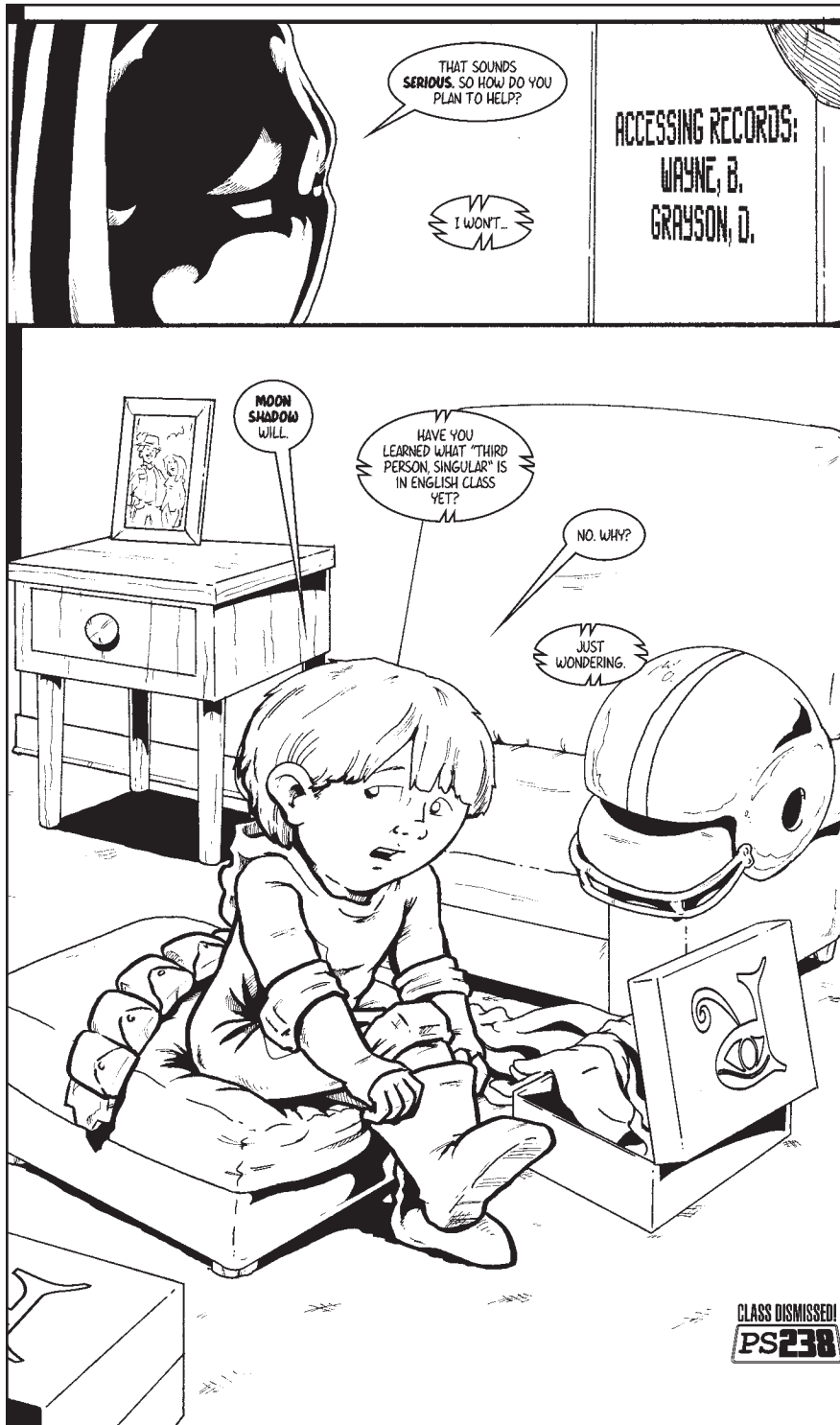
The Active Point/Real Point cost of the weapon. Characters in Superheroic campaigns pay the Real Point cost to have the weapon.

NOTES

This catch-all category includes any information not listed elsewhere.

EXPLOSIVES

Explosive	Damage	Notes
Fragmentation Grenade	2d6 EX	Thrown; Range Based On STR
Concussion Grenade	6d6 N EX	Thrown; Range Based On STR
Dynamite (1 stick)	5d6 N EX	
Dynamite (2 sticks)	6d6 N EX	
Dynamite (4 sticks)	8d6 N EX	
Nitroglycerine (1 Liter)	12d6 N EX	
Gas Tank (12 Liters)	15d6 N EX	
Plastic Explosive (1 block)	15d6 N EX	
Mortar Round	4d6 EX	
Howitzer Round	5d6 EX	Loses 1 DC per 2 hexes
Heavy Bomb	6d6 EX	Loses 1 DC per 3 hexes



ARMOR AND SHIELDS

Characters may want to wear armor and carry shields to partially or wholly protect themselves from damage. Personal armor can range from a policeman's kevlar vest to a knight's plate cuirass. Most armor functions as both PD and ED Armor, meaning it's Resistant Defense.

ARMOR TYPES TABLE

Fantasy Armor	Defense
Boiled Leather	3
Chain	6
Full Plate	8
Modern Armor	Defense
Light Kevlar	5
Kevlar	9
Heavy Kevlar	11
Science Fiction Armor	Defense
Light Reflect	+3 ED
Full Reflect	+6 ED
Advanced Polymers	12
Plasteel	15

The Defense provided by armor works like the Power Armor, and adds to both PD and ED.

SHIELD TABLE

Shield	DCV	A/R Cost
Small Shield	+1	5/2
Normal Shield	+2	10/4
Large Shield	+3	15/5

A HERO SYSTEM GLOSSARY



Aborting An Action: Taking an Action early to do something defensive. See page 151.

Action: Any act a character can perform during a Phase (*q.v.*).

Active Points: The total cost of a power after all Adders and Advantages are applied (without reducing the cost via Limitations or other modifiers). For example, an Energy Blast 8d6 has 40 Active Points (8 x (5 points per d6)); an Energy Blast 8d6, AP has 60 Active Points ((8 x (5 points per d6)) x 1.5). Also referred to as *Active Cost*.

Adder: An improvement to a Power which costs a flat amount of points, rather than multiplying the cost like an Advantage does. For example, doubling the Noncombat velocity of a Movement Power costs +5 Character Points.

Advantage: A modifier applied to a Power to make that Power more useful or effective. This increases the cost of the Power.

AP: Armor Piercing, an Advantage.

Attack Action: An Action requiring or involving an Attack Roll (*q.v.*). See page 151.

Attack Roll: The roll made to determine if an attack hits the target. The player rolls 3d6 and must get a number less than or equal to $11 + \text{Attacker's OCV} - \text{Defender's DCV}$ to hit.

Base: Refers to a Characteristic, Skill, or Power at its lowest or most primary level, without any additional modifiers, bonuses, Adders, Advantages, and so forth. For example, “base CV” means CV calculated by dividing DEX by 3, without adding any bonuses from Combat Skill Levels or other sources. “Base Points” means the Character Points each character receives “for free” at the beginning of the game, which he supplements by taking Disadvantages.

BODY:

(1) A Characteristic representing how much injury a character can withstand before dying.

(2) See *Count The BODY*.

BOECV: Based On Ego Combat Value, an Advantage.

Breakout Roll: The roll made by the victim of certain Mental Powers to resist or break free from the effects of those Powers. See page 110.

Characteristic: One of a character’s innate physical or mental capabilities, such as Strength, Intelligence, or Speed. See page 83.

Characteristic Roll: A roll, similar to a Skill Roll, derived from a Characteristic using the formula $(9 + (\text{CHAR}/5))$, used to determine whether a character can accomplish certain tasks.

Character Points: The points used to create a character by purchasing Characteristics, Skills, Talents, and Powers. See page 82.

Combat Movement: Moving while trying to present a difficult target and seeking out targets to attack. A character using Combat Movement gets his full OCV and DCV, but moves more slowly than one using Noncombat Movement (*q.v.*).

Combat Value: See *CV*.

CSL: Combat Skill Level.

CV: Combat Value, determined by dividing your DEX by 3 and applying any modifiers from Combat Maneuvers, equipment, surprise, and the like. For Mental Powers, use Ego Combat Value (ECV), calculated by dividing your EGO by 3 and applying any modifiers.

CV is divided into Offensive Combat Value (OCV) and Defensive Combat Value (DCV). OCV and DCV both equal to CV, but modifiers may affect them differently. Similarly, ECV is divided into Offensive ECV (OECV) and Defensive ECV (DECV), which equal ECV.

For more information on calculating CVs, see page 152.

d6: A six-sided die.

DC: Damage Class, a rating of an attack’s effectiveness. See page 159.

DCV: Defensive Combat Value. See *CV*.

DECV: Defensive Ego Combat Value. See *CV*.

DEF: Defense, meaning both Physical Defense (PD) and Energy Defense (ED). Commonly used to refer to the Defense

value of things like walls, vehicles, Entangles, inanimate objects in general, and the like. DEF is Resistant.

Delay An Action: See *Held Action*.

Disadvantage: A drawback, complication, or ongoing problem a character suffers from. Taking Disadvantages (such as having a Social Limitation or a DNPC) limits a character, but also fleshes him out and makes him more fun to play. Furthermore, Disadvantages provide more Character Points to build the character with.

DNPC: Dependent Non-Player Character, a *Disadvantage*.

EB: Energy Blast, a Power.

EC: Elemental Control. See *Power Framework*.

ECV: Ego Combat Value. See *CV*.

ECV Attack Roll: The roll made to determine if a mental attack hits the target. The player rolls 3d6 and must get a number less than or equal to $11 + \text{Attacker's OECV} - \text{Defender's DECV}$ to hit. Alternately, $\text{OECV} + 11 - 3d6$ is the DECV you hit. See pages 153-54.

ED: Energy Defense.

Effect Roll: The roll made to determine the effect of a Mental Power on a target. See page 110. In a more generic sense, it can also mean the roll made to determine the effect of any Power.

Elemental Control: A type of Power Framework (*q.v.*) through which several Powers with common special effects are bought.

Experience Points: Character Points awarded during a campaign to reflect characters’ accomplishments and players’ roleplaying skills. Experience Points are spent to improve existing abilities and learn new ones.

Figured Characteristics: See *Characteristics Framework*. See *Power Framework*.

Full Move: Moving more than half of your inches of movement.

Full Phase: An Action which requires a character’s entire Phase to perform. The character may take no other Actions that Phase. Examples of Full Phase Actions include using more than half of your inches of movement, taking a Recovery, recovering from being Stunned, changing a Clip of ammunition, or attacking before making a Half Phase Action.

Gadget Pool: A type of Power Pool that lets a character create and use many different types of Gadgets.

GM: Gamemaster — the director, referee, and arbiter of a roleplaying game session.

HA: Hand-To-Hand Attack (a Power).

Half Move: Moving up to half of your inches of movement.

Half Phase, Half Phase Action: An Action which only requires half a Phase to perform (in other words, a character can perform two Half Phase Actions per Phase). Half Phase Actions include using up to half of your inches of movement, or opening a door. Attacks only take a Half Phase if made after performing any other type of Half Phase Action.

Hand-To-Hand Combat (HTH): Combat between characters who are standing in the same or adjacent hexes. Usually HTH Combat involves punching or melee weapons such as swords, not attacks which work at range (such as guns or energy blasts).

Held Action: An Action not taken on the character's DEX in a Phase, but instead "held" or delayed until a later DEX or Segment for some reason. See page 150.

Hex: A standard unit of measurement in the game — a six-sided area one inch (25mm) across on a map, representing an area 2 meters across (approximately 6.5 feet). Hexes are used to measure range, movement, and areas in *HERO System*.

HKA: Hand-To-Hand Killing Attack (a Power).

Holding An Action: See *Held Action*.

HRRP: High Range Radio Perception, an Enhanced Sense.

HTH: Hand-To-Hand Combat (*q.v.*)

IAF: Inobvious Accessible Focus, a type of Limitation.

IIF: Inobvious Inaccessible Focus, a type of Limitation.

Inch: A standard unit of measurement in the game, also called a Hex (*q.v.*)

IPE: Invisible Power Effects, an Advantage (see page 30).

KA: Killing Attack.

Killing Damage: The damage done by Killing Attacks, such as bullets, knives, claws, and the like. To determine it, roll the dice. The total on the dice is the amount of BODY the target takes. To determine the STUN damage done, roll 1d6-1 (minimum of 1) and multiply the BODY done by the number rolled. Only Resistant Defense protects against Killing Damage. For complete information, see page 159.

Knockback (KB): Being knocked backward by the force of an attack, a possible effect of being hit in combat. See page 160.

Knocked Out: Unconscious. A character is Knocked Out when he loses all of his STUN due to damage from attacks. See page 160.

KS: Knowledge Skill.

Limitation: A modifier applied to a Power which makes that Power less useful, or restricts its use in some way. This reduces the cost of the Power. A Power with a Limitation has been "Limited."

Line Of Sight: The method by which characters target Mental Powers. See *Mental Powers*, page 109.

LOS: Line Of Sight (*q.v.*)

Magic Pool: A type of Power Pool that lets a character create and use many different types of Superpowers defined as mystic spells and arcane powers.

NCI: Noncombat Influence. See *Hunted*, page 142.

NND: A No Normal Defense attack; an attack with that Advantage (see page 130).

Noncombat Movement: Moving without trying to present a difficult target or seeking targets to attack so as to achieve higher speeds. Characters using Noncombat Movement are at ½ DCV, 0 OCV.

Nonplayer Character: A character played by the GM, with whom Player Characters interact.

Nonresistant: Normal Defenses (*q.v.*) — defenses which do not protect against Killing Damage.

Nontargeting Sense: A Sense which a character cannot use to locate targets in combat. Nontargeting Senses include Hearing, Smell, and Taste. See *Targeting Sense*.

Normal Damage: The damage done by most attacks, including Energy Blasts, fists, clubs, and the like. To determine it, roll the dice. The total on the dice is the amount of STUN the target takes. The BODY is determined by looking at the numbers rolled: every 1 rolled does 0 BODY, every 2-5 rolled does 1 BODY, and every 6 rolled does 2 BODY. (Thus, the number of BODY done is usually close to the number of dice rolled.) Normal Damage is affected by both Normal and Resistant Defenses. See page 159.

Normal Defenses: Defenses which protect against Normal Damage, but not against Killing Damage. See page 159.

NPC: Nonplayer Character. See *Character*.

OAF: Obvious Accessible Focus, a type of Limitation.

OCV: Offensive Combat Value. See *CV*.

OEVCV: Offensive Ego Combat Value. See *CV*.

OIF: Obvious Inaccessible Focus, a type of Limitation.

OIHID: Only In Heroic Identity, a Limitation which simulates a Power which only works when the character is in a specific identity or form.

PC: Player Character (*q.v.*)

PD: Physical Defense.

PER Roll: Perception Roll, a roll made to see if a character perceives something with one of his Senses. A character's base PER Roll is (9+(INT/5)) or less.

Phase: A Segment (*q.v.*) on which a character can perform an Action. A character's SPD determines his Phases. See also *Full Phase*, *Half Phase*, and *Zero Phase Action*.

Player Character: A character created by, and whose actions are controlled by, one of the players.

Post-Segment 12: A period between Turns which takes no time. After each Segment 12, a Turn ends, and in the Post-Segment 12 period before the next Turn begins, characters automatically get to take Recoveries.

Power: When capitalized (Power), this term signifies a game element described on pages 104-28. Characters purchase Powers with Character Points and use them to build powers (not capitalized) — any superhuman or unusual ability a character may possess. Characters also use Powers to build equipment and minor special abilities.

Power Framework: Power Modifiers which change the way a character's Powers are grouped, structured, and/or bought. The Power Frameworks are Elemental Controls (ECs) and Multipowers (MPs), and for some characters Power Pools. See pages 137-39.

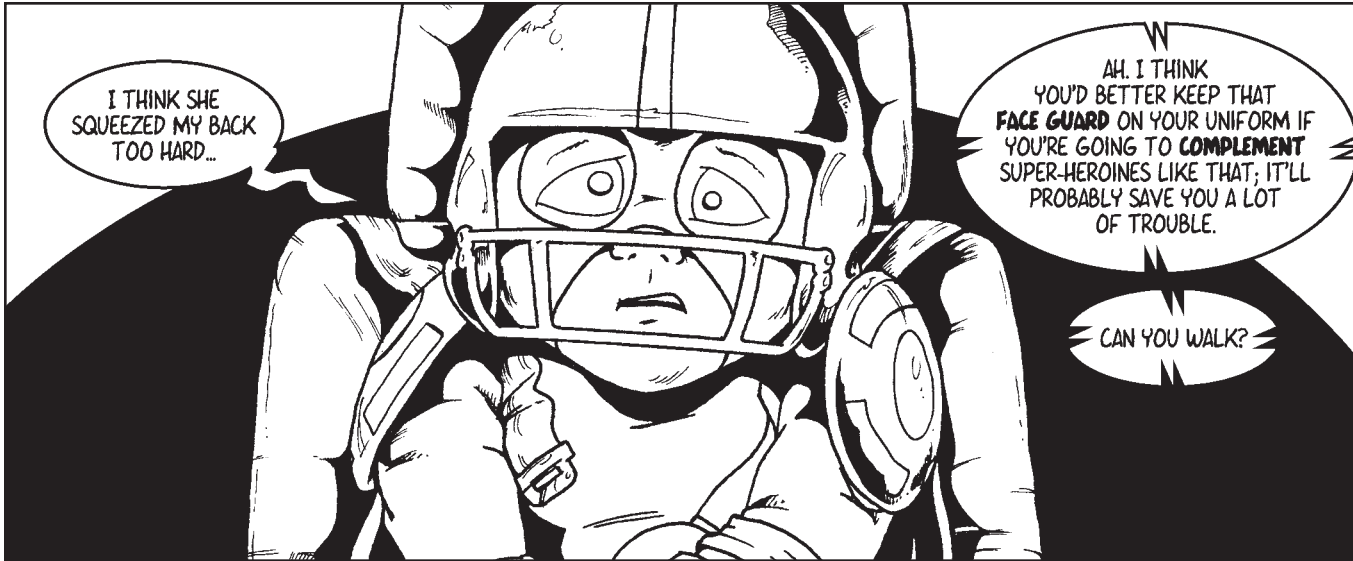
Power Pool: A type of Power Framework used to create Gadget Pools and Magic Pools. See page 139.

Primary Characteristics: See *Characteristics*.

PS: Professional Skill.

Ranged Combat: Combat which takes place at any distance beyond HTH Combat range and involves the use of ranged attacks such as firearms, energy bolts, arrows, or thrown knives.

Range Modifier: A penalty to an Attack Roll which represents how much more difficult it is to hit targets far away from you. The further away you are from a target, the greater the Range Modifier (and thus the worse the penalty). The Range Modifier also applies to PER Rolls.



Real Points: The final cost of a power after all Advantages and Limitations are applied — the actual number of points the character spends to buy the power. For example, an Energy Blast 8d6 bought with the Limitation *OAF* costs 20 Real Points (a base of 40 Active Points, subject to a -1 Limitation). Also referred to as *Real Cost*.

Recovery:

1. A Characteristic (REC) which measures how fast a character Recovers from taking damage.
2. An Action in which a character gets back his REC worth of STUN and END. All characters get an automatic Recovery in Post-Segment 12. This is also called “taking a Recovery.”

Resistant Defenses: Defenses which protect against Killing Damage. See *Killing Damage*, *Normal Defenses*.

RKA: Ranged Killing Attack.

RSL: Range Skill Levels. See page 91.

Segment: The smallest unit of time in the game, equal to 1 second. There are 12 Segments in a Turn. A Segment on which a character can act is one of that character’s *Phases* (*q.v.*).

Skill: A learned ability or body of knowledge which the character possesses. Examples include the ability to pick locks, drive a car, or know all about lit-

erature. Characters purchase Skills with Character Points.

Skill Versus Skill Contest: A method for resolving competing actions. The character taking action makes a Skill Roll, and if he succeeds, the character opposing him has a -1 to his Skill Roll for every 1 point the first character made his roll by.

Slot: One of the powers within a Power Framework. For example, a Multipower with Energy Blast, Killing Attack, Flight, and Force Field has four slots, one with each power.

Special Effects: The defining features of a power or maneuver, chosen by the player. Special effects determine how a power or maneuver is used, what Advantages and Limitations it has, and so forth. Examples of special effects include Fire, Weather, Sound, Gadget, Mutant Powers, Cosmic Energy, or Electricity. An Energy Blast defined as projecting a bolt of flame at the target would have a Fire special effect. See page 104.

SS: Science Skill.

Stunned: A character becomes Stunned when he takes more STUN damage from a single attack than he has points of CON. See page 160.

Taking A Recovery: See *Recovery*.

Talents: Weird and unusual abilities which some characters possess. Examples include Ambidexterity, Eidetic Memory, and Lightning Reflexes.

Targeting Sense: A Sense which a character can use to detect the exact location of targets in combat (and therefore attack them at no penalty). For normal humans, Sight is the only Targeting Sense. See page 148.

TF: Transport Familiarity, the Skill of driving or piloting various types of vehicles. See page 93.

Time Chart: A chart in the game used to determine the effects of powers and abilities which work over long periods of time. See page 88.

Turn: A unit of time in the game equal to 12 seconds. Each second is called a Segment.

Value: The number defining a Characteristic or Advantage.

WF: Weapon Familiarity, the Skill of using various types of weapons. See page 93.

Zero Phase Action: An Action which takes so little time that it can be performed at the beginning a Phase or after a character makes a Half Phase Action, but not after performing a Full Move or making an attack. Zero Phase Actions include turning a Power on or off or switching slots in a Multipower.

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APPLICATION FOR MINIONHOOD

I, _____ do hereby put forth my desire to become a loyal minion of (circle one) **Zodan / VonFogg**. My worthiness and destiny of either glorious servitude or humiliating destruction will be determined by the answers to the following questions. Check all that apply:

1. I want to become a minion of (circle one) **Zodan / VonFogg**, future ruler of planet Earth and beyond, because:

- I agree wholeheartedly with my future master's plans.
- I wish to live to see graduation by being "on the winning side."
- I don't want to be disintegrated.
- I'm more of a sniveling toadying follower than a leader.

2. As a minion, I would be willing to fill the following sub-position(s):

- | | |
|--|---|
| <input type="checkbox"/> Secretary | <input type="checkbox"/> Plot implementer |
| <input type="checkbox"/> Intelligence gatherer | <input type="checkbox"/> Cannon fodder |
| <input type="checkbox"/> Light construction | <input type="checkbox"/> Fall guy |
| <input type="checkbox"/> Test subject | <input type="checkbox"/> Research & Development |
| <input type="checkbox"/> Receptionist | <input type="checkbox"/> Trainer |
| <input type="checkbox"/> Henchman, combat | <input type="checkbox"/> Training subject |
| <input type="checkbox"/> Henchman, non-combat | <input type="checkbox"/> Communications |
| <input type="checkbox"/> Disciplinarian | <input type="checkbox"/> Public Relations |
| <input type="checkbox"/> Plot-hatcher | <input type="checkbox"/> TV/VCR repair |
| <input type="checkbox"/> Bootlick | <input type="checkbox"/> Other |

3. What is your favorite aspect of being a minion?

- Salary
- Direction
- Masochism
- Evil Laughter
- Revenge
- Getting to stay up late

4. If you are captured by the enemy, what is the best course of action?

- Trade information for safety.
- Keep my mouth shut and await rescue.
- Actively try to escape.
- Try to destroy enemy facility with no thought to my own safety or local prosperity values.
- Attempt to call parent/guardian to come pick me up.

5. As a loyal minion, you discover that your master is insane. What do you do?

- Try and cure my master with talk therapy.
- Join in the maniacal laughter whenever possible.
- Try to think of "insanity" as another word for "can-do attitude."
- Rejoice that I'm now qualified to work with elected officials.

6. You discover that your master's plans director contradict your moral code. What is your response?

- I do not question the plans. That's against company policy.
- I voice my concerns, and then turn myself in for treason.
- I consider my life up to this point and realize that if morals had been important to me, I probably won't have become a minion in the first place.

7. The enemy has infiltrated your organization and has offered you a bribe to join them. What do you do?

- I turn down the bribe and call security.
- I take the bribe and call security.
- I take the bribe and dispatch them myself, since security will take the bribe for themselves.
- I take the bribe, dispatch them myself, and tell security I'll report them for letting the enemy in, unless they offer me a larger bribe.

8. As a minion, you would be given a code name. What would you prefer to be the determining factor in that name?

- Physical attributes
- Personality traits
- Talents and abilities
- Fear generation in others
- Whatever amuses my wise, all-knowing superiors

9. What is the greatest asset you think you could bring to our organization?

- Monetary assets
- Technical skill
- Physical strength
- Intellectual prowess
- Blind loyalty
- People like me
- People fear me
- People fear liking me
- I'm sneaky
- I'm stealthy
- I don't eat a lot
- I know something about somebody
- Somebody owes me for something
- Something is after somebody, and I know who
- Somebody's something is missing, and I know where it is
- Other

I hereby pledge that all the above information is true upon pain of something horribly unpleasant happening to me.

Signature: _____ Date: _____

Please submit this form to your new fearless leader. This is only a preliminary inquiry, and follow-up interviews and forms should be expected. Be prepared for physical tests as well as medical sampling to take place.

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