

# LIVING LEGENDS

THE SUPERHERO ROLE-PLAYING GAME



JEFF  
-DEE-  
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# Living Legends™

## The Superhero Role-Playing Game

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# 1.0 INTRODUCTION

## 1.1 Living Legends

Living Legends is a superhero role-playing game.

## 1.2 Role-Playing Games

A role-playing game is a game in which the players take on the roles of specific well-defined individuals (player-characters, or PCs) and maneuver them through a continuing series of adventures.

The adventures which characters go through are set up by a separate, non-playing judge or "game master" (abbreviated GM). The GM plays the roles of all the characters and creatures which the PCs may happen across (these are non-player characters or NPCs). Also, the GM acts as the ultimate and impartial judge in any rules disputes. It is the GM's job to keep the story running smoothly, the rules working fairly, and the players entertained-- hopefully to everyone's mutual enjoyment.

The ultimate goal is to have fun and to cooperatively create entertaining stories. However, it is common for PCs to develop higher and higher levels of physical, political, social, or intellectual power over the course of many adventures. This is partly as a reward for players' participation, and partly in the interest of the story. People get better with practice in real life, and thus so do characters in a role-playing game.

## 1.3 This Game

Living Legends is a universal set of role-playing rules. Rules and background material are provided for running Superhero games. Experienced GMs may generate new material on their own to suit the type of game they wish to run. For the novice GM, sourcebooks will be published providing the information needed to adapt these rules to a number of different genres.

## 1.4 What Is A Superhero?

The most widely recognized definition is probably "a comic-book character in tights who uses weird powers to fight crime". But how accurate is that?

Many characters we recognize as superheroes have appeared on film, in radio dramas, in literature, on stage, and even in role-playing games, instead of in comics. Likewise, many characters who appear in comic books are not superheroes.

Superheroes are always visually distinctive, but not always because they wear tights or a mask. For example, a certain green gamma-ray powered behemoth often goes around wearing only the tattered remnants of whatever pants he had on when he changed. Likewise, not all characters who wear tights (or masks, or capes) are superheroes.

Most superheroes have powers, but some characters we recognize as superheroes have no powers at all. For example, a certain caped nocturnal detective gets by on his skills and fancy equipment alone. Likewise, not every character with weird powers is a superhero.

Crime fighting is very common among superheroes, but it's not strictly necessary. A comic-book character who wore tights and used weird powers to save people from natural disasters would still be recognized as a superhero, even if they never lifted a finger against any actual crooks. Not everyone who fights crime is a superhero, either!

So it's possible to be a superhero without meeting one or more of these conditions. For the purposes of this game, a superhero is defined as:

*any larger than life character who regularly performs heroic deeds and is visually distinctive*

A character may be larger than life by having weird powers or extraordinary abilities, or merely by being involved in grand adventures of heroic proportions. Characters such as action heroes and monsters can be larger than life without being superheroes. But if a character is not larger than life, then they cannot be called a superhero.

Superheroes regularly perform heroic acts. This may include anything from fighting crime or averting disasters. Just risking your life isn't enough. An act is only heroic if you're risking your life for the sake of some greater good. If a character does not regularly perform heroic deeds, then they are not a superhero.

A character is visually distinctive if they are immediately recognizable by anyone who has seen them before. This may be due to a uniform or costume they wear when on duty, or because of bizarre physical features, or some badge of office such as a distinctive emblem or artifact. If a cinematic version of the character was played by different actors in different films, but you still knew exactly what character they were on first glance, then they could be considered a superhero.

## 1.5 What Else Do I Need?

Each player should have a pencil, eraser, and scrap paper. The GM will find it useful to keep a notebook, preferably a ring binder with pockets inside, for storing information about the game - much of which must be kept secret from the players.

One component needed for play that is not available at a typical office supply outlet are the polyhedral dice used in this and many other role-playing games. Living Legends requires at least one of each of the following: a 4-sided die, a 6-sided die, an 8-sided die, a 10-sided die, a 12-sided die, and a 20-sided die.

Many role-playing gamers find it convenient to use miniature figures or cardboard counters to represent the characters in scale on the tabletop. Miniatures can be found at any hobby store that carries gaming equipment. Counters can be easily made from 1" squares of sturdy white cardboard, with portraits of the characters added by hand.

## 1.6 Using The Dice

Living Legends uses polyhedral dice, and so a few explanatory notes on the use of polyhedral dice are added here for new players.

The letter "d" followed by a number is an abbreviation commonly used to denote the type of die rolled. The number denotes the number of sides; d4 means a four-sided die, d6 means a six-sided die, etc.

Four-sided dice have three numbers on each face, and the number on the edge against the table is the one read; this will be the same on all three visible sides. Because of their sturdy squat shape, d4s do not tumble very well. Roll them from a reasonable height with a bit of spin to avoid doubts.

Six-, eight-, ten-, and twelve-sided dice are all pretty straightforward to use. A few old twenty-sided dice are numbered from 0-9 twice; to use these as d10s, read the 0 as a 10.

The rules sometimes call for d100 or "percent" rolls. These are made by rolling two d10s, reading 10's as 0's, and treating the first die as the "tens" digit and the second die as the "ones" digit. A roll of "00" yields 100.

Living Legends also calls for d2s and d3s. These are just special rolls using the d6. For a d2 simply roll a d6 and call odd rolls "one" and even rolls "two". To simulate a d3, roll a d6 and call 1-2 a "one", 3-4 a "two", and 5-6 a "three".

The result of a "d1" roll is always ONE.

In some instances multiple dice must be rolled and added together. For example, 3d10 indicates that three 10-sided dice should be rolled, then these numbers are added together to obtain the die-roll result.

On other occasions die rolls must be made with a modifier. d6+2 means roll a six-sided die and add two to the result. 2d8-1 means roll two eight-sided dice, total them, and then subtract one from the result.

## 1.7 Online Support

You can find errata, source material, conversion notes, adventures, and other resources on Living Legends web site:

[www.io.com/unigames/ll.html](http://www.io.com/unigames/ll.html)



## 2.0 CHARACTER GENERATION

To play Living Legends you need a character. To act as the GM for a Living Legends game, you need a whole lot of characters! Each player creates their own character, while the GM creates any NPCs. This chapter shows you how to create them.

If you are not already familiar with the Living Legends rules, you may wish to read Chapters 7 and 10 for a full explanation of the underlying game mechanics before you begin creating your character.

### 2.1 Character Points

All of the abilities a character has must be paid for with Character Points or "CPs". The number of CPs a player gets to build their character with depends on the 'power level' of the campaign the GM is running.

Power Level	Initial CPs
Incompetent Normal	40
Normal	50
Experienced Normal	60
Low Powered	80
Standard	100
High Powered	140

Characters can also accept Weaknesses, which are disadvantageous traits that limit a character's effectiveness. Weaknesses provide more CPs with which to purchase the character's abilities. The number of points worth of Weaknesses that a character may take is also limited by the campaign's power level.

Power Level	Weakness CPs	Maximum CPs
Incompetent Normal	20	60
Normal	25	75
Experienced Normal	30	90
Low Powered	40	120
Standard	50	150
High Powered	70	210

High Powered, Standard, and Low Powered power levels are all suitable for Living Legends superheroic campaigns. The other power levels are provided as examples. GMs are free to construct NPCs on any number of CPs. No NPC may have weaknesses in excess of 1/2 of their Initial CPs.

### 2.2 Character Creation

There are two basic methods for building characters: random rolls and deliberate construction. Both methods involve spending CPs. Deliberate construction gives you direct control over the character's abilities, while random generation is available as an option if you don't already have an idea for the type of character you want to play.

The following tables can be used if you want to roll up a character randomly. If you prefer to choose all of your character's abilities, we still recommend that you follow along with these tables to make sure you've thought about all of the important elements which go into making a good character.

You don't have to create your character entirely at random, or entirely by choice. While rolling randomly, you may see something that you definitely want. Go ahead and pick it! Likewise, while constructing your character deliberately, you may have trouble deciding what to pick next. Go ahead and roll randomly! You may also freely discard or re-roll abilities you've rolled randomly, reduce or discard some abilities to free up points you can use to improve other abilities, and so on.

#### Playing Yourself

Most superhero stories take place in modern times, raising the obvious question... where are 'you' while all these super-powered heroes are out saving the world? Sitting on your behind around a crowded gaming table? It doesn't have to be that way. If you want, you can say that your superhero character is an alternate-world version of YOU! To pursue this option, simply pick your own nationality, age, weight, skills, identity, and so on during character generation.

## 2.2.1 Basic Characteristics

Living Legends characters have 6 Basic Characteristics or "BCs": Physique, Reflex, Deftness, Intellect, Cool, and Vitality. BCs cost 1 CP per point.

**Physique (PHYS)** stands for a character's physical strength (STR), which is used when calculating the character's Carrying Capacity and unarmed damage roll, leaping distance, throwing distance, and other abilities related to sheer muscle power. PHYS also represents a character's state of health, or constitution (CON), which is used when figuring the character's Hit Points, Hit Point and Stun recovery rolls, and other things relating to the character's physical fitness.

**Reflex (REFL)** represents a character's reaction time (REAC), which is used to determine initiative in combat. REFL also represents a character's ability to dodge attacks (DODG).

**Deftness (DEFT)** indicates a character's overall agility, coordination, and manual dexterity. DEFT is used as the basis for any skills which depend on those abilities.

**Intellect (INTL)** is a measure of a character's overall intelligence and intuition, and is used as the basis for any skills which depend on those abilities. INTL also determines how perceptive a character is (PERC), which is used whenever you have to determine whether the character has noticed something.

**Cool (COOL)** determines a character's overall bravery and self-confidence. COOL is used as the basis for any skills which depend on those abilities. It also represents a character's force of will (WILL), which is used to resist attempts at mind control or other forms of mental domination and to resist one's own mental weaknesses. COOL also indicates the character's physical appearance and attractiveness (APP), which is important when using the seduction skill and when trying to impress others with one's personal appearance in general. Finally, COOL is a measure of a character's charm or charisma (CHA). CHA is the ability to win friends and influence people, and it is used as the basis for any skills which depend on that ability.

**Vitality (VITL)** represents a character's stamina and adrenaline, quantified in the game as energy or (NRG) points. It is also a measure of a character's overall endurance (END), which is used when recovering from strenuous activity.

### 2.2.1.1 Assigning Random BC Scores

Select BCs at random by rolling 1d6 and consulting the following table. If you roll the same BC more than once, ignore the duplicate roll and roll again.

d6 Roll	Basic Characteristic
1	Physique (PHYS)
2	Reflex (REFL)
3	Deftness (DEFT)
4	Intellect (INTL)
5	Cool (COOL)
6	Vitality (VITL)

Assign scores to the randomly selected BCs as indicated on the following table.

Roll	POWER LEVEL					
	Incompetent	Normal	Experienced	Low	Standard	High
First	11	11	11	7	16	22
Second	4	4	11	7	11	16
Third	4	7	4	4	11	16
Fourth	7	7	7	11	7	7
Fifth	7	7	7	11	7	11
Sixth	7	7	7	11	7	11
Total	40	43	47	51	59	83



For example, Carl is generating random BC scores for a Standard power level character. His first d6 roll is a 5, indicating Cool. He assigns a score of 16 to his Cool score. His next roll is a 3, so he assigns a score of 11 to his Deftness score. His third roll is a 4, so he assigns a score of 11 to his Intellect. Since all of his remaining rolls yield BC scores of 7, he can stop rolling and assign 7's to each of his remaining BCs.

Each point in a BC costs 1 CP. The "Total" line on the table shows the total CP cost of your character's BCs.

A character's Score in a BC determines that BC's Level, Effect, and Value. The following table shows the Level, Effect, and Value associated with each random BC score. This is a simplified version of the Universal Table found in Chapter 7.

Score	Level	Effect	Value
1	1	d1	.75
2	2	d2	1.5
4	3	d3	3
7	4	d4	6
11	5	d6	12
16	6	d8	24
22	7	d10	48

For example, a character with an 11 PHYS score has a Level 5 PHYS, a d6 PHYS Effect, and a 12 PHYS value. The character sheet has places to record a character's Score and Effect in each BC.

BC 'Levels' are primarily used as a quick reference when the rules call for adjustments to a character's Effect roll. For example, if a d6 BC Effect (Level 4) is increased by one Level, it becomes a d8 (Level 5).

Effect rolls are made to determine how well a character does. For example, an INTL Effect roll can be made to determine whether a character figures something out, and a PHYS roll is made to determine how much damage a character inflicts in unarmed combat.

The Value column is provided for use when translating real-world measurements into game statistics, and vice-versa. For example, a character's Carrying Capacity (which is discussed below) equals the Value of their PHYS Score x 10 kilograms; a character with an 11 PHYS thus has a Carrying Capacity of 120 kilograms.

## 2.2.1.2 Choosing BC Scores

BCs cost 1 CP per point. Refer to Chapter 7 for a full version of the Universal Table.

The fastest and most efficient way to assign a character's initial BC scores is to spend just enough points to get the Effect roll you want. A score of 7 is all you need for a d4, 11 is all you need for a d6, 16 is all you need for a d8, and so on. BC scores that are not on those break points are a little less cost efficient. So to speed up character generation, decide what Effect roll you want and then buy the lowest BC score that will give you that Effect. You can think of the effect die levels this way:

A score of 4 (which yields a d3 effect roll) is "very poor". The character is weak or stupid or clumsy for a normal human. A normal, healthy human should not have a score of less than 4 in any BC.

A BC score of 7 (which yields a d4 effect) is "average" for a typical human.

A score of 11 (with a d6 effect roll) is "above average". The character is "strong", or "smart" or "agile" - for a regular human.

A 16 score (and d8 effect) is "really good". The character is "very strong", or "a genius" or "graceful" - for a regular human. Olympic-level athletes have BC scores of 16.

A BC score of 22 (d10 effect) is "extraordinary" for a normal human. Olympic gold-medal winners have 22's in their BCs.

A score of 29 (d12 effect) and up is truly superhuman.

Characters designed for different power level campaigns should have different numbers of CPs invested in BCs. Use the following table as a rough guide to the number of CPs characters should have in BCs.

Power Level	BC CPs
Incompetent Normal	40
Normal	43
Experienced Normal	47
Low Powered	51
Standard	59
High Powered	83

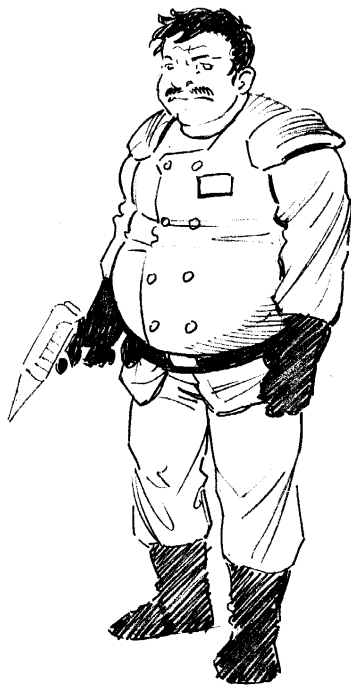
The following table lists the maximum allowed BC Scores for beginning characters of various power levels:

Power Level	Maximum Initial BC Score
Incompetent Normal	15
Normal	21
Experienced Normal	28
Low Powered	45
Standard	66
High Powered	91

### 2.2.1.3 Partial Characteristics

Each Basic Characteristics covers a range of abilities which tend to go together. For example, PHYS represents both strength (STR) and health (CON), which tend to go hand in hand. However, it is possible to emphasize one aspect of a BC over the others by buying a Partial Characteristic. This makes it possible to build characters who are not as healthy as they are strong, or not as strong as they are healthy, for example.

The rules for buying Partial Characteristics are explained in chapter 4 under the descriptions of the "Heightened BC" powers.



## 2.2.2 Place Of Origin

Where (or when) does the character come from? The answer to this question will inspire a wealth of ideas about the character's race, cultural background, and so on.

Each character has an 80% chance of being native to the locale where they are first encountered. So if a character first turns up in Moscow, there is an 80% chance that they are Russian, and a Muscovite. If the character is not a native of their starting locale, roll on the tables in this section to determine their actual place of origin.

d100 Roll	Place Of Origin
01-80	The character is from another well-known part of the world where they are first encountered.
81-85	The character is from a lost or hidden region of the world where they are first encountered.
86-90	The character is from another time period in the history of the world where they are first encountered.
91-95	The character is from another world in the same dimension where they are first encountered.
96-00	The character is from another dimension.

### 2.2.2.1 Known Regions Of The Earth

Roll on the following table if you need to determine the nationality of a character who is from a well-known part of the Earth. If you roll the same region where the character is first encountered, then the character comes from some other part of that same region.

d100 Roll	Place Of Origin
01	Ethiopia
02	Elsewhere in Eastern Africa
03	Malawi*
04	Elsewhere in Central Africa
05	Egypt
06	Elsewhere in Northern Africa
07	South Africa
08	Elsewhere in Southern Africa
09	Nigeria
10	Elsewhere in Western Africa
11-22	China
23-27	Japan
28	Elsewhere in Eastern Asia
29	Bangladesh
30-38	India
39	Pakistan
40-42	Elsewhere in South-Central Asia
43-44	Indonesia
45	Philippines
46	Viet Nam
47	Elsewhere in South-Eastern Asia
48	Turkey
49	Elsewhere in Western Asia
50	Belarus
51-52	Poland
53	Romania
54-59	Russian Federation

d100 Roll	Place Of Origin
60-61	Ukraine
62	Elsewhere in Eastern Europe
63-64	Britain
65	Sweden
66	Elsewhere in Northern Europe
67	Greece
68-69	Italy
70-71	Spain
72	Elsewhere in Southern Europe
73-74	France
75-77	Germany
78	Netherlands
79	Elsewhere in Western Europe
80	Cuba
81	Elsewhere in the Caribbean
82	Mexico
83	Elsewhere in Central America
84-85	Brazil
86	Elsewhere in South America
87-96	United States
97	Canada
98	Elsewhere in North America
99	Australia
00	Elsewhere in Oceania

\* This is a fictitious nation from the Living Legends universe. Malawi is a dictatorship ruled by the super-villain Leo.

### Modern Earthly Species

Roll on the following table to determine the species of any character from a known region of the Earth.

d100 Roll	Species
01-80	Human
81-88	Tech Construct
89-92	Magic Construct
93-98	Monster
99-00	Mixed

The Culture of all characters from known regions of modern-day Earth is Modern.

### 2.2.2.2 Lost Regions Of The Earth

Roll on the following table if you need to determine the nationality of a character who is from a lost or hidden region of the Earth. If you roll the same region where the character is first encountered, then the character comes from some other part of that region.

d100 Roll	Place Of Origin
01-20	The Secret Land. A primordial jungle teeming with dinosaurs and other extinct species, located in the Amazon basin. Roll d100 for species: 01-34 = Cro-Magnon, 35-67 = Neanderthal, 68-00 = Saurid. Culture: Primitive.
21-35	Atlantis. An undersea realm in the north Atlantic. The ancient Atlanteans used genetic engineering to adapt themselves to dwell under water aeons ago, but have since reverted to barbarism. Species: Atlantean. Culture: Primitive.
36-45	Haven. This is a "shore leave" facility for veterans from the Core Wars. It is located in a vast underground dome beneath the American northwest. Roll d100 for species: 01-20 = Tech Construct, 21-80 = Alien, 81-00 = Human. Culture: High Tech.
46-60	Lemuria. A domed city beneath the south Pacific. Its inhabitants are descended from an ancient technologically advanced civilization, who preserved their cities in domes when the island of Lemuria sank. Species: Human. Culture: Mixed.
61-80	Subternia. This is a world-spanning complex of interconnected caverns and tunnels. Subternia is host to a variety of races and cultures. Roll d100 for species: 01-33 = Silicoid, 34-66 = Troglodyte, 67-00 = Monster. Culture: Primitive.
81-00	Other. Make up your own Lost Region, selecting an appropriate Species and Culture type.

### Cro-Magnon

Nearly identical in appearance to modern humans, Cro-Magnon characters tend toward slightly heavier build with a heavy brow. No special abilities.

### Neanderthal

Heavy brows and jaw, and heavily built. Increase the PHYS of a Neanderthal character by one level, reducing their INTL by one level. No special abilities.

### Saurid

A race of intelligent dinosaurs, related to the velociraptor. Increase the REFL of a Saurid character by one level, but decrease their INTL by one level. Saurids get one less random Power roll.

CP Cost	Saurid Abilities
7	Armor (C): 2 vs. All Physical
3	Speed Bonus (V): Move = 13
4	Natural Weaponry (V): +1

### Atlantean

Atlanteans are gilled, green-skinned humanoids with webbed fingers and toes. Increase the VITL of an Atlantean character by one level. Atlanteans get one less random Power roll.

CP Cost	Atlantean Abilities
1	Adaptation (C): Water Breathing
9	Speed Bonus (V): swim 8"

### Silicoid

Silicoids are a race of subterranean beings made of living rock. Increase the PHYS of a Silicoid character by one level, but decrease their REFL by one level. Silicoids get one less random Power roll.

CP Cost	Silicoid Abilities
3	Adaptation (C): Doesn't Breathe
12	Density Increase (C): 7 SR, x7 Mass, Stays Active, Can't Hold Back

### Troglodyte

Powerfully built, blind albino humanoids with excessive body hair. Troglodytes are descended from ancient Neanderthals, who migrated into the lightless depths of the Earth aeons ago. Increase the PHYS of a Troglodyte character by one level, but decrease their INTL by one level.

CP Cost	Troglodyte Abilities
6	Heightened Senses (C): Scent improved to a Full Sense
2	Armor (C): 1 vs. All Physical
6	Stealth (C): +2
4	Natural Weaponry (V): +1
CP Value	Troglodyte Weaknesses
20	Physical Disability: Blind

### 2.2.2.3 Time Periods Of The Earth

Roll on the following table if you need to determine the native time period of a character who is from another time in Earth's history. If you roll the same time period in which the character is first encountered, then the character comes from a different part of that time period.

You may also want to re-roll to determine whether the character is a native of the region where they were encountered (albeit from another time), and where they are from if they are not native.

d100 Roll	Era Of Origin
01-05	Primordial: This covers the period of time between the Big Bang and the appearance of large, multi-cellular life forms on the Earth. Characters from this period are not likely to be natives of the Earth. Roll d100 for species: 01-33 = Tech Construct (High Tech culture), 34-67 = Alien (High Tech culture), 68-00 = Monster (roll d100 for culture: 01-34 = High Tech, 35-67 = Mixed, 68-00 = Primitive)
06-10	Age of Dinosaurs: This covers the period from the emergence of life from the seas to the extinction of the dinosaurs after the impact of a large comet. Characters from this period might be members of an intelligent saurian species, or an early alien colony. Roll d100 for species: 01-25 = Tech Construct (High Tech culture), 26-50 = Alien (High Tech culture), 51-75 = Saurid (Primitive culture: see Lost Species, above), 76-00 = Monster (roll d100 for culture: 01-34 = High Tech, 35-67 = Mixed, 68-00 = Primitive)
11-15	Stone Age: This covers the span of time from the rise of mammals as the dominant life-form on the Earth, to the sinking of Atlantis and Lemuria and the emergence of the first historical city-states. Characters from this period may be primitive cave-dwellers, or members of very early human civilizations of whom no clear historical record remains. Roll d100 for species: 01-33 = Neanderthal (Primitive culture: see Lost Species, above), 34-66 = Cro-Magnon (Primitive culture: see Lost Species, above), 67-00 = Human (roll d100 for culture: 01-80 = Primitive, 81-00 = Mixed).
16-20	Ancient: This time period extends from the rise of civilization in the Tigris-Euphrates valley, to the dawn of the first large empires. Characters from this period may be ancient Egyptians, Sumerians, or members of some other ancient civilization. Species: Human. Roll d100 for Culture: 01-50 = Primitive, 51-00 = Fantasy.
21-25	Classical: This time period extends from the dawn of the Empire of Alexander the Great, to the fall of Rome. Characters from this historical period may be from any of the cultures which existed at that time. Species: Human. Roll d100 for culture: 01-50 = Primitive, 51-00 = Fantasy.
26-30	Dark Ages: This covers the time from the fall of Rome to the re-emergence of high culture after centuries of barbarism. Characters from the Dark Ages are likely to be citizens of a feudal kingdom. Species: Human. Roll d100 for culture: 01-50 = Primitive, 51-00 = Fantasy.
31-35	Renaissance: This time period covers the span from the rise of civilization after the Dark Ages to the beginning of the widespread use of gunpowder and steam power. Characters from the Renaissance may come from any of the advanced cultures of Europe, or one of their conquered colonies. Species: Human. Roll d100 for culture: 01-20 = Fantasy, 21-00 = Modern.
36-40	Victorian: This time period covers the span from the beginning of the widespread use of gunpowder and steam power to the harnessing of electricity. Characters from the Victorian era might be citizens of any of several competing empires. Species: Human. Culture: Modern.
41-45	Industrial: This covers the period between the harnessing of electrical power and the first use of nuclear weapons. Characters from the Industrial era may be from any of the nations which existed at that time.
46-55	Modern: This period extends from the detonation of the first nuclear weapons to the establishment of the first permanent settlements off-planet. Characters from the Modern era may be from any of the areas listed on the Regions of the Earth table, above. Species: Human. Culture: Modern.
56-70	Near Future: This period runs from the establishment of the first permanent settlements off-planet, to the dawn of interstellar travel. Characters from the Near Future may be from any nation on Earth, or from an orbital, Lunar, Mars, or Asteroid colony. Roll d100 for species: 01-80 = Human, 81-00 = Tech Construct. Culture: High Tech.
71-85	Far Future: This period covers the time from the dawn of interstellar travel to the dim reaches of the far future, when humanity has been established as a vast intergalactic empire. Characters from the Far Future may be from any planet where humans of Earthly origin can be found. Roll d100 for species: 01-50 = Human, 51-70 = Alien, 71-00 = Tech Construct. Roll d100 for culture: 01-80 = High Tech, 81-95 = Modern, 96-00 = Primitive.
86-00	Extreme Future: This time period takes place after the decline and fall of humanity, when the human intergalactic empire is only dimly remembered by the species that came after mankind, if at all. Characters from the Extreme Future may be from isolated backwater planets where humans of Earthly origin can still be found. Roll d100 for species: 01-20 = Human, 21-70 = Alien, 71-00 = Tech Construct. Roll d100 for culture: 01-80 = High Tech, 81-95 = Modern, 96-00 = Primitive.

## 2.2.2.4 Other Worlds

Roll on the following table to find the homeworld of a character who is from another planet.

d100 Roll	Homeworld
01-20	The Core Worlds. This is a region at the center of our galaxy - the scene of a vast interstellar conflict known as the Core Wars. It has raged for millennia. Roll d100 for species: 01-20 = Human, 21-70 = Alien, 71-00 = Tech Construct. Roll d100 for culture: 01-80 = High Tech, 81-95 = Modern, 96-00 = Primitive.
21-30	The Psynax Empire. The Psynax are a race of beings who are genetically capable of interbreeding with any other species. Their society is divided into rigid castes, based on inherited biological traits. Species: Monster. Culture: High Tech.
31-50	The Technocracy. A totalitarian space empire comprised of a variety of races. Roll 1d100 for species: 01-20 = Human, 21-70 = Alien, 71-00 = Tech Construct. Culture: High Tech.
51-80	The Spherical Confederation. An alliance of inhabited systems in the region surrounding our own solar system. The Confederation was formed in the aftermath of the Psynax/Technocracy invasion of the Earth in the early 1980's, which left several of these worlds devastated. The Confederation's primary purpose has been to quarantine the Earth. Roll d100 for member world: 01-20 = Vandar (Species: Vandari, Culture: High Tech), 21-40 = Dakodar (Species: Dakodaran, Culture: High Tech), 41-60 = Farashi (Species: Farashi, Culture: High Tech), 61-80 = Garog (Species: Garogan, Culture: Mixed), 81-00 = Perator (Species: Peratonian, Culture: High Tech).
81-90	Darkworld. An entire planet of "dark matter" which orbits our solar system beyond Pluto. Species: Darkling. Culture: Mixed.
91-00	Other. Create your own alien world, selecting appropriate Race and Culture types for the character.

### Vandari

The Vandari are a humanoid race, with skin ranging from a pale lemon yellow to a deep burnt orange. Their hair is usually dark, falling out rather than turning grey as they age. Their eyes have large, dark pupils. They have no particular special abilities: treat them as humans during character generation. The Vandari are well-disposed toward Earth, their world having once been liberated from Psynax occupation by the Protectors.

### Dakodaran

These beings are hive-dwelling rodents. Increase the REFL of a Dakodaran character by one level. Dakodarans get one less random Power roll.

CP Cost	Dakodaran Abilities
4	Shrinking (C): 1 Level, Profile x.5, Mass x.125, Stays Active, Can't Hold Back
4	Natural Weaponry (V): Claws & Fangs, +1 damage
2	Armor (C): 1 vs. All Physical

### Farashi

These crustacean aliens are the most outspoken critics of the Earth in the Confederation government. Increase the PHYS of a Farashi character by one level, but reduce their REFL by one level. Farashi characters get one less random Ability roll.

CP Cost	Farashi Abilities
15	Armor (C): 3 vs. All Physical
1	Adaptation (C): Water Breathing

### Garogan

To all appearances, Garog is an utterly typical world of European medieval fantasy. What it's doing 17.3 light years from Earth remains a mystery. Since being inducted into the Spherical Confederation, Garog has received an influx of advanced technology to supplement its native sorcery. Garogan characters can be humans, or else you may make up any traditional medieval fantasy race.

### Peratonian

A humanoid alien race descended from avian stock. They have reddish skin, sharp features, and feathered crests. Their bones are light but strong. Like the Vandari, the Peratonians are friendly toward Earth. Several Peratonian adventurers have become Earthly superheroes, including the late Freedom Eagle. Increase the PHYS and REFL of a Peratonian character by one level. Peratonian characters get one less random Power roll.

CP Cost	Peratonian Abilities
3	Density Decrease (C): x.5 mass, Stays Active, Can't Hold Back
2	Heightened Senses (V): Telescopic Vision, 2 levels

### Darkling

Beings made of dark matter. Increase the COOL of a Darkling character by one level, but reduce their PHYS by one level. Darkling characters get one less random Power roll.

CP Cost	Darkling Abilities
5	Adaptation (C): Spaceworthy
12	Disintegration (V): 1d3, Energy Field, No Area Effect
6	Flight (V): 5" acceleration, 10" top speed
0	Heightened Sense (C): Vision is based on x-rays instead of visible light

## 2.2.2.5 Other Dimensions

Roll on the following table to determine the homeworld of a character who is from another dimension.

d100 Roll	Home Dimension
01-20	Mythical Realm. Choose a heaven, hell, or other world from any historical mythology (Norse, Greco-Roman, Judeo-Christian, Buddhist, etc.). Select an appropriate Species (Human, Magical Construct, or Monster) and Culture.
21-40	Alternate Earth. Choose a parallel world where history has diverged from our own (for example, the Dark Future of Zeta/Zed, ReichWorld where Nazi Germany won WWII, etc.). Select an appropriate Species and Culture.
41-50	Internet/Virtual Reality. This is an alternate universe which exists within electronic computer networks. Select an appropriate Species and Culture.
51-70	Fictional World: choose any world from literature, film, etc. Select an appropriate Species and Culture.
71-00	Other

## 2.2.3 Background

### 2.2.3.1 Age

How old is the character? Normal humans won't usually be found superheroing before their teens or after their 60's, but there are exceptions. Non-human characters can be of any age, from a few hours to many aeons, depending on their race and the character concept.

Age has no direct effect on a character's game statistics. Younger characters may have fewer skills than older ones, and very old characters may tend

toward physical frailty, but again there are many exceptions.

The age of a typical human neophyte hero can be determined randomly by rolling 2d6+13. For example, Matador is a neophyte superhero. A roll of 2d6 yields 9, plus 13 equals 22. Matador is 22 years old. If the character is supposed to have a few years of experience behind them, add 10 or more to this roll.

You can also roll for a random age that more accurately reflects the modern American population. Roll 2d12. Multiply the final total by 3, subtracting 1 from the multiplier for each 1 rolled and adding one to the multiplier for each 12 rolled.

### 2.2.3.2 Gender

Characters can be either male or female, or neuter or androgynous or any other gender if they're aliens or strange creatures from other dimensions.

There are no serious statistical differences in Living Legends between characters of different genders. The question of gender is only significant as a means of establishing your character's personal identity.

The gender of a humanoid character can be determined randomly by rolling 1d6. If the roll is 1-3, the character is male. If the roll is 4-6, the character is female.

### 2.2.3.3 Mass

A character's Mass is their weight in kilograms. Mass is used when determining how far back a character is knocked when they get hit, how much stress they put on surfaces they walk on, and so on.

To determine your character's weight randomly, consult the tables below. The first table indicates what dice you should roll on the second table, based upon the character's age range and overall build. The second table indicates the character's Mass and Mass Effect, depending upon that die roll.

Character Age / Build	Mass Roll
Pre-Teen	2d3-2
Teen Male	2d4
Teen Female	2d3
Adult Male	2d6
Adult Female	2d4
Superheroic Male	2d8
Superheroic Female	2d6

Mass Roll	Mass (kg)	Mass Effect
0 or less	17	d2
1	23	d2
2	30	d3
3	38	d3
4	47	d3
5	57	d4
6	68	d4
7	80	d4
8	93	d4
9	107	d4
10	122	d6
11	138	d6
12	155	d6
13	173	d6
14	192	d6
15	212	d6
16	233	d8

For example, Tina is rolling to determine the weight of her character Willowdown, an exceedingly slender adult female. Tina decides to roll 2d3. She rolls a total of 3, so Willowdown weighs 38 kilograms and has a d3 Mass Effect.

Alternately, you may choose any weight from 17 kg (37.4 lbs.) to 233 kg (512.6 lbs.). Mass Effect is then found by dividing the character's Mass by 10kg, and finding the nearest Value on the Universal Table (see Chapter 7). Read across to find the appropriate Effect. For example, a character with a Mass of 117 kg has an 11.7 Mass Value. The closest match on the Value column is 12, so that character has a Mass Effect of 1d6.

A character's starting Mass can be modified by the Powers 'Density Change' or 'Size Change'.

### 2.2.3.4 Career Fields

What did the character do before they became a superhero, if anything? What are their other interests? This has an impact on the character's selection of skills.

Roll 1d100 twice on the table below to select two different fields the character has worked in.



d100 Roll	Background
01-04	Accounting/Finance
05-06	Art
07-10	Business/Sales
11-14	Crime
15-18	Education
19-22	Farming/Agriculture
23-26	Government/Bureaucracy
27-31	Inheritance
32-36	Journalism/Communications
37-40	Law Enforcement
41-44	Legal
45-48	Manufacturing
49-53	Medical
54-57	Military
58	Performing Art
59-62	Psychology
63-66	Religion/Mysticism
67-70	Research/Technology
71-74	Scholarly
75-79	Science
80-83	Social Work/Charity
84-87	Sports
88-91	Transportation
92-96	roll twice again
97-00	none

### 2.2.3.5 Skills

CPs are also spent to purchase a character's Skills.

Skills are specialized applications of a character's BCs. A character's initial Effect in a Skill depends on their Level in the BC on which that Skill is based.

Skills come in 2 varieties. General Skills are skills that would be common knowledge to the average man on the street. Specific Skills are those which require special training. For example, Vehicle: Automobile would be a General Skill in modern America, but would've been a Specific Skill back when automobiles were less common.

#### 2.2.3.5.1 Selecting Random Skills

The career fields you rolled only provide a general idea of the character's background. The particular skills you roll will give you a much clearer picture.

Roll on the skill tables for the background fields you rolled to select particular skills. Make one roll per field you selected, plus one additional roll on any one of those fields. Spend the necessary CPs to buy the skills you roll. If you roll the same skill more than once, you'll buy more CPs worth of it:

Skill Effect			
Roll	General Skill	Specific Skill	CP Cost
First	BC +1 Level	BC Level	2
Second	BC +2 Levels	BC +1 Level	5
Third	BC +3 Levels	BC +2 Levels	9
Fourth	Re-roll	BC +3 Levels	14

Roll	Language Fluency	CP Cost
First	Basic	1
Second	Fluent	2
Third	Native	3

For example, Neal is randomly rolling skills for a character with Journalism/Communications and Law Enforcement for career fields. He decides to start with a roll on the Law Enforcement Skill table, and gets a 95: the character's first skill is Weapon: Pistol. That's a General skill based of DEFT, so Neal's character spends 2 CPs and gets Weapon: Pistol skill at one Level above his DEFT. Then he rolls on the Journalism/Communications Skill table, and gets a 34: Languages & Literacy. Neal's character spends 1 CP and acquires Basic fluency in a language. Neal begins to form an image of his character as a police liaison to an troubled ethnic community. He chooses Spanish for his language. Then Neal decides to take his final skill roll on the Law Enforcement Skill table, to get more practical police skills. He rolls 83, which gives the character Vehicle: Car skill. That's another General skill based of DEFT, so Neal's character spends 2 CPs and gets Vehicle: Car skill at one Level above his DEFT. He's spent a total of 5 CPs on skills.

d100 Roll	Accounting / Finance Skill
01-10	Assess Value (INTL/G)
11-20	Forgery (DEFT/S)
21-30	Negotiate (INTL/G)
31-50	Profession: Accountant or Investor (INTL/S)
51-70	Gaming: Stock Market (INTL/G)
71-80	Research (INTL/G)
81-00	Science: Programming, Economics, or Advanced Mathematics (INTL/S)

d100 Roll	Education Skill
01-10	Convince (COOL/G)
11-20	Languages & Literacy (specify a language)
21-30	Leadership (COOL/G)
31-40	Linguistics (INTL/S)
41-50	Research (INTL/G)
51-60	Scholar (INTL/S) (select an esoteric field)
61-70	Science (INTL/S) (select a science)
71-00	Teach (INTL/G)

d100 Roll	Art Skill
01-36	Art (DEFT/S) (select a medium)
37-45	Assess Value (INTL/G)
46-55	Etiquette (INTL, G or S)
56-64	Forgery (DEFT/S)
65-73	Music (INTL/S)
74-91	Profession: Advertising or Agent (INTL/S)
92-00	Scholar: Art History (INTL/S)

d100 Roll	Farming / Agriculture Skill
01-13	Animal Handling (INTL/S) (select a type of farm animal)
14-25	Mechanic (DEFT/S) (select a specialization)
26-50	Profession: Farmer or Rancher (INTL/S)
51-63	Ride (DEFT/G) (specify a type of riding animal)
64-88	Science: Botany, Agriculture, or Ecology (INTL/S)
89-00	Survival (INTL, G or S) (specify an environment)

d100 Roll	Business / Sales Skill
01-13	Art: Advertising (DEFT/S)
14-27	Assess Value (INTL/G)
28-33	Charm (COOL/G)
34-47	Convince (COOL/G)
48-60	Insight (INTL/G)
61-73	Negotiate (INTL/G)
74-00	Profession: Administrator or Salesman (INTL/S)

d100 Roll	Government / Bureaucracy Skill
01-09	Charm (COOL/G)
10-18	Convince (COOL/G)
19-27	Etiquette (INTL, G or S)
28-36	Interrogation (COOL/G)
37-45	Leadership (COOL/G)
46-55	Negotiate (INTL/G)
56-82	Profession: Politician or Bureaucrat (INTL/S)
83-91	Research (INTL/G)
92-00	Science: Political Science, Economics, or Psychology (INTL/S)

d100 Roll	Crime Skill
01-09	Assess Value (INTL/G)
10-18	Forgery (DEFT/S)
19-27	Gaming (INTL, G or S) (select a form of gambling)
28-36	Hiding (INTL/G)
37-45	Interrogation (COOL/G)
46-55	Locksmith (DEFT/S)
56-64	Pick Pocket (DEFT/S)
65-73	Seduction (COOL/G)
74-82	Set/Disarm Trap (DEFT/S) (specialization optional)
83-91	Sneak (DEFT/G)
92-00	Weapon (DEFT, G or S) (select a weapon type)

### Inheritance

Characters start with Wealth level 4 for free; this background adds to that. Roll on the following table, and then roll for another Skill Background. If you roll two or more instances of Inheritor, your character gets one less random Power roll.

d100 Roll	Inheritance
01-25	+1 Wealth Level (2 CPs)
26-50	+2 Wealth Levels (4 CPs)
51-75	+3 Wealth Levels (6 CPs)
76-00	+4 Wealth Levels (8 CPs)

<b>d100 Roll</b>	<b>Journalism / Broadcasting Skill</b>
01-11	Charm (COOL/G)
12-22	Convince (COOL/G)
23-33	Interrogation (COOL/G)
34-56	Languages & Literacy (specify a language)
57-78	Performer: Radio Personality, TV Anchorman, etc. (COOL/G)
79-89	Profession: Radio Marketing, Publishing, etc. (INTL/S)
90-00	Science: Electronics (INTL/S)

<b>d100 Roll</b>	<b>Law Enforcement Skill</b>
01-08	Interrogation (COOL/G)
09-42	Profession: Police Officer (INTL/S)
43-58	Science: Criminology (INTL/S)
59-67	Tactics: Urban (INTL, G or S)
68-75	Unarmed Combat (DEFT/G) (select a specialization)
76-83	Vehicle: Car (DEFT/G)
84-92	Vehicle: Helicopter or Motorcycle (DEFT/S)
93-00	Weapon: Pistol (DEFT/G)

<b>d100 Roll</b>	<b>Legal Skill</b>
01-09	Convince (COOL/G)
10-18	Interrogation (COOL/G)
19-27	Negotiate (INTL/G)
28-64	Profession: Lawyer (INTL/S)
65-73	Research (INTL/G)
74-91	Science: Criminology (INTL/S)
92-00	Teach (INTL/G)

<b>d100 Roll</b>	<b>Manufacturing Skill</b>
01-17	Art: Industrial Design (DEFT/S)
18-33	Craft (DEFT/S)
34-50	Locksmith (INTL/S)
51-67	Mechanic (DEFT/S) (specialization optional)
68-83	Profession: Union Leader (INTL/G) or Engineer (INTL/S)
84-00	Science: Electronics or Engineering (INTL/S)

<b>d100 Roll</b>	<b>Medical Skill</b>
01-09	Charm (COOL/G)
10-45	Medicine (INTL/S)
46-64	Profession: Physician (INTL/S)
65-73	Research (INTL/G)
74-91	Science: Biology or Psychology (INTL/S)
92-00	Teach (INTL/S)

<b>d100 Roll</b>	<b>Military Skill</b>
01-08	Artillery (DEFT/S) (select weapon)
09-16	Climb (DEFT/G)
17-24	Find Direction (INTL/G)
25-28	Interrogation (COOL/G)
29-32	Languages & Literacy (specify a language)
33-36	Leadership (COOL/G)
37-44	Mechanic (DEFT/S) (select a specialization)
45-52	Science: Computer Programming, Cryptography, Electronics, Nautical Engineering, or Military Science (INTL/S)
53-56	Set/Disarm Trap (DEFT/S) (specialization optional)
57-64	Survival (INTL, G or S) (select an environment)
65-68	Tactics (INTL, G or S) (select a terrain)
69-76	Unarmed Combat (DEFT/G) (select a form)
77-84	Vehicle (DEFT, G or S) (select a vehicle type)
85-00	Weapon (DEFT, G or S) (select a weapon type)

<b>d100 Roll</b>	<b>Performing Art Skill</b>
01-11	Acting (COOL/G)
12-16	Acrobatics (DEFT/S)
17-21	Animal Handling (INTL/S) (specify type of animal)
22-26	Contortionist (DEFT/S)
27-37	Disguise (INTL/S)
38-42	Etiquette (INTL, G or S)
43-47	Mimic Voice (COOL/G)
48-68	Performer (DEFT/S or COOL/G) (specify a performing art)
69-79	Profession: Talent Agent (INTL/S)
80-89	Sleight-of-hand (DEFT/S)
90-95	Tumble (DEFT/G)
96-00	Ventriloquism (INTL/S)

d100 Roll	Psychology Skill
01-11	Charm (COOL/G)
12-22	Convince (COOL/G)
23-33	Insight (INTL/G)
34-44	Medicine (INTL/S)
45-56	Negotiate (INTL/G)
57-78	Profession: Psychiatrist (INTL/S)
79-00	Science: Psychology or Sociology (INTL/S)

d100 Roll	Religion / Mysticism Skill
01-10	Convince (COOL/G)
11-20	Languages & Literacy (specify an esoteric language)
21-30	Leadership (COOL/G)
31-40	Performer: Singing, Play Instrument, etc. (DEFT/S or COOL/G)
41-60	Profession: Priest, Minister, Shaman, etc. (INTL/S)
61-80	Scholar: Folklore & Legends, Religious Lore, Herbal Lore, etc. (INTL/S)
81-00	Sleight of Hand (DEFT/S)

d100 Roll	Research / Technology Skill
01-10	Locksmith (INTL/S)
11-20	Mechanic (DEFT/S) (select a specialization)
21-30	Medicine (INTL/S)
31-50	Research (INTL/G)
51-60	Scholar: Mathematics (INTL/S)
61-00	Science (INTL/S) (select a specialization)

d100 Roll	Scholarly Skill
01-13	Assess Value (INTL/G)
14-25	Etiquette (INTL, G or S)
26-38	Languages & Literacy (specify a language)
39-50	Linguistics (INTL/S)
51-63	Research (INTL/G)
64-00	Scholar (INTL/S) (select an esoteric field)

d100 Roll	Science Skill
01-13	Animal Handling (INTL/S) (select a lab animal)
14-25	Linguistics (INTL/S)
26-38	Medicine (INTL/S)
39-50	Research (INTL/G)
51-63	Scholar: Mathematics (INTL/S)
64-88	Science (INTL/S) (select a science)
89-00	Teach (INTL/G)

d100 Roll	Social Work / Charity Skill
01-11	Convince (COOL/G)
12-22	Cook: Soup Kitchen or Charity Banquet (INTL/G)
23-33	Etiquette (INTL, G or S)
34-44	Languages & Literacy (specify a language)
45-67	Medicine (INTL/S)
68-89	Science: Civil Engineering or Sociology (INTL/S)
90-00	Teach (INTL/G)

d100 Roll	Sports Skill
01-07	Acrobatics (DEFT/S)
08-13	Animal Handling (INTL/S) (specify type of animal)
14-20	Climb (DEFT/G)
21-27	Jump (DEFT/G)
28-33	Leadership (COOL/G)
34-40	Ride (DEFT/G) (select a riding animal)
41-47	Running (DEFT/G)
48-67	Sport (INTL, G or S) (select a sport)
68-73	Throw (DEFT/G)
74-80	Tumble (DEFT/G)
81-87	Unarmed Combat (DEFT/G) (select a specialization)
88-93	Vehicle (DEFT, G or S) (select a vehicle)
94-00	Weapon (DEFT, G or S) (select weapon type)

d100 Roll	Transportation Skill
01-11	Find Direction (INTL/G)
12-33	Mechanic (DEFT/S) (specialization optional)
34-56	Profession: Pilot, Driver, Sailor, etc. (INTL/S)
57-67	Science: Nautical Engineering (INTL/S)
68-78	Tie Knots (DEFT/G)
79-00	Vehicle (DEFT/G/S): specify a vehicle type

### 2.2.3.5.2 Buying Skills

To select skills by choice, spend as many CPs as you like on any skills you want. You can still refer to the lists of background fields and their related skills for guidance on selecting the appropriate skills to fit your idea of the character's background.

Characters at all power levels should spend around 8 CPs on background skills to make them well-rounded. No skill may exceed the Effect Level of its base BC by more than 3 Levels. Consult the following table for skill costs.

CP Cost	General Skills	Specific Skills
0	Base Attribute Level	-
1	-	Base Attribute -1 Level
2	Base Attribute +1 Level	Base Attribute Level
5	Base Attribute +2 Levels	Base Attribute +1 Level
9	Base Attribute +3 Levels	Base Attribute +2 Levels
14	-	Base Attribute +3 Levels

Example 1: Negotiate is a General skill, based on INTL. Gauntlet has an INTL effect of 1d6, so he can roll 1d6 on negotiation attempts for free. For 2 CPs, Gauntlet could increase his Negotiate skill to 1d8.

Example 2: Science: Physics is a Specific skill, based on INTL. Opti-Man has an INTL effect of 1d4, and is a physics student in his secret identity. For 2 CPs, he could buy Physics skill at 1d4.

To be considered professional caliber in a skill, you need an Effect of at least a d8. An Effect of 2d8-1 or more makes you a 'master' of a skill.

## 2.2.4 Powers

Powers are abilities which either exceed normal human limits, or which normal humans do not possess at all.

Each character rolls for 6 powers. Inheritors and members of nonhuman races may have to give up one or more power rolls to compensate for abilities they've already acquired. Each power has a Class and Type, which must be determined before selecting the specific power.

### 2.2.4.1 Power Class

There are five Power Classes: Training, Device, Power, Artifact, and Magic. A power's Class may impose Power Enhancements or Restrictions on the power, or set limits on what Type of power it can be. These details are explained below.

Consult the tables in the following sections, rolling randomly where necessary to determine the Power Classes of each of the character's powers.

#### 2.2.4.1.1 Culture

If the character's Culture is Modern, skip this section. Otherwise, roll for the Classes of two of the character's powers on the Culture table.

POWER CLASS					
Culture	Training	Device	Power	Artifact	Magic
Fantasy	01-33	-	-	34-67	68-00
High Tech	01-33	36-00	-	-	-
Mixed	01-17	18-50	-	51-83	84-00
Primitive	01-60	-	-	61-75	76-00

#### 2.2.4.1.2 Species

If the character's Species has been specifically identified (Human, Atlantean, Darkling, etc.), skip this section. Otherwise, roll for the Classes of two of the character's powers on the Species table.

POWER CLASS					
Species	Training	Device	Power	Artifact	Magic
Tech Construct	01-17	18-33	34-00	-	-
Magic Construct	01-17	-	18-67	68-83	84-00
Alien	01-20	21-60	61-00	-	-
Monster	01-20	-	21-80	-	-
Mixed	01-20	21-40	41-60	61-80	81-00

### 2.2.4.1.3 Origin

Roll once on the table below to determine how the character got their powers.

d100 Roll	Origin Type
01-20	Mutated or Evolved
21-40	Technological Accident
41-45	Mystical Accident
46-65	Technological Project
66-80	Mystical Project
81-90	Physical Training
91-00	Mystical Training

Once you know the character's Origin Type, roll for each of the character's remaining powers on the Origin table.

POWER CLASS					
Origin	Training	Device	Power	Artifact	Magic
Mutant / Evolved	01-33	-	34-00	-	-
Tech Accident	-	01-50	51-00	-	-
Mystical Accident	-	-	01-60	61-80	81-00
Tech Project	01-33	34-67	68-00	-	-
Mystical Project	01-25	-	26-50	51-75	76-00
Physical Training	01-75	76-00	-	-	-
Mystical Training	01-33	-	-	34-66	67-00

### 2.2.4.2 Random Powers

#### Power Classes

As explained above, a power's Class may impose certain Power Enhancements or Restrictions, or set limits on what Type of power it can be.

**Training** powers are capabilities which can be developed through hard work alone. Roll for powers of this class on either the Talents or Characteristics tables.

**Devices** are technological tools that grant a character super powers. Roll for powers of this class on any table except Talents. Device powers all have the Equipment restriction.

Roll on the tables below to determine what form of equipment a device power takes. If a character has more than one Device, further Device Powers have a 50% chance of being built into a previously rolled piece of Equipment.

d100 Roll	Equipment Type	Cost Modifier	Description / Examples
01-05	Bionics	+0	surgically implanted, inobvious (artificial heart)
06-20	Cybernetics	-1	surgically implanted, obvious (laser eye, dermal plating)
21-25	Secret Accessory	-1	worn, inobvious (ring, body armor under clothing)
26-40	Accessory	-2	worn, obvious (goggles, arm bands)
41-45	Secret Suit	-2	full-body suit, innocuous or worn under clothing
46-65	Suit	-3	full-body suit, worn as the character's costume
66-70	Carried Secretly	-2	carried, innocuous or disguised (glasses, hearing aid)
71-85	Carried	-3	carried, obvious (gun, shield)
86-90	Secret Installation	-5	immobile, innocuous or disguised (hidden camera, secret trap)
91-95	Installation	-6	immobile, obvious (radar dish, gun turret)
96-00	Vehicle	variable	roll on vehicle tables (below)

If the Device is a Vehicle, roll for its Deck, Hull, and movement type on the tables below. Skip these tables if the Device is not a Vehicle.

d100 Roll	Vehicle Hull
01-67	equal to deck
68-90	deck +1 size
91-00	deck +2 sizes

d100 Roll	Vehicle Deck	Cost Modifier
01-30	½"	(-3)
31-70	1"	(-2)
71-90	3"	(-1)
91-00	7"	(+0)
-	20"	-
-	38"	-

d100 Roll	Movement Type	Base Movement Power	Per Re-Roll
01-40	Movement	17 CPs: acceleration 53", top speed 107"	+3 CPs: x1.67 acceleration and top speed
41-60	Flight	16 CPs: acceleration 20", top speed 96"	+3 CPs of Flight
61-70	Swimming	17 CPs: acceleration 13", top speed 27"	+3 CPs: x1.67 acceleration and top speed
71-75	Teleportation	16 CPs: Teleport 512"	+3 CPs of Teleport
76-80	Dimension Travel	13 CPs: 1 Dimension	+1 level of Dimension Travel
81-00	Roll Twice Again	-	-

For example, Mike rolls 47 for his Vehicle's deck, resulting in a 1" deck area and a cost modifier of (-2) on all powers in the Vehicle. He rolls 77 for hull size, resulting in a hull 2 sizes larger than its deck - this yields a 7" hull. Finally he rolls 87 for movement type; this instructs him to roll twice again. He rolls 03 and 18, resulting in a total of 20 CPs worth of movement, with an acceleration of  $53 \times 1.67 = 89"$ , and a top speed of  $107 \times 1.67 = 179"$ .

**Powers** are innate paranormal abilities. Roll for powers of this class on any table except Talents.

**Artifacts** are magical tools that grant a character super powers. Roll for powers of this class on any table except Talents. Artifact powers all have the Equipment restriction. Roll on the table below to determine what form of equipment an artifact power takes.

d100 Roll*	Equipment Type	Cost Modifier	Description / Examples
01-05	Bionics	+0	implanted, inobvious (demoniac possession, symbiote)
06-10	Cybernetics	-1	implanted, obvious (forehead gem, demon hand, tattoos)
11-20	Secret Accessory	-1	worn, inobvious (ring, body armor under clothing)
21-35	Accessory	-2	worn, obvious (helmet, bracers)
36-50	Suit	-3	full-body suit, worn as the character's costume
51-60	Carried Secretly	-2	carried, innocuous or disguised (pixie dust, magical reagents)
61-85	Carried	-3	carried, obvious (staff, amulet)
86-90	Secret Installation	-5	immobile, innocuous or disguised (nexus point, sacred oak)
91-95	Installation	-6	immobile, obvious (altar, idol)
96-00	Vehicle	variable	roll on vehicle tables (see Devices, above)

\*If a character has more than one Artifact, further Artifact Powers have a 50% chance of being built into a previously rolled piece of Equipment.

**Magic** includes spells, miracles, and psychic powers. Roll for powers of this class on any table except Talents.

Roll once for each character with Magic Powers to determine what kind of magic they practice.

d100 Roll	Magic Type	Restrictions
01-10	<b>Wild Magic</b>	Don't roll for the character's Magic powers randomly. Every Magic power the character has counts as 11, 16, or 22 CPs worth of Omni Power (depending on the campaign's power level: see 2.261).
11-60	<b>Ritual Magic</b>	Each Magic power the character has either requires a piece of Equipment (Magic Book, Carried, (-3)) or a (INTL/G) Magic Skill roll (-2), or both.
61-80	<b>Innate Magic</b>	The character's Magical powers function more or less like traditional super powers. No particular restrictions.
81-00	<b>Miracles</b>	Don't roll for the character's Magic powers randomly. Every Magic power the character has counts as 11, 16, or 22 CPs worth of Omni Power (depending on the campaign's power level: see below), and also either requires a piece of Equipment (Holy Symbol, Carried, (-3)) or a (INTL/G) Theology Skill roll (-2), or both. Fumbled Theology skill rolls may result in divine retribution.

### Power Types

For each power, select a Power Type that's allowed by the power's Class (see above), and roll to find the specific power. If you roll the same power more than once, you may either re-roll or multiply the number of CPs to be spent on that power by the number of times you rolled it.

Your choice of power Types will be responsible for making your character effective in combat. You should roll for at least one Attack Power, and a Protection Power if the character hasn't got any other good defenses (high REFL or DODG, Intangibility, etc.) by the time you get down to their last two power rolls.

**1) Damaging Attacks** are attack powers that do good old fashioned hurt to one's enemies (defeat opponents by cumulative effect).

d100 Roll	Damaging Attack Powers
01-11	Burrowing*
12-17	Devitalization Ray*
18-28	Disintegration Ray
29-40	Energy Field*
41-50	Gravity Increase
51-57	Machine Control*
58-72	Natural Weaponry*
73-88	Power Blast*
89-00	Telekinesis

\*Select a Damage Type (see below)

**2) Miscellaneous Combat Powers** improve a character's performance in battle, but in all sorts of unusual ways which don't directly relate to dishing out punishment.

d100 Roll	Miscellaneous Combat Powers
01-09	Darkness Creation
10-18	Gigantism
19-32	Heightened Speed
33-41	Illusion Generation
42-45	Inertia
46-55	Intangibility
56-64	Invisibility
65-68	Mimicry
69-73	Negation*
74-77	Omni Power
78-82	Probability Control
83-91	Shaping*
92-95	Splitting
96-00	Summoning

\*Select a Damage Type (see below)



**3) Utility Powers** include a wide range of odd utility powers.

d100 Roll	Utility Powers
01-07	Density Decrease
08-14	Extra Limbs
15-27	Light Creation
28-34	Luck
35-41	NRG Battery
42-54	Shape Changing
55-66	Shrinking
67-75	Special Effects
76-87	Stretching
88-00	Transformation

**4) Perception Powers** improve a character's ability to discover and analyze clues.

d100 Roll	Perception Powers
01-06	Amplified Sense
07-13	Animal/Plant Communication
14-26	Cosmic Awareness
27-40	Heightened Senses
41-53	Radio Transmission
54-66	Telepathy
67-72	Telescopic Sense
73-80	Universal Translator
81-87	Protected Senses
88-00	Weakness Detection

**5) Protection Powers** prevent a character from taking damage.

d100 Roll	Protection Powers
01-33	Armor*
34-56	Armor Generation*
57-67	Density Increase
68-78	Shield*
79-00	Energy Field*

\*Select a Damage Type (see below)

**6) Subtle Attacks** are attack powers that require a little finesse; one can defeat opponents with them, but they have to be used more cleverly than Direct Attacks (defeating opponents by trickery or temporary inconvenience).

d100 Roll	Subtle Attack Powers
01-06	Animal Control*
07-12	Emotion Control*
13-18	Gravity Decrease*
19-24	Hallucinations
25-29	Machine Control*
30-41	Mental Attack*
42-53	Mind Control*
54-65	Paralysis Ray*
66-71	Possession*
72-82	Restraint*
83-94	Sensory Shock*
95-00	Transmutation*

\*Select a Damage Type (see below)

**7) Survival Powers** are abilities that help characters survive or recover from the effects of injuries and hostile environments.

d100 Roll	Survival Powers
01-09	Adaptation
10-13	Bloodless
14-22	Healing
23-27	Hibernation
28-31	Hungerless
32-44	Recharge
45-48	Recovery
49-62	Regeneration
63-71	Resurrection
72-78	Revivication
79-87	Sleepless
88-00	Pain Resistance

**8) Travel Powers** enable characters to get around faster or more easily.

d100 Roll	Travel Powers
01-14	Astral Projection
15-21	Dimension Travel
22-43	Flight
44-50	Hovering
51-57	Parachute
58-71	Speed Bonus
72-79	Swing Line
80-93	Teleportation
94-00	Wall Crawling

**9) Characteristics** increase a character's Basic Characteristic scores.

d100 Roll	Heightened Characteristics
01-13	Heightened COOL
14-33	Heightened DEFT
34-47	Heightened INTL
48-67	Heightened REFL
68-87	Heightened PHYS
88-00	Heightened VITL

**10) Talents** includes any power that a character can develop through personal effort.

d100 Roll	Talents
01-06	Ambidexterity
07-19	Combat Maneuver
20-25	Contacts
26-31	Legal Powers
32-37	Perfect Memory
38-43	Quick Draw
44-53	Sidekick
54-62	Wealth
63-76	Defense
77-85	Skill Bonus
86-00	Skills

Hold off on investing CPs into any Powers you rolled until after you've determined how many extra CPs you'll be getting from Weaknesses (see below).

### 2.2.4.2.1 Damage Type

Many Powers and Weaknesses require the selection of a Damage Type. Damage Type is used to determine which defenses apply against which attacks.

There are 3 broad Damage Type Categories: Physical, Metaphysical, and Other. Each Category includes a number of Types. Within each Type, there is a list of specific damage forms that fall within that Type. Individual forms may have slightly different special effects, but are all considered the same Damage Type. You must specify both a Damage Type and the specific form taken.

The Base Cost of an attack power assumes that the attack will employ one of the Physical Damage Types. Powers that are defined as doing a Metaphysical or Other Damage Type require an Enhancement with a cost modifier of (+3), and Penetrating attack powers that aren't affected by normal Protection (for example, poison gas that is breathed instead of penetrating Protection) suffer a cost modifier of (+5).

Protection powers can work against multiple Damage Types simultaneously. Roll 1d100 to determine the number of Damage Types a Protection Power is proof against:

d100 Roll	Damage Types
01-60	One entire damage category (example: Physical or Metaphysical)
61-75	One entire damage type (example: Low Temperature or Mutagenic)
76-80	One form (example: Ice or Unholy)
81-00	2d4 mixed forms

RANDOM DAMAGE TYPE TABLE			
d100	Category	Damage Type	Form
01-04	Physical	Low Temperature	Ice
05-08			Cold
09-12		High Temperature	Fire
13-16			Infrared (Heat)
17-19		Electromagnetic	Electrical (Lightning)
20-22			Magnetic
23-24			Radar
25-28		Blunt Kinetic	Dull Impact
29			Crushing
30			High Pressure
31			Vacuum
32-33			Vibration
34-36		Sharp Kinetic	Slashing
37-38			Piercing
39-42			Sonic
43-48		Light	Laser
49-50			Ultraviolet
51-53		Biochemical	Chemical (Acid)
54-56			Poison
57-58			Disease
59		High Radiation	Radiation
60-61			Fission
62			X-Ray
63-64			Gamma Ray
65-66			Cosmic Ray
67-69		Energy	Pure Energy
70-71			Ion
72-74			Particle Beam
75-77	Metaphysical	Mystical	Magical
78			Holy
79			Anti-Life
80			Unholy
81-82	Mental	Psychic (Psionic)	Psychic (Psionic)
83-84			Emotional
85-86	Mutagenic	Relocation	Transmutational
87-88			Molecular Disruption
89-90	Other	Relocation	Teleportation
91-92			Dimension Travel
93-96	Temporal	Time	
97-00	Miscellaneous	Other	

## 2.2.5 Weaknesses

The number of random weaknesses a character should roll depends on the power level of that character's campaign. Consult the following table.

Power Level	Weakness Rolls	Weakness Limit
Incompetent Normal	2	20
Normal	3	25
Experienced Normal	3	30
Low Powered	4	40
Standard	5	50
High Powered	7	70

It may be appropriate for characters who aren't from a known region on modern-day Earth to take the "Limited Education" weakness in place of their first roll.

d100 Roll	Weakness
01-04	Attract Attacks
05-11	Bad Reputation
12-18	Compulsion
19-25	Dark Past
26-32	Dependency
33-40	Distinctive
41-47	Human Characteristics
48-51	Limited Education
52-58	Persecuted
59-65	Physical Disability
66-69	Poverty
70-73	Public Identity
74-80	Quirk
81-84	Responsibilities
85-88	Susceptibility
89-92	Unimpressive
93-96	Unlucky
97-00	Vulnerability

Begin by dropping any weaknesses you don't want. Then take approximately 15 points of each remaining weakness, for a total of up to the weakness limit of the campaign's power level.

## 2.2.6 Finishing Touches

### 2.2.6.1 Purchasing Powers

Finish spending your CPs. The power level of a character's campaign determines the number of CPs you should try to spend on each of their powers.

Power Level	CPs Per Power
Incompetent Normal	4
Normal	7
Experienced Normal	11
Low Powered	11
Standard	16
High Powered	22

You may add to or subtract from the number of CPs spent on each power until you've spent the character's initial CPs plus any extra CPs from Weaknesses. You may want to shift emphasis onto the powers that are most important to the character. You may completely drop any power by not spending any CPs on it at all.

#### 2.2.6.1.1 Base Cost

Each Power has a Base Cost, or a scale of Base Costs for different amounts of that Power. This is the CP cost for the Power if you buy it as-is, with no Cost Modifiers.

For example, the Base Cost of Astral Projection is 12 CPs, and the Base Cost of a d12 damage Power Blast is 29 CPs.

#### 2.2.6.1.2 Maximum Base Cost

Many powers have a Maximum Base Cost which cannot be exceeded during initial character generation, even if the character has enough CPs available. This limit depends on the power level of the campaign for which the character is being generated. Maximum Base Cost helps balance the game by putting an upper limit on power levels. The Maximum Base Cost for powers in a standard power level campaign is indicated by a line on the cost table for each power. For example, the maximum Base Cost of a Power Blast is 56. The GM may allow this limit to be exceeded by spending experience later in the campaign.

When constructing characters for non-standard power level campaigns, move the line up one row per power level below Standard, or down two rows for High Powered campaigns. The Maximum Base Cost for a Power Blast is thus 46 for Low Powered campaigns, or 79 for High Powered campaigns.

#### 2.2.6.1.3 Cost Modifiers

After the Base Cost of a Power has been determined, various Enhancements and Restrictions may be applied to it. Enhancements increase the final CP cost of a power, while Restrictions reduce the final CP cost. Powers may also have one or more 'Options', which are Enhancements or Restrictions that are unique to that power. A Cost Modifier is applied for each Enhancement, Restriction, or Option. Add up all Cost Modifiers that are to be applied to a Power and cross-index that total with the power's Base Cost on the table below to find the power's final Cost.

For example, Flight with a top speed of 256 has a Base Cost of 20. If you select the Gliding option, which has a cost modifier of (-2), and the No Exertion enhancement, which has a cost modifier of (+1), the total cost modifier is (-1). Consulting the Cost Table, you'll find that a Base Cost of 20 at a cost modifier of (-1) yields a final cost of 18 CPs.

If the exact Base Cost of a power isn't listed, figure the final cost of each digit separately. For example, if a power has a Base Cost of 55 and a Cost Modifier of (-1), find the final cost of a 5 Base Cost at (-1) and the final cost of a 50 Base Cost at (-1). Adding the two results together, you'll find that the total final cost is 48 CPs.

Here's another example. Glassman wants to buy Armor that gives him 10 points of protection against all Physical Damage Types. That's 9 Types, so the Base Cost is 79 CPs. Then he decides to make his armor both Brittle (-5 Cost Modifier) and Ablative (-2 Cost Modifier). That adds up to a total Cost Modifier of (-7). Consulting the Cost Table, we find that a base cost of 70 with a Cost Modifier of (-7) yields a final cost of 27 CPs, and a base cost of 9 with a Cost Modifier of (-7) yields a final cost of 4 CPs.  $27 + 4 = 31$ , so the Final Cost of Glassman's Armor is 31 CPs.

There may be more than one way to build a particular power. Always try to build each power so that the fewest possible number of cost modifiers are required.

COST TABLE																			
Cost Mod*	Base Cost																		
	1	2	3	4	5	6	7	8	9	10	20	30	40	50	60	70	80	90	100
(+20)	14	29	43	58	72	87	101	116	130	144	289	433	578	722	867	-	-	-	-
(+19)	13	25	38	51	63	76	89	101	114	126	253	379	506	632	759	885	-	-	-
(+18)	11	22	33	44	55	66	77	89	100	111	221	332	443	553	664	774	885	996	-
(+17)	10	19	29	39	48	58	68	77	87	97	194	290	387	484	571	678	774	871	968
(+16)	8	17	25	34	42	51	59	68	76	85	169	254	339	423	508	593	678	762	847
(+15)	7	15	22	30	37	44	52	59	67	74	148	222	296	371	445	519	593	667	741
(+14)	6	13	19	26	32	39	45	52	58	65	130	195	259	324	389	454	519	584	648
(+13)	6	11	17	23	28	34	40	45	51	57	113	170	227	284	340	397	454	511	567
(+12)	5	10	15	20	25	30	35	40	45	50	99	149	199	248	298	348	397	447	496
(+11)	4	9	13	17	22	26	30	35	39	43	87	130	174	217	261	304	348	391	434
(+10)	4	8	11	15	19	23	27	30	34	38	76	114	152	190	228	266	304	342	380
(+9)	3	7	10	13	17	20	23	27	30	33	67	100	133	166	200	233	266	299	333
(+8)	3	6	9	12	15	17	20	23	26	29	58	87	116	146	175	204	233	262	291
(+7)	3	5	8	10	13	15	18	20	23	25	51	76	102	127	153	178	204	229	255
(+6)	2	4	7	9	11	13	16	18	20	22	45	67	89	111	134	156	178	201	223
(+5)	2	4	6	8	10	12	14	16	18	19	39	58	78	97	117	136	156	175	195
(+4)	2	3	5	7	9	10	12	14	15	17	34	51	68	85	102	119	136	154	171
(+3)	1	3	4	6	7	9	10	12	13	15	30	45	60	75	90	104	119	134	149
(+2)	1	3	4	5	7	8	9	10	12	13	26	39	52	65	78	91	104	118	131
(+1)	1	2	3	5	6	7	8	9	10	11	23	34	46	57	69	80	91	103	114
(0)	1	2	3	4	5	6	7	8	9	10	20	30	40	50	60	70	80	90	100
(-1)	1	2	3	4	4	5	6	7	8	9	18	26	35	44	53	61	70	79	88
(-2)	1	2	2	3	4	5	5	6	7	8	15	23	31	38	46	54	61	69	77
(-3)	1	1	2	3	3	4	5	5	6	7	13	20	27	33	40	47	54	60	67
(-4)	1	1	2	2	3	4	4	5	5	6	12	18	23	29	35	41	47	53	59
(-5)	1	1	2	2	3	3	4	4	5	5	10	15	21	26	31	36	41	46	51
(-6)	0	1	1	2	2	3	3	4	4	4	9	13	18	22	27	31	36	40	45
(-7)	0	1	1	2	2	2	3	3	4	4	8	12	16	20	24	27	31	35	39
(-8)	0	1	1	1	2	2	2	3	3	3	7	10	14	17	21	24	27	31	34
(-9)	0	1	1	1	2	2	2	2	3	3	6	9	12	15	18	21	24	27	30
(-10)	0	1	1	1	1	2	2	2	2	3	5	8	11	13	16	18	21	24	26
(-11)	0	0	1	1	1	1	2	2	2	2	5	7	9	12	14	16	18	21	23
(-12)	0	0	1	1	1	1	1	2	2	2	4	6	8	10	12	14	16	18	20
(-13)	0	0	1	1	1	1	1	1	2	2	4	5	7	9	11	12	14	16	18
(-14)	0	0	0	1	1	1	1	1	1	2	3	5	6	8	9	11	12	14	15
(-15)	0	0	0	1	1	1	1	1	1	1	3	4	5	7	8	9	11	12	13
(-16)	0	0	0	0	1	1	1	1	1	1	2	4	5	6	7	8	9	11	12
(-17)	0	0	0	0	1	1	1	1	1	1	2	3	4	5	6	7	8	9	10
(-18)	0	0	0	0	0	1	1	1	1	1	2	3	4	5	5	6	7	8	9
(-19)	0	0	0	0	0	0	1	1	1	1	2	2	3	4	5	6	6	7	8
(-20)	0	0	0	0	0	0	0	1	1	1	1	2	3	3	4	5	6	6	7

\*For cost modifiers greater than (+20), multiply the Base Cost by x1.143 once for each plus over 20. For modifiers below (-20), multiply the Base Cost by x.875 once for each minus under 20. Round any resulting decimals down if they're below .5, or up if they're .5 or higher.

#### **2.2.6.1.4 Background Skills And Mundane Equipment**

If the character's skill do not fully represent their background (for example, if you see the character as a former professional baseball player, but they lack the Sport: Baseball skill), or if they lack sufficient ability with a skill that's crucial to their powers (for example, the character has an impressive Power Blast but only a 7 DEFT and no Power Blast skill), set aside a few points to fix those shortcomings.

If the character lacks a crucial ability (for example, the character has only 7 PHYS and 7 REFL but no armor protection), set aside a few points to purchase gear from the Equipment Catalog (5.0).

#### **2.2.6.1.5 Balance**

Any point construction system is bound to have loopholes. It is the GM's responsibility to examine each power that is submitted by a player, and judge whether it appears not only legal, but fair. If not, then the player must re-design the power until the GM is satisfied that it is fair.

### **2.2.7 Secondary Characteristics**

Secondary Characteristics are either derived from a character's BCs, or are default values that all characters initially possess. Secondary Characteristics may be increased independently by buying certain Powers. Secondary Characteristics include:

#### **2.2.7.1 Move**

A character's default Move ability is 8. Movement rates are both the number of game inches a character can move per Turn (at a scale of 1" = 2 meters), and their speed in kilometers per hour. To increase a character's Move, use the Power 'Speed Bonus'.

#### **2.2.7.2 Carry**

A character's Carrying Capacity equals their PHYS Value multiplied by 10 kilograms. To increase a character's Carrying Capacity, buy more PHYS or buy the Partial Characteristic Strength (STR), as explained under the Power 'Heightened PHYS'.

#### **2.2.7.3 HITS**

A character's Hit Points equal their PHYS score. To increase a character's HITS, buy more PHYS or buy the Partial Characteristic Constitution (CON), as explained under the Power 'Heightened PHYS'.

#### **2.2.7.4 NRG**

A character's Energy Points equal their VITL score. To increase a character's NRG, buy more VITL or buy the Partial Characteristic Energy (NRG), as explained under the power 'Heightened VITL'.

#### **2.2.7.5 Leap**

The distance a character can leap (horizontally, in game inches) equals their Carry divided by their Mass. To increase the distance of a character's Leap, buy more PHYS or STR, buy the Power 'Speed Bonus', or choose a lower Mass.

#### **2.2.7.6 Luck**

Every character starts with Level 4 Luck (d4 Luck Effect). To increase a character's Luck, use the power 'Luck'. To decrease a character's Luck, use the Weakness called "Unlucky". Luck is explained in chapter 13.

#### **2.2.7.7 Wealth**

Characters start with Level 4 Wealth (d4 Wealth Effect, roughly equivalent to an annual income of about \$20,000). To increase a character's Wealth, use the Power called 'Wealth'. To decrease a character's Wealth, use the Weakness called "Poverty".

#### **2.2.7.8 Fame**

A character's FAME is used to determine whether strangers they encounter have heard of them before. FAME can be either good or bad. Being well known may tend to make the authorities more cooperative, but it also means that most enemies will have a good idea what the character's abilities are.

When a new character is created, the player (or GM, if the character is an NPC) may assign them a FAME score from 1 to 16. Most characters who are just starting their crime-fighting careers should begin with a FAME score of 1. If they've been around for a while (and haven't been avoiding the media), then their FAME can be as high as 16.

Most superhero characters will maintain a secret identity in addition to their costumed identity. Keep track of separate FAME scores for each identity.

## 2.2.8 Character Concept

At this point, if you've been rolling randomly, you're finding yourself confronted with a list of skills and powers that at first glance may not seem to make a whole lot of sense together. You need to find a pattern, or even the suggestion of a pattern, in all that random noise.

### 2.2.8.1 Superhero Name

Characters are not just collections of unrelated powers. Picking a good name provides the glue that makes your character cool.

Superhero characters are generally based on themes, or archetypes. They may be archetypes of animals, natural phenomenon, or abstract concepts.

Often a character's powers are directly related to their archetype. A character with Heightened Speed and Natural Weaponry might be dubbed, "The Cheetah". An electrical Energy Field and teleportation could add up to the name "Statik". And so on.

But a character's powers don't always have to dictate their name. A "bat" theme can be used to evoke feelings of fear, for example, without the character having "bat-like" powers at all.

A superhero might also be named after something they're a student or even enemy of: "Dr. Aikido", or "Demon-Hunter", for example.

You can also combine multiple archetypes, as in a character with both martial arts skills and electrical powers, named "Lightning-Fist".

You can even get away with mixing seemingly conflicting archetypes. Bats evoke nocturnal imagery, but that doesn't mean you can't call a character Sun Bat. You'd just have to mix the non-conflicting aspects of those archetypes. Perhaps the character has sonar and bat-like wings, but also glows and can fire beams of solar fire. The secret is: Use Your Imagination!

### 2.2.8.2 Identity

This is the character's "real" name - the one they had before they became a superhero. Usually a superhero's identity is a big secret, carefully guarded to prevent the forces of evil from using it to harass their family and friends, or expose some dark past.

Not every superhero has another identity. If the character is Hermes, the Greek god of messengers, then Hermes may be both their "real" identity and their superhero name. If the character was created in a vat by alien scientists, then their superhero name may be the only one they have ever known.

You should also spend some time thinking about the character's family, friends, associates, and other background details at this time.

### 2.2.8.3 Costume

Traditionally, superheroes wear brightly colored tights. Such costumes are traditional in the Living Legends universe: in fact, the arrangement by which the government permits super-powered masked vigilantes to ply their trade requires superheroes to wear some kind of distinctive uniform. This serves to identify them and establish that they are an "officer of the law". Impersonating a superhero is as severe a crime as impersonating any other law officer. But the costumes don't have to be of any specific style. Cloaks, dusters, clouds of mist, and torn t-shirts with a name or distinctive logo drawn on them in magic marker have all been accepted as "superhero costumes" by the authorities. As long as you wear pretty much the same thing every time you go out in the field, you're within legal bounds.

If you have an artist in your gaming group, or if you're an artist yourself, spend some time working out the details of your character's appearance.

### 2.2.8.4 Superhero Motivations

Finally, if you're a player, you need to provide your character with a heroic motivation that will make them eager to participate in the adventures which the GM sets before the group. There's nothing less fun than playing the odd man out, who doesn't feel involved or have any interest in joining in the excitement. You may roll randomly if you wish:

**d10 Roll****Motivation**

- 1 Penance: Your character did something in the past that they feel they have a need to make up for. It's best if what your character did is somehow relevant to the focus of the campaign, but not vital. Any good you can do at all helps assuage the guilt that's gnawing at your soul...
- 2 Vengeance: They did something horrible, either to you or to a loved one. They have to pay, and you're determined to collect. The bad guys of the campaign don't necessarily need to be the specific ones responsible. In your mind, they're all alike.
- 3 Utopian: Your world-view drives you to confront the enemy. Your world-view may be a personal philosophy, or something shared with others (such as patriotism, or a religion). You may have been raised with these values, or developed them only recently. Your world-view may be based on moral or ethical convictions or be entirely fanciful, but you MUST try to live up to it, to be an example to others.
- 4 Thrill Seeker: Danger's your middle name - you throw yourself into it with wild abandon! If you happen to do some good along the way, that's icing. The truth is, you're in it for the rush.
- 5 Duty Bound: You feel obligated to carry on a tradition, or feel that you have a special duty. "My father was the ORIGINAL Dark Avenger; now the Dark Avenger lives again!" "With great power comes great responsibility". "So what if I lost my badge? I'm a COP, dammit!" "The Shadow Guard were formed to oppose the forces of darkness. I am the last."
- 6 Need To Know: Your character is motivated by a desire for knowledge. "Gosh! I've never SEEN a vampire!" "They said I was mad, but I'll show them! I'll find PROOF!" "I must get closer... a reading of this creature's gamma output is crucial to my experiment." "I'm writing an article on Native American Folklore. Can you tell me exactly WHERE you last saw Bigfoot?"
- 7 For Hire: You've got the talent and guts to face the enemy, but you're not stupid. Question #1 is, what's in it for YOU? Not that you're without compassion... you've been known to accept lesser fees from particularly needy clients, and you'd NEVER knowingly work for the other side!
- 8 Self-Defense: The enemy are after you. It's only a matter of time before they strike. But you refuse to surrender! Better to carry the fight to THEM, to give them something to remember, even if in the end the odds are hopeless! The enemy of the campaign must be the same ones that are after you, unless your character is driven solely by paranoia.
- 9 Glory Hound: You love to bask in the adulation of the masses, and the best way you've found to earn that adulation is in combating the forces the masses most fear and despise.
- 10 Carnage: You love to blow stuff up. Mainly you target the enemy because, in general, no one will weep for them and give you grief. Secondary, of course, is the fact that they're worthless creeps that need blowing up. Hmm. Maybe there IS a spark of decency somewhere inside you!





## 3.0 SKILLS

Skills are specialized applications of a character's Basic Characteristics (BCs). This chapter lists the skills and explains how they work.

### 3.0.1 Base BC

Each skill is based on a Basic Characteristic (or BC): either DEFT, INTL, or COOL. The BC that each skill is based on is specified on the skill list (see below).

### 3.0.2 General vs. Specific Skills

Skills come in 2 varieties. General Skills are skills that would be common knowledge to the average man on the street. Specific Skills are those which require special training.

In the skill list, /G indicates a General skill. /S indicates a Specific skill. /G/S means that the skill is either General or Specific, depending on the specialization taken and on the nature of the society that character comes from.

If a Power requires a skill roll to use, that skill is treated as a General skill for a character with that Power.

## 3.1 Using Skills

Whenever a character uses a skill, they must roll their effect roll for that skill. The higher the roll, the better the character did. Sometimes these rolls will be made against rolls made by opposing characters, sometimes they will be made against a Difficulty target number assigned by the GM, and sometimes the roll will simply be treated as a reflection of how well the character did.

The higher the opponent's roll, or the higher the Difficulty number, the less likely it is that the skill attempt will succeed. If there is no opposing roll or Difficulty to beat, the GM must evaluate the success of the skill attempt using the Effect Significance Table in section 7.3.3.

For example, if two characters with Singing skill engage in a competition, they both roll their Singing skill effect. The one who rolls highest is the winner.

If a character with Locksmith skill tries to pick a relatively simple lock, the GM might set a Difficulty of 3. If the character rolls a 3 or better, they manage to defeat the lock.

If a character has Architecture as a skill, and they set out to design a new headquarters for the team, the GM might ask them to make a roll. The better the character rolls, the better their design is.

Each skill description gives rules for applying the skill in most typical situations. The GM may allow other uses of skills at their discretion.

### 3.1.1 Unskilled Attempts

Any character can perform a General Skill using the Effect roll of the BC the skill is based on, even if they haven't spent any CPs on that skill.

When a Specific Skill is attempted by a character who hasn't spent any CPs to learn it, roll their Effect in the associated BC and consult the following table:

Effect Roll	Unskilled Result
1	fumble
2-3	1
4-6	2
7-10	3
11-15	4
16-21	5
22-28	6
29+	7+

## 3.2 Skill List

Skill Name	Base	Notes
Acrobatics	DEFT/S	
Acting	COOL/G	
Animal Handling	INTL/S	select animal type
Art	DEFT/S	select medium
Artillery	DEFT/S	select weapon
Assess Value	INTL/G	
Charm	COOL/G	
Climb	DEFT/G	
Contortionist	DEFT/G	
Convince	COOL/G	
Cook	INTL/G	select cuisine
Craft	DEFT/S	select craft
Disguise	INTL/G	
Etiquette	INTL/G	Lower Nobility required
Etiquette	INTL/S	
Find Direction	INTL/G	
Forgery	DEFT/S	
Gaming	INTL/G	select a common game
Gaming	INTL/S	select an uncommon game
Hiding	INTL/G	
Interrogation	COOL/G	
Jump	DEFT/G	
Language	variable	specify language
Leadership	COOL/G	
Linguistics	INTL/S	
Literacy		specify language
Locksmith	INTL/S	
Mechanic	DEFT/S	select a specialization
Medicine	INTL/S	
Mimic Voice	COOL/G	
Music	INTL/S	
Negotiate	INTL/G	

Skill Name	Base	Notes
Performer	DEFT/S	select a performing art
Performer	COOL/G	select a performing art
Pick Pocket	DEFT/S	
Profession	INTL/G	select a simple profession
Profession	INTL/S	select a complex profession
Research	INTL/G	
Ride	DEFT/G	select riding animal
Running	DEFT/G	
Scholar	INTL/S	select esoteric body of knowledge
Science	INTL/S	select a science
Seduction	COOL/G	
Set/Disarm Trap	DEFT/S	select a specialization if you wish
Shield	DEFT/G	
Sleight-of-hand	DEFT/S	
Sneak	DEFT/G	
Sport	INTL/G	select sport
Sport	INTL/S	select sport
Survival	INTL/G	native environment
Survival	INTL/S	select an environment
Tactics	INTL/G	native terrain
Tactics	INTL/S	select a terrain type
Teach	INTL/G	
Throw	DEFT/G	
Tie Knots	DEFT/G	
Tracking	INTL/G	
Tumble	DEFT/G	
Unnamed	DEFT/G	select form
Vehicle	DEFT/G	select a common vehicle type
Vehicle	DEFT/S	select an uncommon vehicle type
Ventriloquism	INTL/S	
Weapon	DEFT/G	select a common weapon type
Weapon	DEFT/S	select uncommon weapon type

**Acrobatics (DEFT/S)**

You may perform flips, cartwheels, tightrope walks, and so on. Roll vs. a difficulty set by the GM. Normally takes 1" of Move. If you spend an Action, you may use this skill in place of Dodge for an entire combat Round.

**Acting (COOL/G)**

You can change speech patterns and mannerisms to act like someone else. This doesn't include ability to mimic specific voices. Roll vs. the audience's INTL to see if they find the act believable. Takes no time.

**Animal Handling (INTL/S)**

You can herd, diagnose, care for, and train animals. Training difficulty = 3 plus animal's COOL Level, minus its INTL Level, modified by trick complexity. Each attempt takes 1 week. Specify the type of animal you are skilled at handling. Examples: dogs, horses, hawks, cattle, exotic birds.

**Art (DEFT/S)**

Specify the medium you are most familiar with: drawing, painting, clay, woodcarving, fortune-telling, metalworking, stone-carving, photography, etc. Record the skill roll for each work of art as difficulty not to like it (time requirement varies); audience rolls INTL or Art skill to find fault with it.

**Artillery (DEFT/S)**

Specify a weapon type when this skill is purchased (listed below). Roll vs. your target's defensive roll to hit (takes an Action). See section 10.5.

When a Power requires a skill roll to hit, that skill is treated as a General skill for characters with that Power.

Weapon Type	Description
Ballista	any ancient direct-fire artillery
Cannon	any modern arc-fire artillery
Catapult	any ancient arc-fire artillery
Gunnery	any modern direct-fire artillery

**Assess Value (INTL/G)**

Difficulty = 5. Takes a full Move & Action. For each point the roll is missed by, your assessment will be off by +/- 20%.

**Charm (COOL/G)**

You're skilled at making others like you. Roll vs. the other character's COOL. Takes no time. This has no effect on whether the other character believes you, it only makes them like you.

**Climb (DEFT/G)**

This is the ability to find hand-holds and toe-holds, experience with equipment, and ability to select good routes. Difficulty, and time between each skill roll, depends on the surface being climbed.

**Contortionist (DEFT/G)**

You can squirm out of ropes, through tight places, etc. Roll vs. the Tie Knots skill roll made by whoever bound you, or against a difficulty set by the GM. The Difficulty of escaping an Entangle equals its Hits plus its Protection. Takes a full Move & Action.

**Convince (COOL/G)**

You are skilled at gaining the trust of others. Roll vs. the other character's Insight skill when lying to them. If you roll higher than they do, nothing in your body language or wording tips leads them to suspect that you're lying. Takes no time. This has no effect on whether the other character likes you, it only makes them believe that you mean what you say.

**Cook (INTL/G)**

Specify the cuisine you are most familiar with: pastries, an ethnic cuisine, etc. Record your skill roll as the difficulty not to like it (time requirement varies); they roll on INTL or Cooking skill.

**Craft (DEFT/S)**

Specify the craft you are most familiar with: carpentry, pottery, black-smithing, spinning & dying, weaving, knitting, tailoring, tanning & skinning, knots, etc. Use the Effect Significance Table (section 7.33) as a guide to determining the quality of any craft item. Time requirement varies.

**Disguise (INTL/G)**

You're skilled at using costuming and cosmetics to look like someone else. Record your roll (takes several minutes); characters you meet roll INTL vs. your roll immediately if they know you or know the person you're trying to look like, else they must use an Action on purpose.

**Etiquette (INTL/G/S)**

You're familiar with proper manners and formalities among the upper classes. Roll only when dealing with obscure formalities or foreign cultures. The GM sets difficulty. Takes no time. Etiquette is a General skill for characters of Lower Nobility or higher social class.

**Find Direction (INTL/G)**

You can try to guess compass directions or retrace your path. The GM sets a difficulty based on availability of clues, how disoriented you are, and so on. Takes an Action.

**Forgery (DEFT/S)**

You can forge signatures, seals, documents, and currency. Record your roll (time requirement varies). Anyone familiar with the thing forged immediately rolls INTL vs. your roll to determine it's a fake; others must deliberately take an Action to roll to see through it.

**Gaming (INTL/G/S)**

Common games are General skills. Specify a game when this skill is purchased: poker, RPGs, checkers, chess, etc. Time requirement varies. High skill roll wins. Ties indicate a draw (if possible), else re-roll.

**Hiding (INTL/G)**

Skill at hiding yourself or other things, and at locating anything hidden. Record your roll when you hide something; that becomes the difficulty of finding it. The GM may impose modifiers depending on the size of the thing to be hidden, quality of available hiding places, etc. Searching takes an Action; the time requirement to hide something varies.

**Insight (INTL/G)**

This skill is used to get a sense of someone's motives or truthfulness by watching their body language, listening to their tone and the way they phrase things, and so on. It increases a character's resistance to the Convince skill.

**Interrogation (COOL/G)**

This is the skill of extracting cooperation from prisoners through intimidation. It may or may not involve physical pain. Ask one question or make one demand, and roll vs. the prisoner's COOL. If pain is used, choose a number and add it to your skill roll. They take that number as damage. If your roll is unsuccessful, roll the prisoner's PHYS vs. the damage number; if they roll below it, they die. Takes 1 minute (8 Turns).

**Jump (DEFT/G)**

You are skilled at leaping accurately. Roll vs. the Targeting Difficulty of the leap (see section 10.5). Takes no extra time.

**Language**

This skill does not follow the normal skill purchase rules. You're fluent in your native language for free. Basic ability in another language (halting dialogue with a strong accent) costs 1 CP. For 2 CPs, you speak the language well but still have an accent. For 3 CPs, you speak the language like a native. Speaking takes no time.

**Leadership (COOL/G)**

You are skilled at leading crowds or troops. Target characters roll their COOL vs. your roll to resist being led. Takes no time. This has no effect on whether they like you, it only makes them follow you.

**Linguistics (INTL/S)**

This is the study of language. You have a chance of understanding any language. Make a skill roll vs. a difficulty based on how closely related the language is to your own: dialect of own language = 2, same family of languages as your own = 4, same race as you = 7, alien race = 11. Roll once for each full concept the speaker tries to get across to you. Linguistics takes a full move and Action.

**Literacy**

This skill does not follow the normal skill purchase rules. Literacy in your native language is free; literacy in each other language costs 1 CP. In primitive cultures, Native Literacy is only free if you are a Member of the Lower Nobility or better. Reading time varies.

**Locksmith (INTL/S)**

Roll your skill vs. the difficulty of the lock, set by the GM. Each attempt takes a full Move and Action. A fumble causes you to abort (pick broken off in the lock or etc.). A failure sets off any alarms or traps, but allows you to try again at +1 difficulty.

**Mechanic (DEFT/S)**

Choose a specialization (hydraulics, internal combustion, nuclear reactors, etc.). Any character may attempt Mechanics on a simple mechanism, but you must have the right specialization to work on complex mechanisms.

A mechanic can attempt to repair damaged equipment. Roll vs. a Difficulty based on the extent of the damage:

Damage	Difficulty
Less than 1/4 Hits gone	1
Less than 1/2 Hits gone	2
Less than all hits gone	4
0 Hits Remaining	8

Each successful roll repairs one Hit point of damage. Alternately, a mechanic may restore a system that had ceased to function instead of repairing a hit point. Each attempt takes about an hour. Having access to excellent tools may add a bonus to the mechanic's roll.

**Medicine (INTL/S)**

You can provide medical attention to the sick and injured. To treat an illness, roll vs. a difficulty set by the GM. Takes 1 minute (8 Turns). See section 10.9 for rules on treating injuries.

**Mimic Voice (COOL/G)**

You can change your voice to sound like someone else. This doesn't include the ability to look or act like a specific person. Anyone hearing you who knows the person you're imitating instantly gets an INTL roll vs. your skill roll to notice that the voice is fake, and another roll each time you say something that gives you away. Anyone may roll if they are suspicious and take an Action to listen carefully. Takes no time.

**Music (INTL/S)**

Your character can write and compose music and lyrics. Time requirement varies. This doesn't include any performing arts skills. Each song has a modifier, which performers may add to their skill roll when performing it. Use your skill roll as a Score, find the Level, and subtract 3 to find the modifier. Example: Buzz Bomb has a d10 Music skill, and writes a song called "Luv Luv Luv". He rolls an 8. The Level of a Score of 8 is 4, and  $4 - 3 = 1$ . The song's modifier is +1. If his band 'The Living Lemons' play "Luv Luv Luv" they may add 1 to their skill rolls because it's such a good tune.

**Negotiate (INTL/G)**

You are skilled at haggling and debate. Roll vs. the Negotiate skill of your opponent; for each point you exceed their roll by, the deal shifts 5% in your favor, and vice-versa. This can affect the Wealth Roll of an item for sale (subtract one from the Wealth Roll for every 6 points you beat their roll by), bartered trades, or even political deals. Takes no time.

**Performer (DEFT/S or COOL/G)**

Choose a performing art: Juggling, Dancing, etc. (DEFT), Musical Instrument (specify guitar, piano, saxophone, etc.)(DEFT), Singing (COOL), etc.

The performer makes a skill roll, to determine how well each performance goes overall. Fumble = pelted with rubbish (or kicked out into the street), 1 = you're fired, 2-3 = theater/tavern audience shrinks 20% next time, 4-6 = normal performance, 7-10 = theater/tavern audience grows 20% next time, 11-15 = smash hit, theater/tavern audience doubles next time.

You can roll for individual NPCs in the audience, to find out how well they liked the show. They roll either their COOL or their skill at what the

performer's doing, if they have such a skill, whichever's better. If they roll higher than the performer did, then they didn't like the show.

Each performance takes from a minute to several hours.

Other skills (Acting, Contortionist, Animal Handling, Mimic Voice, Sleight of Hand, etc.) may be used as performing arts, at a -1 Level penalty.

**Pick Pocket (DEFT/S)**

This skill enables a character to interact with items in another character's possession without their realizing it. This doesn't include Sleight-of-hand. Roll vs. the target's INTL to take something from the victim (or slip something into their pocket, or turn on their communicator unnoticed, etc.). This skill takes an Action to use; bystanders facing your direction also roll. If someone is paying attention, you must beat their roll twice.

**Profession (INTL/G/S)**

Specify one (General: barber, farmer, etc. Specific: administrator, architect, lawyer, etc.). The GM will set the difficulty of any task you attempt. Time requirement varies.

**Research (INTL/G)**

This skill is used to search for specific information in any large library, database, or etc. Difficulty is derived from both the obscurity of the information being sought, and the 'user-friendliness' of the source. For example, finding someone's listed phone number in their home-town phone book would be simple; a difficulty of 1. On the other hand, finding information on building a time machine in the uncatalogued notes of a mad scientist would be very difficult. Assuming that's even something related to the scientist's field of study, the difficulty might be 7. Each attempt takes an hour.

**Ride (DEFT/G)**

You are experienced in riding (specify horse, camel, elephant, etc.). This does not include Animal Handling. Your skill Levels affect the DEFT of your mount, not your own DEFT. For example, a rider with +1 skill level on a mount with a d4 DEFT rolls a d6 for their Ride skill. Make skill rolls when attempting trick maneuvers (jumps, moving over difficult terrain, etc.) vs. a difficulty set by the GM. Riding skill rolls should be made when the mount moves, and take 1" of movement on the part of the rider.

**Running (DEFT/G)**

This is the skill of running over difficult surfaces without falling down, moving through the dark without crashing into anything, and maneuvering at high speed. Roll vs. a difficulty set by the GM. Takes no time apart from the movement used.

**Scholar (INTL/S)**

You are versed in an esoteric body of knowledge: geography, history, mathematics, folklore & legends, heraldry, religious lore (specify a religion), herbal lore, etc. Roll vs. a difficulty set by the GM to answer any question within your field of knowledge. Takes no time.

**Science (INTL/S)**

Specify a science: Agriculture, Anthropology, Archaeology, Astronomy, Biology, Botany, Chemistry, Computer Programming, Criminology, Cryptography, Ecology, Economics, Electronics, Engineering (sub-specify: Civil, Nautical, Architectural, etc.), Geology, Advanced Mathematics, Military Science, Paleontology, Physics, Political Science, Psychology, Sociology, Zoology, etc. Roll vs. a difficulty set by the GM for any task related to your field. Time requirement varies.

**Seduction (COOL/G)**

You are skilled at arousing amorous feelings in others. Roll vs. the target's COOL. Takes no time. This won't make the other character like, trust, or believe you; it only makes them desire you. Seduction will not work on characters who are not attracted to your race and gender.

**Set/Disarm Trap (DEFT/S)**

Difficulty to set a trap = the Level of the trap's intended Effect. Time required to set a trap varies. Specify the trap's damage type (sharp kinetic, flame, etc.) and effects (damage, stun, grapple, etc.). For example, setting a trap doing 1d6 (Level 5) sharp kinetic damage has a difficulty of 5. The GM may veto a trap design (it's silly for someone who's makeshifting a trap from household items to set traps that inflict radiation damage, for example: the character would have to have other necessary skills, time, and other resources). The same applies to attempts to disarm traps by characters lacking necessary tools or skills. A fumbled trap-setting roll causes you to suffer the trap's intended effects. Disarming a trap takes a roll of 1 + the points by which the trap-setter's roll exceeded the difficulty. Each attempt to disarm takes a full Move & Action. You must make a Hiding roll to hide your trap, or to search for a hidden one.

You may choose a specialization if you wish, such as demolitions, wilderness trapping, etc. Difficulty is reduced by 2 for specialized characters setting traps within the bounds of their specialization, but specialized characters may not attempt to build traps that they aren't proficient at.

**Shield (DEFT/G)**

This skill is used to block an incoming attack, if you are using a shield. For complete rules on shield parrying, see section 10.5, step 4.

**Sleight-of-hand (DEFT/S)**

Skill at misdirecting onlookers, enabling you to make items in your hands seem to appear, disappear, or change. This does not include Pick Pocketing. Roll vs. a character's INTL to fool them. Takes 1" of Move. If anyone is paying careful attention, you must beat their roll twice.

**Sneak (DEFT/G)**

Roll to move without attracting attention. Takes 1/2 of your Move. Your roll becomes the difficulty on another's Perception roll to notice you. The GM may impose Effect Level modifiers to the Sneak roll depending on the availability of cover, background noise, etc.

**Sport (INTL/G/S)**

Common sports are General skills. Specify a sport when this skill is purchased: basketball, hockey, football, baseball, soccer, etc. Time requirement varies. This skill is similar to tactics (see below), but is used to gain a tactical advantage in a sports game.

**Survival (INTL/G/S)**

Ability to locate food and shelter in a particular environment. Specify an environment when this skill is purchased: plains, forest, mountain, desert, arctic, urban, etc. Survival in the type of environment you grew up in is a General skill. Roll vs. the difficulty set by the GM for survival tasks you attempt. Time requirement varies.

**Tactics (INTL/G/S)**

Make a tactics roll when leading troops in combat. Takes no time. The GM evaluates your roll and offers appropriately insightful suggestions as to the strategic significance of terrain features, probable enemy strategies, etc. Specify a terrain type: plains, forest, mountain, desert, arctic, urban, etc. Tactics in the environment you grew up in is a General skill. Tactics may be used in another terrain at a 1 Level penalty.

**Teach (INTL/G)**

Your skill Level is the highest Level of skill you may impart to another character when they are learning from you. The other character still spends their own CPs, but they may not purchase enough skill to exceed your Level in Teaching. Time requirement varies.

**Throw (DEFT/G)**

Use this to attempt to hit any target with a thrown object. Takes an Action. Weapons that are balanced and meant to be thrown (spears, daggers, etc.) are treated as Brawling Weapons (section 10.533) if thrown using this skill, and lose their innate weapon modifiers.

**Tie Knots (DEFT/G)**

Choose a Difficulty for the knot you're trying to tie, and make a skill roll. If you match or exceed the Difficulty you chose, you tie the knot. Takes a full move & Action per attempt. That Difficulty is also used vs. the Tie Knots skill of whoever tries to untie your knot, and the Contortionist skill difficulty of escaping if the knot was used to tie them up.

**Tracking (INTL/G)**

This skill enables a character to follow the trail left by another person or creature.

You can only track using clues that fall within the bounds of your senses. So, for example, a character who is blind to normal light cannot use visible light clues to track their prey.

Roll vs. a difficulty set by the GM (fresh snow = 1, mud or sand = 2, dirt or grass = 4, rocky or baked earth = 7, clean floor = 11, water = 16). Takes a full Move & Action. Difficulty may be modified by time passage, weather, traffic, etc. You can use Tracking skill to hide your own tracks; add your skill roll to the difficulty of others tracking you.

**Tumble (DEFT/G)**

Characters with Tumble skill may use it instead of their DEFT when rolling to rise from a prone position. This skill may also be used in place of DEFT when rolling to remain upright after suffering Knockback, or to reduce their damage from falling.

**Unarmed (DEFT/G)**

Specify an attack type when this skill is purchased (listed below). Roll vs. your opponent's defensive roll to hit (takes an Action). Roll vs. your opponent's attack skill roll to parry (takes no time). Unarmed parry attempts have a "breakpoint" equal to the character's Skill Level. See section 10.5.

Skill Name	Type	Description
Punch	G	Punching, Brass Knuckles
Kick	G	Kicking (-1 to hit, +1 damage)
Grapple	G	Grappling (can't be used defensively except against a Grapple attempt)

**Vehicle (DEFT/G/S)**

Specify: car, bicycle (General) or airplane, boat, motorcycle (Specific) etc. Make rolls when attempting trick maneuvers (jumps, moving over difficult terrain, etc.) vs. difficulty set by the GM. Takes no time.

**Ventriloquism (INTL/S)**

You can make others think your voice is coming from elsewhere. This does not include any ability to mimic voices or act. Roll vs. the INTL Effect of the listener(s). Takes no time.

**Weapon (DEFT/G/S)**

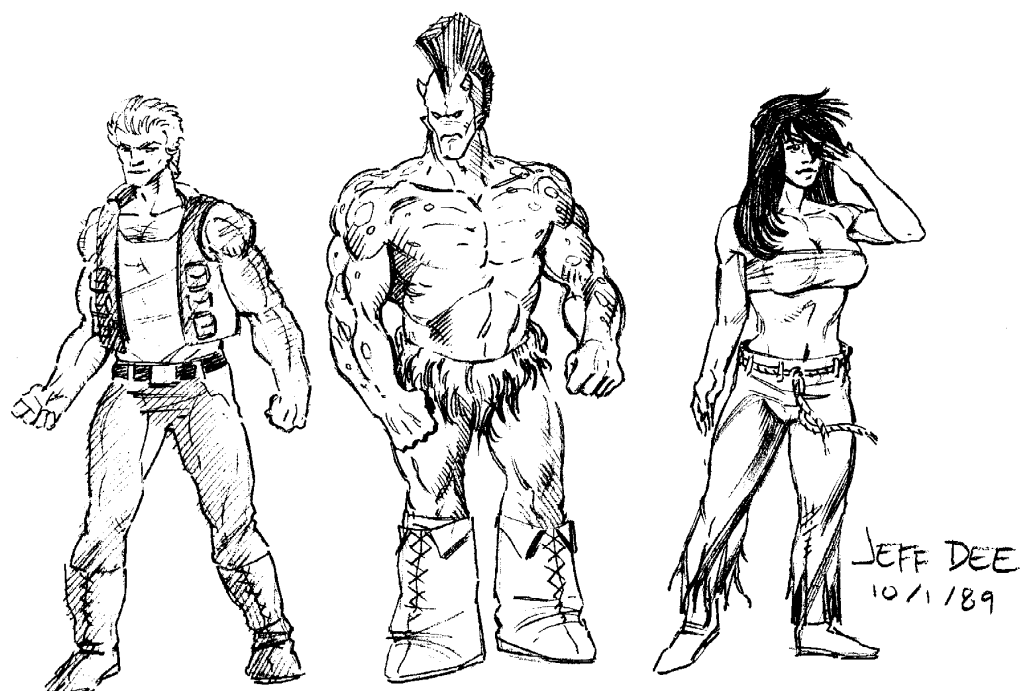
Specify a weapon type when this skill is purchased (listed below). Throwing a weapon uses a separate Thrown version of its skill. Roll vs. your opponent's defensive roll to hit (takes an Action). Roll vs. your opponent's weapon skill roll to parry (takes no time). See section 10.5.

When a Power requires a skill roll to hit, that skill is treated as a General skill for characters with that Power.

Refer to the Weapon Skill Table on the next page.

Skill Name	Type	Description
1-handed Swords	G	Bastard Sword, Foil, Longsword, Rapier, Shortsword, Ninja-To, Wakazishi
2-handed Swords	G	Bastard Sword, 2-Hand Sword, Katana, Dai-Katana
Daggers	G	Dagger*, Knife*, Jitte, Sai, Tanto
Axes	G	Battleaxe, Hatchet*, Wood Axe
Pistols	G	any 1-handed firearm
Polearms	G	Pike, Polearm, Pole Axe, Naginata
Rifles	G	any 2-handed firearm
Bludgeons	G	Club, Mace, Morningstar, 2-Hand Club, 2-Hand Mace, Warhammer
Flails	G	Flail, 2-Hand Flail, Nunchaku, Manriki Gusari
Spears	G	Javelin*, Lance, Short Spear*, Long Spear
Main Gauche	G	Main Gauche
Forks	G	Pitchfork, Trident
Staves	G	Quarterstaff, Bo Staff, Long Staff
Whip	S	Whip
Pistol Crossbow	G	Pistol Crossbow
Crossbow	G	Light Crossbow, Medium Crossbow, Heavy Crossbow
Bow	G	All regular bows
Sling	S	Sling
Bolas	S	Bolas
Blowgun	G	Blowgun

\*commonly thrown as well as used in melee





## 4.0 POWERS

### 4.1 Activating & Using Powers

'Activating' a power turns it on. A power may only be Used while it is Active.

'Using' a power means actually applying its effects. For example, making an attack constitutes one 'use' of a Power Blast. One 'use' of Gigantism alters the character's size. Some powers (like Power Blasts) are used momentarily, and must be re-used each time they're needed. Other powers (like Gigantism) remain in use until the character consciously decides to stop using them, or until the power is deactivated.

Powers can be Used automatically whenever they're needed, as long as they're Active, unless their description specifies that they take time to Use. A character can also consciously choose to hold back a power (see section 4.2).

Each power is designated either (C)ontinual, (P)ersistent, or (V)oluntary.

#### Continual Powers

Continual powers are always active, and can never be deactivated.

#### Persistent Powers

Persistent Powers can be activated and deactivated at will, but only while the character is conscious. It takes 1" of movement to activate a Persistent power, but it can be deactivated instantly at no movement or Action cost. Characters may not regain any NRG through rest (section 10.5.4.3) while they have any Persistent powers active. For example, suppose a character with Gigantism is posted (in their large form) as a sentry outside the players' base. If that character has spent any NRG points, those points will not come back while he's in his large form even if he relaxes and does nothing but sit there. He must shut off his power in order to rest. Persistent powers that are active when a character loses consciousness remain active.

#### Voluntary Powers

Voluntary Powers can be activated and deactivated at will while the character is conscious, but deactivate automatically if the character is knocked unconscious. It takes no time to activate or deactivate a Voluntary power. It may take time to "use" an active Voluntary power. Many attack powers are Voluntary, for example, but all attacks take an Action. Characters may not regain any NRG through rest (section 10.5.4.3) while they have any Voluntary powers active. For example, suppose a character with Flight sets out flying from New York to London. If he has spent any NRG points, those points will not come back as long as he's flying. He must stop flying in order to rest.

### 4.2 Deactivating Powers

The deactivation of a power has no effect on any damage or intensity it caused while it was active, but other external manifestations of the power (for example, an object created with Shaping) go away when the power is withheld or deactivated.

Powers function at the character's discretion. For example, a character with Armor vs. Sharp Kinetic Damage may hold back that armor's protection in order to allow a physician to administer an injection. This waiver of protection doesn't require the Armor power to be deactivated; if the character were simultaneously attacked by a Sharp Kinetic attack, his Armor would still protect him. Of course if he were tricked into holding his powers back he would have to deal with the consequences. Similarly, a character may voluntarily roll a lower damage Effect for his attack power if he's concerned about killing his target (see 10.5.2.7). A power can be withheld at no movement or Action cost. A character can keep withholding a power for an extended period of time if they want. A character may only choose to hold back their powers while they are conscious.

## 4.3 Power List

This section provides descriptions of all of the basic powers in the game.

Power Name	Class	Type
Adaptation	(C)	survival
Ambidexterity	(V)	talent
Amplified Sense	(V)	perception
Animal/Plant Communication	(C)	perception
Animal Control	(V)	subtle attack
Armor	(C)	protection
Armor Generation	(V)	protection
Astral Projection	(P)	travel
Bloodless	(C)	survival
Burrowing	(V)	damaging attack
Combat Maneuvers	(C)	talent
Contacts	(V)	talent
Cosmic Awareness	(V)	perception
Darkness Creation	(V)	miscellaneous combat
Defense	(V)	talent
Density Increase	(P)	protection
Density Decrease	(P)	utility
Devitalization	(V)	damaging attack
Dimensional Travel	(V)	travel
Disintegration	(V)	damaging attack
Emotion Control	(V)	subtle attack
Energy Field	(V)	damaging attack protection
Extra Limbs	(C)	utility
Flight	(V)	travel
Gigantism	(P)	miscellaneous combat
Gravity Decrease	(V)	subtle attack
Gravity Increase	(V)	damaging attack
Hallucinations	(V)	subtle attack
Healing	(V)	survival
Heightened COOL	(C)	characteristic
Heightened DEFT	(C)	characteristic
Heightened INTL	(C)	characteristic
Heightened PHYS	(C)	characteristic
Heightened REFL	(C)	characteristic
Heightened Senses	(C)	perception
Heightened Speed	(V)	combat
Heightened VITL	(C)	characteristic
Hibernation	(P)	survival
Hovering	(V)	travel
Hungerless	(C)	survival
Illusion Generation	(V)	miscellaneous combat
Inertia	(C)	miscellaneous combat

Power Name	Class	Type
Intangibility	(V)	miscellaneous combat
Invisibility	(V)	miscellaneous combat
Leaping	(V)	travel
Legal Powers	(C)	talent
Light Creation	(V)	utility
Luck	(C)	utility
Machine Control	(V)	damaging attack subtle attack
Mental Attack	(V)	subtle attack
Mimicry	(C)	miscellaneous combat
Mind Control	(V)	subtle attack
Movement	(V)	travel
Natural Weaponry	(V)	damaging attack
Negation	(V)	miscellaneous combat
NRG Battery	(C)	utility
Omni Power	(C)	miscellaneous combat
Pain Resistance	(C)	survival
Parachute	(P)	travel
Paralysis	(V)	subtle attack
Perfect Memory	(C)	talent
Possession	(V)	subtle attack
Power Blast	(V)	damaging attack
Probability Control	(C)	miscellaneous combat
Protected Senses	(C)	perception
Quick Draw	(V)	talent
Radio Transmission	(V)	perception
Recharge	(C)	survival
Recovery	(C)	survival
Regeneration	(C)	survival
Restraint	(V)	subtle attack
Resurrection	(C)	survival
Revivication	(V)	survival
Sensory Shock	(V)	subtle attack
Shape Changing	(P)	utility
Shaping	(V)	miscellaneous combat
Shield	(V)	protection
Shrinking	(P)	utility
Sidekick	(C)	talent
Skill	(V)	talent
Skill Bonus	(V)	talent
Sleepless	(C)	survival
Special Effects	(V)	utility
Speed Bonus	(V)	travel

Power Name	Class	Type
Splitting	(P)	miscellaneous combat
Stretching	(P)	utility
Summoning	(P)	combat
Suppression	(V)	subtle attack
Swimming	(V)	talent, travel
Swing Line	(V)	travel
Telekinesis	(V)	damaging attack
Telepathy	(V)	perception

Power Name	Class	Type
Teleportation	(V)	travel
Telescopic Sense	(V)	perception
Transformation	(C)	utility
Transmutation	(C)	subtle attack
Universal Translator	(V)	perception
Wall Crawling	(V)	travel
Weakness Detection	(V)	perception
Wealth	(C)	talent

### Adaptation (C)

This power allows a character to ignore the effects of certain Damage Types when they are encountered as ambient effects in nature. Adaptation has no effect on damage taken in combat.

For purposes of this power, Asphyxiation is considered a Damage Type, and specific non-oxygen atmospheres are considered separate forms within that type.

Base Cost	Degree of Adaptation
1	1 specific form (example: Adapted to Cold)
3	1 Damage type (example: Adapted to Mystic)

Apply the Variable power enhancement to enable a character to Adapt to more than one damage type.

Examples of common forms of Adaptation include Water Breathing (one non-oxygen atmosphere, 1 CP), Doesn't Breathe (asphyxiation, 3 CPs), Spaceworthy (vacuum and crushing/high pressure for 1 CP, asphyxiation and high radiation for 4 CPs, total cost 5 CPs), Immunity to Disease (disease, 1 CP), and Immortality (adapted to temporal, 3 CPs).

### Ambidexterity (V)

This ability allows a character to ignore the normal penalties for attempting to use their off hand. The Base Cost for Ambidexterity is 3 CPs. For 2 CPs, a character can ignore off hand penalties on a single skill (specify that skill when this ability is purchased).

### Amplified Sense (V)

This power enables one sense to amplify tiny details, so that they can be perceived more easily. Amplified Sense has a Base Cost of 1 CP per Level. You must specify which sense it applies to when it is purchased. Each level negates one point or effect level of difficulty arising from smallness of detail. An Amplified Sense does not negate penalties on called shots against opponents in combat, but it may aid in noticing any secret equipment which the opponent may be carrying.

If applied to Radio Reception, Amplified Sense allows a character to pick up radio broadcasts beyond their normal transmission range. Each level of Amplified Sense in Radio Reception doubles the effective range of the transmitter.

### Animal/Plant Communication (C)

This is the power to 'speak' with animals or plants. The character is endowed with the ability to use whatever natural form of communication is used by the species in question. It may involve body language or other forms of communication as well as or in addition to vocalization. The Base Cost of Animal/Plant Communication depends on how many kinds of animals or plants the character is capable of communicating with, and on how well they can communicate.

Number of Species	COMMUNICATION ABILITY		
	Poor	Average	Good
1 Species	1 CP	2 CPs	3 CPs
A Group of Related Species	3 CPs	6 CPs	9 CPs
All Animals, or All Plants	5 CPs	9 CPs	14 CPs
All Animals and Plants	8 CPs	14 CPs	20 CPs

Poor ability is limited to the rudimentary communication of emotional state, basic needs, and so on. The character is treated with caution by creatures communicated with at this level.

Average ability allows the extensive communication of attitudes, motivations, general information, and so on. The character is treated with indifference by creatures communicated with at this level.

Good ability provides total fluency, allowing the subtle exchange of feelings and detailed information. The character is treated with kinship by creatures communicated with at this level.

### Animal Control (V)

This attack power enables a character to make certain types of animals regard them as their "pack leader", and allows them to command the affected animals.

Animal Control takes an Action to use, and has a range of 12".

Select a damage type when this power is taken (usually Biochemical or Psychic). Roll COOL (or skill) vs. the target's COOL to hit. Victims roll COOL to resist and recover. As long as a victim fails to recover, it must continue to obey the attacker.

A character can control a maximum number of CPs worth of animals (including weaknesses) equal to their own total CP cost. For example, a character built on 163 CPs could control up to 163 CPs worth of animals. Once a character has taken control of animals whose total CPs exceed this limit, they may not take control of any more. However, they may release control of animals they already control at no movement or Action cost to make room for different ones.

The limit on the number of CPs worth of animals a character may control can be increased by adding 1 CP to the base cost of Animal Control per +10 CPs worth of animals.

The character must be able to communicate with their animals in order to give them commands. It isn't necessary to "speak" the animals' language to give them simple instructions (attack, retreat, wait,

and so on). To give them more complicated instructions (such as "press the green button") requires the Animal Controller to speak in the animals' language.

Animals remain under the character's control even if they move beyond the character's Animal Control range. However, if the character can no longer communicate with a controlled animal, he may not give it any more instructions.

Simple commands like "follow" or "stop" will be obeyed immediately, without hesitation. If instructed to do something against their nature, such as "go into that fire", an animal is immediately allowed another recovery roll.

Other characters who speak the animals' language can also spend an Action to try to talk them out of it. If this is attempted, the animal is immediately allowed another recovery roll.

The Base Cost of Animal Control depends on its intensity roll:

Base Cost	Animal Control Intensity
1	d1
2	d2
4	d3
7	d4
11	d6
16	d8
22	d10
29	d12
37	2d8-1
46	2d10-1
56	2d12-1
67	3d10-2
79	3d12-2

You must specify what types of animals you can control. The less common they are, and the less useful they tend to be in combat, the cheaper this ability is. Consult the following table to find the appropriate cost modifier:

Frequency	Non-Combatant	Combatant	Mixed
Rare (example: Siberian tigers)	(-9)	(-7)	(-5)
Uncommon (example: mountain lions)	(-7)	(-5)	(-3)
Common (example: domestic cats)	(-5)	(-3)	(-1)
Very Common (example: all felines)	(-3)	(-1)	(+0)

The 'non-combatant' category includes animals which are effectively useless in combat, such as rabbits or earthworms. Combatant animals are animals that pose a significant threat to an average person, such as dogs or elephants. Use "mixed" if the character can control both combatant and non-combatant animals, or if you can't decide which of the other two categories the animals fall into.

For example, the Jungle King has 1d12 of Animal Control at a base cost of 29 CPs, usable on all animals native to the jungles of Africa. That would include both combatant and non-combatant

animals, so his cost modifier is found in the "mixed" column. The GM must rule on the frequency with which African animal species will be encountered in his game. Since they can only be found in Africa or a city zoo, the GM rules that they are "uncommon". The cost modifier for mixed, uncommon animals is (-3), so Jungle King winds up paying 19 CPs for his Animal Control ability (not counting any other modifiers on the power).

A character with Animal Control is assumed to be in control of half of his CP limit of selected animals (or at least one animal) at the start of any combat, unless prior events dictate otherwise.

## Armor (C)

Armor protects the character against damage or 'intensity' points inflicted by various types of attacks. You must specify the Damage Types that the Armor works against. Armor only protects against the Damage Type(s) it is built to resist.

Armor has no effect against Sensory Shock attacks.

The Base Cost of Armor depends on its protection score and the number of damage types it protects against. Consult the table below.

Protection	DAMAGE TYPES						
	1	2	3	4	5-6	7-10	ALL
1	1 CP	1 CP	1 CP	1 CP	1 CP	2 CPs	2 CPs
2	2 CPs	3 CPs	4 CPs	5 CPs	6 CPs	7 CPs	9 CPs
3	5 CPs	7 CPs	9 CPs	12 CPs	13 CPs	15 CPs	20 CPs
4	7 CPs	11 CPs	14 CPs	18 CPs	21 CPs	24 CPs	31 CPs
5	10 CPs	15 CPs	19 CPs	25 CPs	28 CPs	32 CPs	42 CPs
6	13 CPs	20 CPs	26 CPs	34 CPs	39 CPs	44 CPs	58 CPs
7	16 CPs	25 CPs	32 CPs	42 CPs	48 CPs	55 CPs	71 CPs
8	19 CPs	28 CPs	37 CPs	48 CPs	55 CPs	63 CPs	83 CPs
9	21 CPs	32 CPs	42 CPs	55 CPs	63 CPs	72 CPs	94 CPs
10	23 CPs	35 CPs	46 CPs	60 CPs	69 CPs	79 CPs	103 CPs
11	26 CPs	39 CPs	51 CPs	67 CPs	76 CPs	87 CPs	114 CPs
12	29 CPs	43 CPs	56 CPs	73 CPs	83 CPs	96 CPs	125 CPs
13	31 CPs	46 CPs	60 CPs	79 CPs	89 CPs	103 CPs	134 CPs
14	33 CPs	50 CPs	65 CPs	85 CPs	97 CPs	111 CPs	145 CPs
15	35 CPs	52 CPs	68 CPs	89 CPs	101 CPs	116 CPs	152 CPs
16	36 CPs	55 CPs	71 CPs	93 CPs	106 CPs	121 CPs	158 CPs
17	38 CPs	57 CPs	74 CPs	97 CPs	110 CPs	127 CPs	165 CPs
18	39 CPs	59 CPs	76 CPs	100 CPs	113 CPs	130 CPs	169 CPs

Example: Matterhorn wants to be heavily protected against all forms of Physical Damage. He decides he wants Armor Protection of 8. Physical damage includes 9 Damage Types, so the Base Cost of Matterhorn's Armor is 63 CPs.

## Armor Generation (V)

This power allows a character to generate armor protection at will. Armor Generation can be used to simulate Force Fields, secreted organic armor, an icy or volcanic rock crust, and so on.

Generated armor is temporary. It goes away automatically if the character is knocked out, and it can be weakened by repeated impacts. Each time Generated Armor is penetrated by a damage type that it protects against (even if only 1 point of damage or intensity gets through) its Protection value drops by 1 point.

It takes 1 point of NRG and 1" of movement to activate this armor. Re-activating Generated Armor will completely renew its Protection value. In all other respects Generated Armor is the same as regular Armor.

The Base Cost of Armor Generation depends on its protection score and the number of damage types it protects against. Consult the following table.

Protection	DAMAGE TYPES						
	1	2	3	4	5-6	7-10	ALL
1	1 CP	1 CP	1 CP	1 CP	1 CP	1 CP	1 CP
2	1 CP	1 CP	2 CPs	2 CPs	2 CPs	3 CPs	4 CPs
3	2 CPs	3 CPs	4 CPs	5 CPs	5 CPs	6 CPs	8 CPs
4	3 CPs	4 CPs	6 CPs	7 CPs	8 CPs	10 CPs	13 CPs
5	4 CPs	6 CPs	8 CPs	10 CPs	11 CPs	13 CPs	17 CPs
6	5 CPs	8 CPs	10 CPs	13 CPs	16 CPs	17 CPs	23 CPs
7	6 CPs	10 CPs	13 CPs	16 CPs	19 CPs	21 CPs	28 CPs
8	7 CPs	11 CPs	15 CPs	19 CPs	22 CPs	25 CPs	32 CPs
9	8 CPs	13 CPs	17 CPs	22 CPs	24 CPs	28 CPs	37 CPs
10	9 CPs	14 CPs	18 CPs	24 CPs	27 CPs	31 CPs	40 CPs
11	10 CPs	15 CPs	20 CPs	27 CPs	30 CPs	34 CPs	45 CPs
12	11 CPs	17 CPs	22 CPs	29 CPs	33 CPs	37 CPs	49 CPs
13	12 CPs	18 CPs	24 CPs	31 CPs	35 CPs	40 CPs	53 CPs
14	14 CPs	20 CPs	26 CPs	34 CPs	38 CPs	43 CPs	57 CPs
15	14 CPs	20 CPs	27 CPs	35 CPs	40 CPs	45 CPs	60 CPs
16	14 CPs	21 CPs	27 CPs	37 CPs	42 CPs	48 CPs	62 CPs
17	15 CPs	22 CPs	29 CPs	38 CPs	43 CPs	50 CPs	65 CPs
18	15 CPs	23 CPs	29 CPs	39 CPs	45 CPs	51 CPs	66 CPs

Armor Generation may not be changed into a Continual power.

### Armor Generation Option: Charges

Armor Generation may be given 11 charges instead of having an NRG cost. Each activation of the power uses up one charge. This option has no cost modifier.

## Astral Projection (P)

This power enables a character's spirit to leave their physical body. Astral Projection gives the character spirit-form Intangibility, with the limitation that you leave behind your physical body, at a Base Cost of 12 CPs. It takes 1" of movement to begin Astral Projection. Refer to the description of Intangibility for other details.

Unlike normal Intangibility, Astral characters cannot become tangible again except by re-entering their physical body. The physical body and the Astral body share the same Hits and NRG points, as well as all powers.

Astral Projection has a time limit of one hour. If the character's Astral body is knocked unconscious or incapacitated, it will automatically begin to move back toward its physical body at its fastest possible speed.

While Astral, the character's body falls into a coma and hovers at the brink of death. It is safe enough if it's not disturbed, but if the character's Astral form fails to return within the time limit, the physical body dies. If the body is attacked while the Astral spirit is away, it is treated as an unconscious and immobile target. Since the body and spirit share Hit Points, the character can feel any damage taken by his physical body while he is Astral.

If the body is taken, the spirit must locate it before it can re-enter. If the body is killed, the character dies. It takes 1" of movement to re-enter the physical body at the end of an Astral journey.

### Astral Projection Option: Silver Cord

For a cost modifier of (+2), the character may have a 'Silver Cord'. Only they can see this cord, and it always shows them the route back to their body.

## Bloodless (C)

A character with this power does not suffer the 1 NRG Point per minute blood loss normally associated with severe injuries. See 10.5.1.3. The Base Cost for Bloodless is 3 CPs.

## Burrowing (V)

This attack power can also be used against inanimate matter at a cost of movement only. Each inch of movement used burrows through 1 cubic game inch (2m x 2m x2m) of SR 1 material; multiply the movement cost by the SR of the material being burrowed through, then divide it by the maximum SR capability of the character's power. For example, if Master Mole's Burrowing works against a maximum SR of 9, and he uses it

against a brick wall of SR 4, he can burrow through 9/4 or 2 1/4 cubic game inches of the wall per inch of movement he spends.

Note that if the thing being burrowed through is dodging or resistant to being hit in any other way, a roll to hit and an Action are still required to strike it.

Select a Damage Type when purchasing this power. The combat damage of the attack increases along with the maximum Structural Rating that may be burrowed through.

Burrowing has no range.

The Base Cost of Burrowing depends on its damage roll and the maximum Structural Rating it can affect. Consult the table below.

Base Cost	Max. SR	Burrowing Damage
1	2	d1
2	3	d2
5	4	d3
8	5	d4
10	6	d3+1
13	7	d6
16	8	d3+2
18	9	d8
22	10	2d4
25	11	d10
30	12	2d4+1
33	13	d12
36	14	2d6
42	16	2d8-1
48	18	2d8
52	20	2d10-1
58	22	2d10
64	24	2d12-1
68	26	2d12
74	28	2d12+1
78	30	2d12+2
81	32	2d12+3
84	34	2d12+4
87	36	2d12+5

## Combat Maneuvers (C)

These are specialized moves which enhance normal combat skills. Combat maneuvers take no extra time to use.

Each Combat Maneuver has its own Base Cost per Level. The combat maneuvers are listed below.

Super-powered characters may buy maneuvers multiple times, up to a maximum of 3 times per skill, for a cumulative effect. Non-super characters may only buy each maneuver once for each separate combat skill. Specify which combat skill a maneuver applies to when you purchase it.

Maneuver	CP COST			Description*
	1 Level	2 Levels	3 Levels	
Choke Hold	3	7	12	+1 damage. Only vs. a held opponent.
Disarm	5	11	18	+1 to hit & damage. If damage exceeds PHYS/STR roll by opponent, they drop their weapon; no actual damage is inflicted.
Escape	2	5	9	+1 to PHYS/STR roll. Only on rolls to escape a hold.
Hold	3	7	12	+1 to PHYS/STR roll. Only on rolls to maintain a hold.
Parry	4	9	15	+1 to parry roll. Also adds +1 to breakpoint of parry.
Strike	3	7	12	+1 damage roll.
Stun	3	7	12	+1 damage roll. Attack does stun damage only.
Throw	3	7	12	+1 to PHYS/STR roll. Only when throwing a held opponent.

\*All Combat maneuver modifiers are straight plusses to the character's die roll, not effect level bonuses.

Example: The Strangler's 2 levels of Choke Hold have a Base Cost of 5 CPs, giving him a +2 damage bonus vs. held opponents.

## Contacts (V)

Contacts are characters who can be called on for advice, information, or other forms of assistance. The Base Cost is 1 CP for a d6 Effect in a Skill that the Contact provides; each point added to the Base Cost either adds another Skill at d6 Effect or increases one of the Contact's Skills by one Effect Level. A Skill possessed by a Contact may take the form of inside information on the activities of a particular individual or organization.

A Luck Effect roll must be made to get in touch with a Contact each time their services are required. Normally, the character must make a Luck roll of 3+ to locate their Contact. If you wish, you may make the Contact harder to get in touch with by raising the roll required to 4+, applying a cost modifier of (-5) to the Base Cost of the Contact. You can also make the Contact easier to get in touch with, reducing the roll required to 1+ (failing only on a fumble), applying a cost modifier of (+5) to the Base Cost of the Contact.

## Cosmic Awareness (V)

This power attunes a character's mind to the cosmos, allowing them to ask the GM questions about anything going on anywhere (and any time) in the Multiverse.

For a Base Cost of 10 CPs the character gains Cosmic Awareness as a General skill based on COOL. This skill can be learned and improved just like any other skill (see 2.2352). Cosmic Awareness skill may be 'pushed' with NRG points.

Cosmic Awareness attempts take one Action per question. The difficulty of a Cosmic Awareness roll depends on how far away the answer lies, and how well hidden it is. The GM should consult the following tables whenever called upon to assign a Cosmic Awareness difficulty.

Where can the answer be found? Pick the lowest difficulty that applies.

Location	Difficulty
same building	1+
same neighborhood	2+
same town or city	3+
same state, territory, province, or ethnic region	4+
same country	5+
same planet	6+
same solar system	7+
same galaxy	8+
same dimension	9+
another dimension	10+



For example, if Dr. Cosmos wants to know whether Matador is still alive, and Matador is somewhere in the same city, his base difficulty is 3+.

How well hidden is the answer? Add the following modifier to the Location difficulty.

Obscurity	Description	Difficulty
Obvious	the answer is right out in the open at its location	+0
Hidden	the answer is hidden, either on purpose or accidentally	+2
Lost	the answer can no longer be found anywhere in the Multiverse	+4
Future	answer does not yet exist	+6

Continuing our example, if Matador has been imprisoned by the Four Fiends then whether he is still alive or not is "hidden", bringing Dr. Cosmos' total difficulty to 5+.

You can also add to your roll by increasing the fumble threshold. This simulates going into a deeper trance, and stretching your mind beyond safe limits. Normally a fumble only occurs if you roll your minimum roll twice. You may increase the risk of a fumble, so that a fumble occurs if you roll one greater than your minimum or less twice. This decreases the difficulty by one. If you accept the risk of a fumble on a roll of two greater than your minimum or less twice, the difficulty is reduced by two, and so on.

The GM should always make Cosmic Awareness rolls secretly.

If the first roll is successful, the GM should give the character an answer that is correct, though it may be vague and difficult to decipher if the GM deems this necessary to preserve the essentials of the ongoing plot. If the roll is a simple failure, the GM should give the character an answer that is either purposefully misleading or outright false. If the roll is a fumble the character gets either no answer at all or an incomprehensible one, and must roll again.

If the second roll is successful, the character goes into a trance. Treat this as being incapacitated in combat, with normal wake-up rolls applying. If the roll is a failure the character is incapacitated, and loses NRG points equal to the difficulty of the question. If the roll is a fumble the character goes into a coma as well as losing NRG, and must roll again.

If the third roll is a success the character suffers from terrible nightmares for several weeks. If the roll is a failure the character suffers nightmares and attracts the unwanted attention of some cosmic being related to the question that was asked. If the roll is a fumble the character acquires a psychological weakness related to the question, and attracts the attention of a cosmic being.

## Darkness Creation (V)

The character can create a region where one sense (usually normal vision) doesn't operate, nor do sensory stimuli associated with that sense escape the area of effect.

Darkness Creation has a Base Cost of 7 CPs, has no range, and has a 3' diameter area of effect, and no range. It takes an Action to create an area of Darkness. The Darkness lasts until the character chooses to negate it, moves out of range, or loses consciousness.

The character can create a spherical "cloud" of darkness, of any size up to the limit of the power's radius of effect.

The degree of darkness created can be varied. The character can create mere shadows; noticeable, but with no game effects. Shadows have no effect on sources of light inside them.

The character can create deep shadows which cause everyone inside to suffer a penalty of -2 to hit (and to perception rolls) due to the dim light. Light sources inside a deep shadow negate this combat penalty within their area of effect.

The character can create full darkness, completely negating normal vision. Characters who move through an area of absolute darkness without any means of navigation must make a DEFT roll to avoid tripping or bumping into something; use their movement rate on the Range Difficulty Table to find the difficulty. If they fall down or bump into something, consult the rules on falling (11.2) and ramming (10.5.3.5) to determine the damage to themselves and whatever they bumped into. If a character in full darkness tries to attack anything, treat their target as if it were Invisible (refer to the Invisibility power for details). Sources of light within full darkness reduce the darkness to "deep shadow".

### Darkness Option: Limited Darkness

If the character cannot create full darkness (i.e., shadow & deep shadow only), apply a cost modifier of (-4). If the character can only create shadows, apply a cost modifier of (-6).

## Defense (V)

This power makes a character harder to hit. Each level adds +1 to the character's Targeting difficulty and +1 level to their rolls to Dodge. All other defensive rolls are unaffected. The Base Cost depends on the number of Defense levels purchased.

Defense Levels	1	2	3	4	5
CP Cost	6	13	21	30	40

## Density Increase (P)

This protection power enables a character to increase their mass, changing their body into a heavier and stronger material.

It takes 1" of movement to change density. Density Increase grants a character Armor protection that's the equivalent of an increased Structural Rating (see 11.1), while increasing their mass to match. Multiply the character's mass by their new SR, and adjust their Mass Effect and leaping distance accordingly. The Armor protection granted by this power is Brittle, and applies against all Physical damage types.

A character may use any or all of his levels of Density Increase, but must specify the number of levels being used at any given time. The denser the character's body becomes, the higher the Base Cost.

Base Cost	Protection	Equivalent SR
1	1	2
2	2	3
5	3	4
7	4	5
10	5	6
13	6	7
16	7	8
19	8	9
21	9	10
23	10	11
26	11	12
29	12	13
31	13	14
33	14	15
35	15	16
36	16	17
38	17	18
39	18	19

## Density Decrease (P)

This power reduces a character's mass, making them weigh less than normal.

It takes 1" of movement to change density. Multiply the character's weight as shown, and adjust their Mass Effect and leaping distance accordingly.

A character may use any or all of his levels of Density Decrease, but must specify the number of levels being used at any given time.

The Base Cost of Density Decrease depends on how much lighter the character becomes. Consult the table below.

Weight Multiplier	x.75	X.5	X.25	x0
CP Cost	2	3	4	6

Density Decrease does not reduce a character's protection or make them intangible.

## Devitalization (V)

Devitalization attacks inflict damage on a target's NRG instead of Hit Points. Each damage point which penetrates reduces the victim's NRG points by 1. NRG points lost to Devitalization are recovered during rest in the usual manner. Devitalization inflicts Hit Point damage once the victim's NRG points drop to zero. Devitalization has a range of 12".

Select a Damage Type for the attack when purchasing this power.

The Base Cost for Devitalization depends on its damage roll.

Base Cost	Devitalization Damage
1	d1
2	d2
3	d3
5	d4
9	d6
13	d8
17	d10
22	d12
28	2d8-1
36	2d10-1
43	2d12-1
51	3d10-2
61	3d12-2

## Dimensional Travel (V)

This power enables a character to travel to alternate dimensions, and to return to their home dimension from any other. It takes 1" of movement to use this power, but only 1 Dimension Shift can be attempted per turn. Buy Dimensional Travel multiple times to allow multiple shifts per turn.

A character's cargo limit while traveling dimensions equals their Carrying Capacity. Characters can only bring along objects they are touching, and those objects must not be fastened in place.

For a Base Cost of 13 CPs, a character can travel between their home dimension and one other dimension. This has an NRG Cost of 1 per Use. Alternately, this power may be given 11 charges instead of an NRG cost. The point of arrival and departure from one of these two dimensions is static and unmoving. The character can depart from any location in the other dimension, and they reappear at that point of departure upon returning to that dimension. This form of Dimension Travel doesn't involve any risk of failure.

For a Base Cost of 27 CPs, a character can travel among any dimensions along the 'Time Axis' - that is, only among dimensions which parallel the real world and differ only in their relative historical periods. The character always appears at the same geographic location that they left from, no matter how far they travel in time. Time Travel has an NRG Cost of 2 per Use, and the character risks failure (see below). Alternately, this power may be given 5 charges instead of an NRG cost.

For a Base Cost of 36 CPs, a character can travel among any dimensions that are \*not\* along the 'Time Axis' - real alien dimensions with little or no historical similarity to our own. The character's geographic location upon reaching a new dimension for the first time is determined by the GM, but when the character returns to a previously visited dimension they re-appear at their last position in that dimension. This has an NRG Cost of 2 per Use, and the character risks failure (see below). Alternately, this power may be given 5 charges instead of an NRG cost.

A character may shift into any dimension into which he can see without risk of failure, provided that his destination in that dimension is visible. When attempting to shift into an unseen destination, roll d4 (or the character's INTL or Dimension Travel Skill if he has been there before) vs. a difficulty rating set by the GM to reflect how different that dimension is from the current one.

Failure results in disorientation: the character is "surprised" on arrival (see 10.521), or else they arrive at the wrong location within the target Dimension. A fumbled dimension shift lands the character inside a solid object, or in the wrong Dimension.

A character can memorize a particular spot in a particular Dimension for 1 CP, allowing blind shifting to that spot without any risk of error.

For +6 base CP cost the character makes a gateway 1" x 1" (2m x 2m) in size, instead of 'blinking' to their destination. The gate lasts until the character spends 1" of movement to close it, or is knocked out. Dimension gates link the origin and destination points for as long as they remain open, and may be used by anyone or anything that can fit through them.



## Disintegration (V)

This attack power enables characters to vaporize matter. Disintegration ignores all forms of protection - it doesn't have a damage type. However, you must specify one reasonably common type of material which the Disintegration cannot affect at all. Examples include lead, mirrors, flesh, and so on.

Disintegration can be used against inanimate matter at a cost of movement only, instead of requiring an Action. Each inch of movement used disintegrates 1 cubic game inch (2m x 2m x 2m) of SR 1 material; multiply the movement cost by the SR of the material being disintegrated. For example, if Destructor uses his Disintegration against a brick wall of SR 4, it costs him 4 inches of movement per cubic inch he destroys. Characters and creatures only take damage, and do not vaporize until after they are killed. Disintegration has a range of 12".

Note that if an inanimate target is at range, or is remotely controlled and dodging, a roll to hit and an Action are still required to strike it.

The Base Cost of Disintegration depends on its damage roll. Consult the table below.

Base Cost	Disintegration Damage
2	d1
4	d2
8	d3
14	d4
21	d6
31	d8
43	d10
57	d12
72	2d8-1
90	2d10-1
109	2d12-1
131	3d10-2
154	3d12-2

## Emotion Control (V)

This attack power enables a character to plant an emotion in a target's mind. Emotion Control has a range of 12". Roll COOL (or skill) vs. target's COOL to hit. Emotion Control attacks take an Action to use. Specify a Damage type. The attacker may also supply specifics about the emotional state. For example, if Heartthrob causes Leather Lady to feel love, he also gets to say who she's in love with. Unlike Mind Control the attacker cannot change the victim's emotions again without making another attack, nor can they force the victim to obey specific orders.

Victims roll COOL to resist and recover. As long as the target fails to recover, they must continue to behave according to the emotions planted by the attacker. Victims get an extra recovery roll each time another character spends an action trying to talk sense into them, and each time the new emotions drive them to do something against their true nature.

The Base Cost of Emotion Control depends on its Intensity roll.

Base Cost	Emotion Intensity
1	d1
3	d2
6	d3
10	d4
16	d6
24	d8
33	d10
43	d12
55	2d8-1
69	2d10-1
84	2d12-1
100	3d10-2
117	3d12-2

## Energy Field (V)

This power gives a character the ability to surround their body with a field of damaging energy. An Energy Field is considered both an attack power and a protection power. It takes 1" of movement to turn the Field on.

Physical attacks that attempt to penetrate this field must first contend with the damage effect of the field. If the attacker is unarmed then the attacker takes that damage personally, and the attack is negated if the attacker is knocked back or knocked out. If the attacker is using a melee weapon then the weapon itself takes the damage, and the attack is negated if the weapon is destroyed. If the attacker is firing a Physical damage attack then the damage it inflicts is reduced by a roll of the damage effect of the field.

The energy field is also treated as a carried attack on any unarmed attacks made by the character.

Characters are automatically immune to the effects of their own Energy Fields. Apply a cost modifier of (-1) if the character is susceptible to their own Energy Field.

Energy Fields can be used against inanimate matter at a cost of movement only, instead of requiring an Action. The maximum Structural Rating that may be affected increases along with the damage effect of the field. Each inch of movement used destroys 1 cubic game inch (2m x 2m x2m) of SR 1 material; multiply the movement cost by the SR of the material being destroyed. For example, if Lava Man has an energy field that works against a SR of up to 9, and he uses it against a brick wall of SR 4, he can destroy 1 cubic game inch of the wall per 4 inches of movement he spends.

Note that if the inanimate target is remotely controlled and dodging, a roll to hit and an Action are still required to strike it. If the Range enhancement is added to this power, attacks at range will also require a roll to hit.

Select a Damage Type for the field when purchasing this power. The Base Cost of an Energy Field depends on its damage roll. Consult the table below.

Base Cost	Damage	Maximum SR
1	d1	2
3	d2	3
6	d3	4
10	d4	5
16	d6	7
24	d8	9
33	d10	11
43	d12	13
55	2d8-1	16
69	2d10-1	20
84	2d12-1	24
100	3d10-2	29
117	3d12-2	34

## Extra Limbs (C)

This power grants a character additional appendages. Extra limbs don't provide any statistical advantage, but they may allow unusual maneuvers.

Extra limbs are incapable of fine manipulation, and are considered "off hand" unless the character buys the power of Ambidexterity for them. Extra Limbs are automatically considered to have the Body Power Restriction, so opponents may make Called Shots on your Extra Limbs.

Base Cost	Extra Limbs
1	+1
2	+2
3	+4
4	+8
5	+16
6	+32
7	+64
8	+128
9	+256
10	+512
11	+1024

## Fine Manipulation

There is an additional Base Cost of 1 CP for each limb that is capable of fine manipulation.

## Manipulative Feet

A character's feet may be made manipulative at a cost of 2 CPs.

## Flight (V)

The power of Flight enables a character to move in three dimensions in or out of gravity fields and atmosphere. Flight is movement, and takes place in the movement portion of a character's turn. See also 10.322.

The Base Cost of Flight depends on the character's acceleration rate and top speed.

Base Cost	Acceleration	Top Speed
3	1	2
4	2	4
5	4	8
6	5	10
7	7	14
8	8	16
9	10	20
10	11	24
11	13	32
12	14	40
13	16	48
14	17	64
15	19	80
16	20	96
17	22	128
18	23	160
19	25	192
20	26	256
21	28	320
22	29	384
23	31	512
24	32	640
25	34	768
26	35	1024
27	37	1280
28	38	1536
29	40	2048
30	41	2560
31	43	3072
32	44	4096
33	46	5120
34	47	6144
35	49	8192
36	50	10240

Acceleration is the rate by which the character can increase or decrease their current flight speed per turn. Acceleration is explained in section 10.3.2.1.

A character's top flight speed is their maximum lateral flight movement rate.

Flying characters can hover in place at no movement cost, as long as their Flight power is active.

Flight is reduced to 1/10 normal movement under water.

### Light Speed

A character with Flight can also buy Light Speed to gain the ability to fly faster than the speed of light when in vacuum and zero gravity. Breaking the light barrier causes an energy pulse which can be seen for thousands of miles.

The character's top Light Speed equals their flight acceleration. For example, a character with an acceleration of 8" per phase can fly at 8 times the speed of light if they purchase Light Speed. If the character also has Heightened Speed, multiply their top light speed by the number of Turns they get per Round.

It takes a full move and action to use Light Speed, making it suitable only for uninterrupted long-distance travel. Light Speed adds 7 CPs to the Base Cost of Flight.

### Mach Speed

A character with Flight can also buy Mach Speed to gain the ability to fly faster than the speed of sound within gravity wells or an atmosphere. Breaking the sound barrier causes a sonic boom which can be heard for many miles.

Mach Speed rate equals the character's flight acceleration. For example, a character with an acceleration of 5" per phase can shift to Mach 5 (approximately 6000kph) with Mach Speed. If the character also has Heightened Speed, multiply their top mach speed by the number of Turns they get per Round.

It takes a full move and action to use Mach Speed, making it suitable only for uninterrupted long-distance travel. Mach Speed adds 3 CPs to the Base Cost of Flight.

### Flight Option: Gliding

Gliding is a limited form of flight which requires a character to take advantage of local thermal updrafts in order to gain altitude. In fact, gliding characters must always lose altitude each turn unless they compensate by riding thermals. Gliding movement doesn't work at all in a vacuum or under water. Complete rules on Gliding movement are found in section 10.3.2.3. Gliding has a cost modifier of (-2).

You cannot add Light Speed or Mach Speed to Gliding.

### Gliding Option: Water Gliding

You may choose to have your Gliding power work ONLY under water when you purchase it. This option has no cost modifier.

### Flight & Gliding Option: Cannot Hover

A character with this option must maintain a minimum airspeed of 2" per turn per Mass level, or else they "stall out" and begin to fall. Inability to hover is worth a cost modifier of (-2).

If this option is selected, the character cannot take off from the ground until they accelerate above their stall speed. The character must always move a minimum number of inches equal to their stall speed before gaining altitude, even if their acceleration rate is higher than that.

### Flight Option: Levitation

Levitation is a limited form of flight which only allows vertical motion. It works with or without an atmosphere, but you can't Levitate if there is no gravity to tell you which way is "down". Levitation has a Cost Modifier of (-3). Complete rules on Levitation movement are found in section 10.3.2.4.

### Flight, Gliding & Levitation Option: Aquatic Flight

This option allows a character to use their full flying movement rate under water. Altitude changes for gliding are halved under water. Aquatic flight has a cost modifier of (+1).

### Gigantism (P)

This power allows the character to grow larger than normal human size. The character may use any or all of their levels of Gigantism at any given time, but they must specify the number of levels used whenever they use the power. It takes 1" of movement to grow or to revert.

The Base Cost for Gigantism depends on the character's maximum size.

Base Cost	Level	Mass (kg)	Profile
5	1	x2	x1.3
10	2	x4	x1.6
15	3	x8	x2
20	4	x16	x2.5
25	5	x32	x3.2
30	6	x64	x4
35	7	x128	x5
40	8	x256	x6.4
45	9	x512	x8
50	10	x1024	x10.1
55	11	x2048	x12.7
60	12	x4096	x16

Multiply the character's Mass by the amount indicated. Round their new Mass to the nearest Value on the Universal Table, and use it to find the character's new Mass Effect. Multiply the character's profile (height in game inches) as indicated. At 2 levels Larger, and for each 3 levels thereafter, 1 level of difficulty on Called Shots against the giant character is ignored.

At 2 levels of Gigantism, and for each 3 levels thereafter, equipment and Body Powers that enlarges along with the character is treated as 1 size larger (see Power Restrictions: Equipment and Body Power).

A character's PHYS, STR and CON are increased automatically when they grow larger. Using the following table, cross-index the character's PHYS, STR and CON scores at normal size with the number of Levels of Gigantism they are using to find their scores when larger. A line on the table marks off the maximum PHYS, STR and CON scores a beginning character is allowed to have in a standard power level campaign.

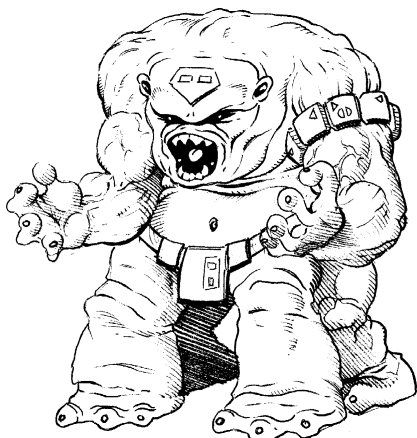
Original Score	GIGANTISM LEVELS											
	1	2	3	4	5	6	7	8	9	10	11	12
1	2	4	7	11	16	22	29	37	46	56	67	79
2	4	7	11	16	22	29	37	46	56	67	79	
3	6	9	14	19	26	33	42	51	62	73		
4	7	11	16	22	29	37	46	56	67	79		
5	8	13	18	24	32	40	49	60	71			
6	10	14	20	27	34	43	53	63	75			
7	11	16	22	29	37	46	56	67	79			
8	12	18	24	31	39	49	59	70				
9	14	19	26	33	42	51	62	73				
10	15	21	27	35	44	54	64	76				
11	16	22	29	37	46	56	67	79				
12	17	23	31	39	48	58	69					
13	18	25	32	41	50	60	72					
14	20	26	34	42	52	63	74					
15	21	28	35	44	54	65	77					
16	22	29	37	46	56	67	79					
17	23	30	39	48	58	69						
18	24	32	40	49	60	71						
19	26	33	42	51	62	73						
20	27	34	43	53	63	75						
21	28	36	45	54	65	77						
22	29	37	46	56	67	79						
23	30	38	47	58	69							
24	31	40	49	59	70							
25	32	41	50	61	72							
26	34	42	52	62	74							
27	35	43	53	64	76							
27	36	45	55	65	77							
29	37	46	56	67	79							
30	38	47	57	69								
31	39	49	59	70								
32	40	50	60	72								
33	42	51	62	73								
34	43	52	63	74								
35	44	54	64	76								
36	45	55	66	78								



Original Score	GIGANTISM LEVELS (Continued)				
	1	2	3	4	5
37	46	56	67	79	
38	47	57	68		
39	48	58	70		
40	49	60	71		
41	50	61	72		
42	52	62	74		
43	53	63	75		
44	54	64	76		
45	55	66	78		
46	56	67	79		
47	57	68			
48	58	69			
49	59	71			
50	60	72			
51	62	73			
52	63	74			
53	64	75			
54	65	77			
55	66	78			

For example, Maximan buys an 11 PHYS and 3 Levels of Gigantism. His PHYS becomes 29 when he is enlarged.

To calculate PHYS, STR or CON after growth when added to scores of 56 or more, take the Value of the initial score and double it for each level of Gigantism. Find the nearest total in the Value column and read back to the Score column to find the character's new score.



## Gravity Decrease (V)

This attack power enables a character to decrease the pull of gravity on a victim. Gravity Decrease has a 12' range and takes an Action to use. Select a Damage Type. The Base Cost depends on the power's Intensity and the maximum gravity reduction. Consult the table below.

GRAVITY DECREASE						
Intensity	x.75	x.5	x.25	x.12	x0*	x-1**
d1	1	1	1	1	1	1
d2	1	1	1	1	2	3
d3	1	1	2	3	4	6
d4	1	2	3	5	6	10
d6	2	3	4	8	10	16
d8	3	5	7	11	14	24
d10	4	7	10	14	20	33
d12	6	9	13	19	26	43
2d8-1	7	11	16	25	32	55
2d10-1	9	14	21	31	40	69
2d12-1	11	17	25	37	49	84
3d10-2	13	20	30	45	59	100
3d12-2	16	24	35	53	69	117

\*An object that has been made weightless loses only 1" of momentum (knockback or thrown speed) per Round from air resistance, rather than 1" per 1" traveled. And, of course, they do not get pulled to the ground at the end of their movement since they're weightless.

\*\* Targets that have negative weight 'fall' up! If the character also purchases Gravity Increase, they may give the target increased negative weight. Use the Intensity of their Gravity Decrease or Gravity Increase, whichever is lower.

Targets roll their Mass effect to resist or recover from Gravity Decrease.

When using a reduced-weight object as a brawling weapon, you still use its actual mass to determine damage. Falling damage for an object is calculated from its current weight.

## Gravity Increase (V)

This attack power enables a character to increase the pull of gravity on a victim. Gravity Increase attacks have a 12" range and takes an Action. The

Base Cost depends on the power's Intensity and the maximum gravity increase. Consult the following table.

GRAVITY INCREASE												
Intensity	x2	x4	x8	x16	x32	x64	x128	x256	x512	x1024	x2048	x4096
d1	1	1	1	1	2	3	4	5	7	8	10	12
d2	1	1	1	3	4	6	8	10	13	16	20	24
d3	1	1	3	5	8	11	16	21	26	33	40	48
d4	1	3	5	9	13	20	27	36	46	57	69	83
d6	2	4	8	14	21	31	43	57	72	90	109	131
d8	3	6	12	20	31	45	63	83	105	131	159	191
d10	4	8	16	28	42	62	86	114	144	180	218	262
d12	5	11	21	37	55	82	113	150	190	237	287	345
2d8-1	7	13	27	47	71	104	145	192	242	303	367	441
2d10-1	8	17	33	59	88	130	180	238	301	376	456	548
2d12-1	10	20	41	71	107	158	219	290	367	458	555	667
3d10-2	12	24	49	85	128	189	262	347	439	548	664	798
3d12-2	14	29	57	101	151	223	309	409	517	646	783	941

Gs	2	4	8	16	32	64	128	256	512	1024	2048	4096
STR Levels	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12

Targets roll their Mass effect to resist or recover from Gravity Increase.

Multiply the target's weight by the number of Gs, divide their Carrying Capacity by Gs, and reduce their STR Effect by the number of Levels indicated. If STR Level is reduced to 0 or less then the target character becomes incapable of movement or any other physical activity, and the target suffers 1 point of damage per STR Level below 0. This damage is normally Blunt Kinetic, but will be Sharp Kinetic if the target is being crushed against something with lots of sharp angles or projections.

## Hallucinations (V)

This attack power creates an illusion that only one person (the target) sees. Hallucinations can only be perceived by the target, and will not show up on photos, video, or other recording media.

Make an INTL-based skill roll to hit, vs. the target's INTL. This attack takes an Action. While the target is hallucinating the attacker can spend 1" of

movement to 'animate' the hallucination, but it takes an Action to make the illusion appear to perform an Action. 12" Range.

Use the normal Perception rules (see 11.4) for recovery - one roll for free, then 1 more per Action taken. Free bonus roll for every dead giveaway. The difficulty of the perception roll equals the Effect score of sense types covered, or targeting difficulty only for applicable senses not covered (that is, the range at which the part of the hallucination being tested \*seems\* to be). The first recovery roll, to establish whether the victim 'believes' the hallucination, is always made vs. one of the sense types covered by the hallucination. Thereafter, if the victim has reason to be suspicious, they may choose which sense to use. Otherwise the GM chooses the appropriate sense based on the situation.

For example, a hallucination of a wall with a 7 Effect (Visual only) has a Difficulty of 7 for sight perception, targeting difficulty only for hearing, smell, and other senses.

Hallucinations can also be used to mask out existing sensations, including vision. You could make the target believe they are blind, for example, or make an existing object appear to be invisible.

The Base Cost of this power depends on its effect score and the number of senses it fools. Consult the following table.

Effect	Hallucination Sense Types			
	1	2-3	4-5	6-9
2	1	2	2	3
3	2	4	5	6
4	4	6	7	9
5	5	7	10	13
6	7	10	14	18
7	8	13	17	22
8	10	15	19	25
9	11	17	22	28
10	12	18	24	31
11	13	20	27	34
12	15	22	29	38
13	16	24	32	40
14	17	26	34	44
15	18	27	36	46
16	19	28	37	48
17	19	29	39	50
18	20	30	40	51

### Healing (V)

This power enables a character to heal others. Healing has a Base Cost of 8 CPs per Level and takes an Action to use. It has no range.

Each level of Healing restores one point to the character's score in the affected ability per use. Select one of the following effects for each level of healing purchased:

**Hits:** the subject regains lost Hit Points

**NRG:** the subject regains lost NRG points

**Stun:** any Stun the subject is suffering from is reduced

**Other:** Healing may conceivably be purchased for any characteristic or power, or to reduce any negative Intensity-type effects.

Select a Damage Type. Protection against that Damage Type reduces the number of Levels of Healing that penetrate. Patients can only be restored up to their normal maximum score in the affected abilities.

Healing can be used on oneself, but it still takes an Action. To make healing work on yourself automatically (just like Recovery) you must apply a cost modifier of (+3).

### Heightened COOL (C)

COOL normally costs 1 CP per point. If you've rolled this Power randomly, increase your character's COOL at least one level. BCs for standard power level characters may not exceed 66 during character generation. If you wish, you may buy 'partial' COOL with the following costs and effects:

Iron Will (WILL) adds to COOL only for purposes of bravery and willpower. It can be used for rolls to shrug off Mind Control or Emotion Control, to resist succumbing to Compulsions, etc. Iron Will has a cost modifier of (-5).

Appearance (APP) adds to COOL only for purposes of physical attractiveness. It can be used as the base roll for Seduction, or to impress others with ones personal appearance in general. Appearance has a cost modifier of (-10).

Charisma (CHA) adds to COOL only for purposes of character interaction. The cost modifier is (-3).

Partial characteristics are still bound by the BC score limit of the campaign.

### Heightened DEFT (C)

DEFT normally costs 1 CP per point. If you've rolled this Power randomly, increase your character's DEFT at least one level. BCs for standard power level characters may not exceed 66 during character generation.

### Heightened INTL (C)

INTL normally costs 1 CP per point. If you've rolled this Power randomly, increase your character's INTL at least one level. BCs for standard power level characters may not exceed 66 during character generation. If you wish, you may buy 'partial' INTL with the following cost and effect:

Perception (PERC) adds to INTL only for purposes of perception rolls. Perception has a cost modifier of (-3).

Partial characteristics are still bound by the BC score limit of the campaign.

### **Heightened PHYS (C)**

PHYS normally costs 1 CP per point. If you've rolled this Power randomly, increase your character's PHYS at least one level. BCs for standard power level characters may not exceed 66 during character generation. If you wish, you may buy 'partial' PHYS with the following costs and effects:

Strength (STR) adds to PHYS only for purposes of physical muscle. It is used when calculating Carrying Capacity and base HTH damage, leaping distance, throwing distance, etc. Strength has a cost modifier of (-3).

Constitution (CON) adds to PHYS only for purposes of physical health and toughness. It is used when figuring Hit Points, Hit Point and Stun recovery rolls, etc. Constitution has a cost modifier of (-3).

Partial characteristics are still bound by the BC score limit of the campaign.

### **Heightened REFL (C)**

REFL normally costs 1 CP per point. If you've rolled this Power randomly, increase your character's REFL at least one level. BCs for standard power level characters may not exceed 66 during character generation. If you wish, you may buy 'partial' REFL with the following costs and effects:

Reaction (REAC) adds to REFL only for purposes of initiative. Reaction has a cost modifier of (-3).

Dodge (DODG) adds to REFL only for purposes of rolls to dodge. Dodge has a cost modifier of (-3).

Partial characteristics are still bound by the BC score limit of the campaign.

### **Heightened Sense (C)**

These powers expand a character's sensory capabilities. Senses have no range as a default, but you may apply the Range enhancement (see below for more about sensory range).

Senses are rated according to their level of sensitivity. There are three distinct Sense Levels: Basic, Full, and Analytical. You must specify what sort of thing each sense is able to detect.

Existing Basic or Full senses can be upgraded by paying the CP cost difference.

#### **Basic Sense**

A Basic Sense has a Base Cost of 2 CPs. Basic senses allow a character to sense rough generalities, but they cannot distinguish details, or

tell 2 similar things apart, or locate or distinguish between targets in combat unless a successful Perception roll is made. A Basic sense cannot distinguish between two targets if the differences between them are very subtle.

For example, the normal human sense of touch is a Basic Sense; you can always tell when you're touching something, but you're not automatically sure of what it is.

Basic senses can be used to navigate without a Perception roll, but only within the limits of the information provided by the sense. For example, a character with a Basic sonar sense wouldn't have any trouble navigating through a forest of trees, but they would have to make a Perception roll to pick out the one tree they're looking for, or to notice that one of the sonar blips is a stone pillar and not a tree.

#### **Full Sense**

A Full Sense has a Base Cost of 4 CPs. Full senses allow a character to sense basic details without requiring a Perception roll. Full Senses only require Perception rolls when attempting to perceive something that is hidden or obscured, or when attempting to distinguish between two or more similar things when the differences are very subtle. Full Senses can be used to locate and distinguish between targets in combat without a Perception roll, so long as those targets are not very similar, or hiding or obscured.

For example, the normal human sense of sight is a Full Sense; you can always tell when you're looking at a person, unless they're hiding or standing in the shadows, and you can always tell two people apart by sight, unless they're twins or one of them is in disguise.

Full Senses can be used to navigate accurately without requiring a Perception roll, so long as the objects they're navigating around are not hidden or obscured. If they are, then a Perception roll is required.

#### **Analytical Sense**

An Analytical Sense has a Base Cost of 8 CPs. Analytical Senses almost never require Perception rolls, unless confronted with things that are nearly identical or almost entirely obscured. Normal subtle details that fall within the bounds of what a character's Analytical sense detects will automatically be perceived.

Analytical Senses can be used to locate and distinguish between targets in combat without a

Perception roll, even if those targets are hidden or obscured, unless they are nearly identical or almost imperceptible. Analytical Senses can automatically discern between two similar things, but they cannot discern between two nearly identical things without making a Perception roll.

For example, a character with an analytical sense of touch would instantly recognize the texture of any material they encountered, but they could not distinguish between two molecularly precise copies of the same object unless they make a Perception roll.

Analytical Senses can be used to navigate without a Perception roll, unless the objects they're navigating around are nearly identical or nearly imperceptible. If they are, then a Perception roll is required.

### **What Does It Detect?**

For each sense, you must specify what it is able to detect. This process is similar to choosing Damage Types for Armor protection. A single sense may detect more than one kind of thing by applying the Variable power advantage.

Here is a list of the most common sense types. Each entry is accompanied by notes which help explain what it is and what special modifiers you may need to apply to simulate it properly.

**Visible Light** is what normal human vision detects. It includes all wavelengths of light from red to violet. Senses that detect visible light can be used to discern between shapes, colors, and brightness levels but require a source of illumination to function. Visible Light may be considered to 'radiate' for purposes of the Ranged Sense enhancement.

**Infrared** is radiant heat. Senses that detect infrared can discern between shapes and temperature levels, but are not very useful for discerning between objects that are of similar temperatures. Infrared radiation may be considered to 'radiate' for purposes of the Ranged Sense enhancement.

**Ultraviolet Light** is a form of low-level radiation. Senses that detect ultraviolet radiation can discern between shapes and materials based on the intensity of their UV emission, or the way they reflect or absorb UV if they are not UV sources themselves. Quite a few materials are "fluorescent", reflecting part of the UV light that strikes them as visible light glow. Ultraviolet radiation may be considered to 'radiate' for purposes of the Ranged Sense enhancement.

**X-Rays** penetrate most physical objects, and can be used to discern between objects based on their difference in permeability to X-rays. Real x-ray photography requires a strong external X-ray source to emit rays through the target object and into the receiver, and results in monochrome images where X-ray permeable objects are nearly invisible. X-rays may be considered to 'radiate' for purposes of the Ranged Sense enhancement.

Traditional comic-book X-ray vision is actually Visible Light vision with the "Penetrating Sense" enhancement applied.

**Audible Sounds** are what normal human hearing detects. They are vibrations carried through the air or through solid matter, so they cannot be transmitted through a vacuum or through very dense material. Audible Sounds may be considered to 'radiate' for purposes of the Ranged Sense enhancement.

**Subsonic Sounds** are just like audible sounds, but their wavelength is too low for normal human hearing to detect them. Subsonic Sounds may be considered to 'radiate' for purposes of the Ranged Sense enhancement.

**Ultrasonic Sounds** are just like audible sounds, but their wavelength is too high for normal human hearing to detect them. Ultrasonic Sounds may be considered to 'radiate' for purposes of the Ranged Sense enhancement.

**Flavors** are a direct sensation of the chemical composition of solid or liquid matter. A vaporized substance might be carried through the air, but for most purposes flavors do not 'radiate'.

**Odors** are similar to flavors, but consist of chemical compounds which escape from solid or liquid matter and are carried through an atmosphere. The odor of a substance may differ from its flavor if the chemicals which escape from it are not the same as the chemicals which remain on its surface. Odors may be considered to 'radiate' for purposes of the Ranged Sense enhancement.

**Shapes** are the tangible form and texture of physical objects and liquids. This sense type includes the ability to sense atmospheric pressure.

**Time** is a nonspatial continuum that is measured in terms of events which succeed one another from past through present to future. That's the dictionary definition, anyway. Normal humans have a Basic sense of the passage of time, but this can be improved to a Full or Analytical sense.

**Radio Waves** are electromagnetic emanations at varying frequencies. Radio Waves may be considered to 'radiate' for purposes of the Ranged Sense enhancement.

Radio senses enable characters to perceive and comprehend transmissions on radio frequencies. You must specify either audio or video comprehension when a Radio sense is purchased. You must apply the Variable power enhancement if you want the character to be able to comprehend both audio and video signals.

The sensitivity levels of Radio perception are treated slightly differently than they are for other senses. These differences are explained below.

Radio sense has a sensitivity level even lower than Basic, called Minimum. A Minimum radio sense allows a character to perceive and comprehend transmissions on only one radio frequency, for a Base Cost of 1 CP.

Basic radio sense enables a character to perceive and comprehend radio transmissions on all frequencies. The character can only listen to one frequency at a time, and must make a radio perception roll to tune in a transmission on a different frequency. The character can attempt to "home in" on the source of a radio transmission on a frequency they're tuned in to by making a radio perception roll.

Full radio sense also allows a character to hear radio transmissions on all frequencies, and they can still only listen to one frequency at a time, but the character does not have to make a radio perception roll to tune in to a transmission on a different frequency unless it is being jammed or scrambled. Deciphering a scrambled transmission requires a Cryptography skill roll. The character can attempt to "home in" on the source of a radio transmission on a frequency they're tuned in to by making a radio perception roll.

Analytical radio sense allows a character to hear radio transmissions on all frequencies, and to listen in on all of those frequencies simultaneously. No roll is necessary to home in on the source of a transmission or to tune in to jammed or scrambled frequencies. Deciphering a scrambled transmission still requires a Cryptography skill roll.

The range of frequencies a character can hear may be limited by applying a Cost Modifier. If the character can only listen in on one set of frequencies, such as AM radio or Short Wave radio, the cost modifier is (-3). If the character can listen

in on all sets of frequencies \*except\* one (for example, all frequencies except Short Wave), the cost modifier is (-1). If the number of frequencies the character can hear falls somewhere between those two extremes, the cost modifier is (-2).

**Radar** is a specialized form of Radio Wave perception, which deals with detecting objects by their radio reflectivity instead of comprehending radio transmissions. While radio waves are 'radiant', radar is not. The finite range of radar is the maximum distance at which characters can pick up the faint echo of their own radar signal.

Purchasing Radar sense automatically equips a character with the ability to emit radio pulses on a single channel. These pulses can be detected by any character with Radio sense who is tuned to that channel.

**Magnetism** is electromagnetic force. Magnetism may be considered to 'radiate' for purposes of the Ranged Sense enhancement.

**Radiation** is the release of particles by unstable, decaying isotopes. Radiation may be considered to 'radiate' for purposes of the Ranged Sense enhancement.

**Mind Reading** detects Mental Energy, which is given off by brains and other mind-generating devices. Mental Energy may be considered to 'radiate' for purposes of the Ranged Sense enhancement.

Mind Reading enables characters to detect and, at higher levels, comprehend the thoughts generated by other minds. Characters with either Analytical Mind Reading or Mind Probe ability can hear the subject's thoughts as words (which requires them to speak the subject's language in order to understand them).

The subject of a Mind Reading attempt can improve the mind reader's results if they are willing to have their mind read. Having a willing subject increases the mind reader's ability by one level (i.e., from Basic to Full, or Full to Analytical, etc.).

The sensitivity levels of Mental Energy perception are treated slightly differently than they are for other senses. These differences are explained below.

Basic Mind Reading allows a character to make a Perception roll to detect the presence and location of other minds.

Full Mind Reading enables a character to detect the presence and location of other minds without a Perception roll. By making a Perception roll, the character can see who those minds belong to.

Analytical Mind Reading allows a character to detect and identify minds without a roll, and to read surface thoughts from one of those minds by making a Perception roll against the target's COOL roll. Reading surface thoughts takes an Action.

Mind Reading has a sensitivity level even higher than Analytical, called Mind Probe. Mind Probe has a Base Cost of 16 CPs. It allows characters to detect, identify, and read surface thoughts of other minds without a roll, and to probe for deep thoughts by making a Perception roll against the target's COOL roll. Reading surface or deep thoughts still takes an Action.

#### **Mind Reading Option: See Images**

This option allows a character with Mind Reading to see what's in the subject's mind as images instead of hearing their thoughts as words. The character no longer needs to speak the subject's language, but instead they must make an INTL roll to interpret the meaning of the images they pick up. This option has no cost modifier.

#### **Mind Reading Option: Psychic Bond**

If the character can only sense the thoughts of a specific individual, apply a cost modifier of (-10).

**Mood Reading** detects Emotional Energy, which is given off by working brains. Emotional Energy may be considered to 'radiate' for purposes of the Ranged Sense enhancement. Mood Reading works the same way as Mind Reading, except that emotions are sensed instead of thoughts, and the character must make a COOL roll to interpret the emotions they pick up from their subject.

**Life Energy** is given off by all living things. Life Energy may be considered to 'radiate' for purposes of the Ranged Sense enhancement.

**Magical Energy** is given off by all magical and enchanted objects and beings.

**Motion** sense registers the motion of physical objects. Motion does not radiate. If purchased without range, this sense measures the inertial force of the character's own motion, and can be used to determine how far the character has been moved, and in what direction. If purchased with range, this sense detects micro-changes in air density, and can be used like radar to track the

positions of moving objects within the power's range.

**Danger** sense detects negative fluctuations in the karma field. Bad karma may be considered to 'radiate' for purposes of the Ranged Sense enhancement.

#### **Default Senses**

Characters begin with an some ability in six different senses: vision, hearing, taste, scent, touch, and time. Characters do not have to pay for these basic senses. Their CP costs are listed only to enable players to modify them.

The extent of a character's starting ability in each of these senses is detailed below. Some of the terms used to define these senses may be unfamiliar. These terms will be explained later on.

**Vision:** Normal human vision is a Full Sense (4) that detects visible light at range (+3). Total cost: 6 CPs.

**Hearing:** Normal human hearing is a Basic Sense (2) that's Global (+5) and detects audible sound at range (+3). Total cost: 6 CPs.

**Taste:** Normal human taste is a Basic Sense (2) that detects flavors. It has no range. Total cost: 2 CPs.

**Scent:** Normal human scent is a Basic Sense (2) that's Global (+5) and detects odors at range (+3). Total cost: 6 CPs.

**Touch:** Normal human touch is a Basic Sense (2) that's Global (+5) and detects shapes and textures, as well as infrared (+3). It has no range. Total cost: 6 CPs.

**Time Sense:** Normal human time sense is a Basic Sense (2) that detects the passage of time. It has no range. Total cost: 2 CPs.

#### **Heightened Sense Option: Precognition**

This option allows one sense to receive impressions from the future, at a cost modifier of (+5). Precognition takes an Action each time you use it.

What the character perceives will not be the real, immutable future. What they are actually seeing is whichever alternate time dimension most closely parallels their own.

The character must state how far into the future they intend to sense. The GM then rolls their perception roll secretly, comparing it to the difficulty of the amount of time forward they're looking.

If the roll equals or exceeds the difficulty, then they sense the moment in time that they were looking for. If not, the GM should re-roll their perception roll, using the result on the table to determine how far forward they \*actually\* sense. If the second roll matches the difficulty they were trying for on their first roll, they see slightly before or slightly after the period they were aiming for.

The character will not know exactly when the impressions received took place (unless the Precognitive sense can also detect Time), apart from guessing from any clues they pick up.

The character receives impressions as if he were at the location at the time period observed. The GM should supply answers to the character's questions based on this premise, calling for appropriate perception rolls as necessary.

Time	Difficulty
1 Round	1
2 Rounds	2
6 Rounds	3
3 Minutes	4
15 Minutes	5
1 ½ Hours	6
12 Hours	7
3 ½ Days	8
1 Month	9
1 Year	10
10 Years	11
100 years	12
1500 years	13
20,000 years	14
300,000 years	15
etc.	etc.

### Heightened Sense Option: Retrocognition

This option enables one sense to receive impressions from the past, at a cost modifier of (+5). Retrocognition takes an Action each time you use it.

The character must state how far back in the past they intend to sense. The GM then rolls their perception roll secretly, comparing it to the difficulty of the amount of time back they're looking.

If the roll equals or exceeds the difficulty, then they sense the moment in time that they were looking for. If not, the GM should re-roll their perception roll, using the result on the table to determine how far back they \*actually\* sense. If the second roll matches the difficulty they were trying for on their first roll, they see slightly before or slightly after the period they were aiming for.

The character will not know exactly when the impressions received took place, (unless the Retrocognitive sense can also detect Time), apart from guessing from any clues they pick up.

The character receives impressions as if he were at the location at the time period sensed. The GM should supply answers to the character's questions based on this premise, calling for appropriate perception rolls as necessary.

Time	Difficulty
1 Round	1
2 Rounds	2
6 Rounds	3
3 Minutes	4
15 Minutes	5
1 ½ Hours	6
12 Hours	7
3 ½ Days	8
1 Month	9
1 Year	10
10 Years	11
100 years	12
1500 years	13
20,000 years	14
300,000 years	15
etc.	etc.



### Heightened Sense Option: 360 Degree Sense

Senses normally only cover a 90 degree arc, facing directly ahead of the character. This enhancement expands that arc so that sensations in all directions can be detected.

The cost modifier for 360 Degree Sense is (+4). The sense will operate in a 360 degree radius around the character, making it more difficult for opponents to surprise you. For an additional (+1) cost modifier, or (+5) total, the sense can be made Global so that it also functions above and below.

### Heightened Speed (V)

This power accelerates a character's metabolism, enabling them to take more than one Turn each combat Round. The Base Cost is 17 CPs per level. Each level gives the character 1 additional Turn per Round.

Character with Heightened Speed roll Initiative 1 extra time per Round per Level of Heightened Speed. Add the rolls together, noting the total after each roll. These are the character's Initiatives. The character can perform a full separate Turn of activity on each of his Initiatives.

For example, Turbocharger has a d8 Initiative and has purchased 2 levels of Heightened Speed. He rolls 7, 8, and 1 for his initiative. Therefore he will have Turns on Phases 7, 15, and 16.

The extra Turns can be held normally, but only one Turn can be taken on any given Phase. All but one extra Turn is lost if not used by the end of the Round.

The character's Acceleration per Turn is not affected by Heightened Speed, but their top speed is multiplied by the number of Turns they get per Round.

If all you want is for your character to run swiftly, you can augment your normal ground movement rate using the power 'Speed Bonus'.

### Heightened VITL (C)

VITL normally costs 1 CP per point. If you've rolled this Power randomly, increase your character's VITL at least one level. BCs for standard power level characters may not exceed 66 during character generation. If you wish, you may buy 'partial' VITL with the following costs and effects:

Energy (NRG) adds to VITL only for purposes of NRG Points. Energy costs (-3).

Endurance (END) adds to VITL only for purposes of NRG recovery rolls. Endurance costs (-3).

Partial characteristics are still bound by the BC score limit of the campaign.

### Hibernation (P)

This power allows a character to 'play dead' at will. It takes a full move and Action to activate this power. While voluntarily in this state the character's eating, breathing, and excreting requirements are also reduced drastically. This power requires total concentration to maintain.

The Base Cost of Hibernation depends on how much the character's metabolism slows down.

Consult the table below. 'Food & Air Requirement' shows how much longer the character can exist without food and air. For example, if the character would normally suffocate in 3 minutes, but has 1/48 Food & Air Requirement, they can hibernate for 144 minutes before suffocating. The Difficulty listed is used when other characters attempt to determine that the hibernating character isn't dead.

Base Cost	Food & Air Requirement	Difficulty
1	1/2	2
2	1/4	3
3	1/12	4
4	1/48	5
5	1/240	6
6	1/1440	7
7	1/10080	8
8	1/80640	9
9	1/725760	10
10	1/7257600	11

## Hovering (V)

Hovering has a Base Cost of 5 CPs. This power enables a character to hover at surface level without applying any pressure to the surface they're on. Hovering takes 1" of movement to activate.

While hovering, a character moves at their normal ground movement rate. This power makes it possible to 'walk' on water, pass over pressure sensors without tripping them, and so on. It has no effect on the character's actual Mass or knockback resistance.

Hovering works over any solid or liquid surface.

### Hovering Option: Limited Terrain

You may restrict Hovering so that it only works over either solids or liquids for a (-3) cost modifier, or so that it only works over specific surfaces (ferrous metals, water, etc.) for a (-6) cost modifier.

## Hungerless (C)

A Hungerless character never needs to eat or produce waste. The Base Cost of this power is 3 CPs.

## Illusion Generation (V)

This power enables a character to create an intangible illusion that's detectable by any person or device that's within sensory range.

It takes an Action to create an illusion, and 1" of movement per Turn thereafter to maintain it. It takes 1" of movement to make an illusion move, but it takes an Action to make an illusion appear the perform an Action.

Illusions can be created anywhere within the character's line of sight, at a maximum range of 12". These are the only restrictions of the size of the illusions.

An Illusion's Effect determines the difficulty of perception rolls to realize it's fake when using one of the senses it covers. Only range difficulty applies against senses not covered by the Illusion. In addition to the standard perception rolls, characters are allowed an extra roll for every dead giveaway. For example, if Giant throws a car at a Projection of a dinosaur, and the car passes right through it, that's probably going to make him suspicious.

Example: illusion of a horse, 6 Effect Visual only; Difficulty = 6 for sight perception, difficulty = range only for hearing, smell, etc.

The Base Cost of this power depends on how many Sense Types it covers, and how believable the illusions are. Refer to the rules on Heightened Senses for a list of things that senses can detect, and illusions can mimic.

Illusions can make onlookers think that they are blind or injured, but they cannot cause any actual harm.

Illusions *cannot* be used to duplicate Invisibility, though they *can* be used to 'hide' something inside another virtual, illusionary object.

Effect	Illusion Sense Types			
	1	2-3	4-5	6-9
2	2	3	4	5
3	5	7	9	12
4	7	11	14	18
5	10	15	19	25
6	13	20	26	34
7	16	25	32	42
8	19	28	37	48
9	21	32	42	55
10	23	35	46	60
11	26	39	51	67
12	29	43	56	73
13	31	46	60	79
14	33	50	65	85
15	35	52	68	89
16	36	55	71	93
17	38	57	74	97
18	39	59	76	100

## Inertia (C)

This power increases a character's Mass for purposes of resisting knockback, being picked up, or moved. Each level adds +1 to the character's Mass roll. The Base Cost for Inertia depends on the number of Mass levels purchased.

Inertia Mass Levels	1	2	3	4	5
CP Cost	2	5	9	14	20

## **Intangibility (V)**

This power allows a character to become insubstantial at will, enabling them to pass through physical barriers that would stop solid beings and making them immune to all Physical damage types. Intangible characters remain susceptible to Sensory Shock attacks while Intangible, except for those which affect the sense of touch.

The Base Cost of Intangibility is 16 CPs. Characters with this power can switch back and forth between tangible and intangible states for 1" of movement. None of the character's attack abilities (or powers which produce tangible effects) produce any tangible effect while the character is intangible, so Intangible characters must solidify temporarily in order to attack a tangible target. This makes them vulnerable if they don't carefully plan their attacks. You may apply the "Affects Tangible" power enhancement to a power to enable it to have tangible effects while you are intangible.

Intangible characters are also immune to the force of gravity, and can propel themselves in any direction at their normal ground movement rate. They cannot carry cargo unless they buy the Enhancement Usable on Others (in which case any cargo also becomes Intangible), or apply the enhancement "Affects Tangible" to their own STR.

You must specify some restriction that fits the rationale for your Intangibility. For example, a character who is a spirit might be restricted from entering consecrated ground. A character who becomes vapor won't be able to pass through airtight barriers. A character who is made of pure light can only pass through transparent and translucent barriers. A character whose atoms merely pass between those of solid objects may still need to breathe, requiring them to hold their breath when inside objects and negating the immunity other Intangible characters have to gas attacks.

Intangible characters can affect each other if they both use the same rationale. For example, two ghosts can punch each other but neither of them can punch a hologram.

Intangible characters look almost normal, but any full sense (or a perception roll of 3+ using a basic sense) will allow others to tell whether the character is intangible at the moment or not. This can be important to opponents who need to wait for the character to solidify before they attack.

## **Invisibility (V)**

This power makes a character undetectable with one type of sense detection (usually visible light). The Base Cost of Invisibility is 13 CPs. A character who cannot be located by his opponent receives bonuses to hit and defend. It takes 1" of movement to activate Invisibility.

Characters with this power must be detected by other senses. Someone with a Full or Analytical sense that the character isn't invisible to can find the character automatically; all invisibility bonuses are negated by such senses. Otherwise, opponents must rely on Basic senses to find the character.

A character who has not been detected and who hasn't tipped off his opponents to his presence has a great advantage. His opponents are allowed only targeting difficulty against his attacks. Normal surprise rules apply regarding loss of surprise.

Opponents who know there's an enemy around, but don't know where he is, are allowed Dodge or defensive skill rolls at -3 levels. If they attempt an attack, it will automatically fail. However, if the opponent can make an accurate guess as to the character's location, apply the rules in the following paragraph.

If an opponent makes a successful Basic sense roll (difficulty based on opposing skill, modified by range and circumstances), they can determine the general area the character is in -- within about 2" of his actual location. With this knowledge, they can make Dodge or defense skill rolls at -2 levels, and attack back with the target gaining +2 levels to his defense. They can also attempt to guess the character's exact location. If the guess is accurate, apply the rules in the following paragraph.

Certain circumstances may allow opponents to pinpoint an invisible character's location. Examples: Wet footprints, visible objects being carried, and so on -- also, if the invisible character is fighting in hand to hand combat, his general position is obviously known to his opponent(s). With this knowledge, they may defend at only -1 level, and attack with their invisible target only gaining +1 level to his defense.

## **Leaping (V)**

Each character has a certain amount of leaping ability, calculated from their PHYS (STR) and Mass. To purchase leaping independently of that, the Base Cost is 2 CPs for a 1" horizontal and 1/2"

vertical leap. This is primarily useful for creating vehicles that can leap. Leaping ability isn't cumulative. Leaping distance can be increased by using the 'Speed Bonus' power.

### Legal Powers (C)

These include a variety of governmentally sanctioned rights and privileges. Not all will be appropriate in every setting. Each Legal Power has its own Base Cost.

Base Cost	Legal Power
1	Right to Marry: Right to perform legally binding marriage ceremonies.
1	Weapon Permit: Right to carry a restricted weapon.*
2	Concealed Weapon Permit: Right to carry a weapon concealed.*
1	Press Pass: Identification as a member of the free press.
1	Uncommon Vehicle Permit: Right to operate an uncommon vehicle.*
1	Passport: Internationally recognized identification.
1	Professional License: Right to perform a licensed profession.
2	Death Certificate: Your civilian identity is presumed dead.
2	Local Police Powers: Able to function as a police officer.*
2	Private Investigators' License: Able to function as a P.I.*
2	Member of the Lower Nobility: Has minor privileges due to social rank.
3	Federal/National Police Powers: As Local Police Powers, but interstate.*
4	Member of the Aristocracy: Has extensive privileges due to social rank.
4	International Police Powers: As Federal Powers, but international.
4	Diplomatic Immunity: The character is recognized as a foreign diplomat.
8	Head of State: The character is a King, President, Emperor, or etc.

\*Superheroes don't need to pay points for this unless they want those legal powers in their secret identity as well. All characters are assumed to be legally entitled to perform common licensed activities (such as driving a car) for free, unless the character is below legal age.

### Light Creation (V)

This power creates visible light within a 3" area of effect, centered on the character. Light Creation takes 1" of movement to use, and has a Base Cost of 4 CPs.

Light negates normal darkness as well as "shadow" level darkness produced by the Darkness Creation power. Light Creation may be used to create anything from a dim glow to a bright glare that reduces all rolls depending on visible light (either within the glare, or directed into it from outside) by -1 level.

#### Light Creation Option: Negates Generated Darkness

For a cost modifier of (+1), the character's Light Creation negates generated Deep Shadow. For a total modifier of (+3), it negates full generated Darkness.

### Luck (C)

This power increases a character's Luck roll. Luck is used by the GM to help determine how well a character is favored by random chance. Luck is explained more fully in chapter X.

Characters get a Luck roll of 1d4 for free. The Base Cost of any additional Luck is shown on the following table.

Base Cost	Luck Roll
4	d6
8	d8
12	d10
16	d12
20	2d8-1
24	2d10-2
28	2d12-2
32	3d10-2

### Machine Control (V)

This attack power enables a character to take control of unliving characters and equipment. You must specify a type of unliving thing that the character can affect when this power is purchased: electronics, mechanical devices, undead creatures, etc. This power cannot affect living biological things.

Machine Control takes an Action and requires a roll to hit. Before you roll to hit, choose one of the following effects: repel, disable, or control.

**Repulsion** has no penalty, but merely drives the target away from the attacker, to the limit of the character's Machine Control range. Sentient targets are allowed recovery rolls as per Emotion Control (see above).

**Disable** shuts down the target, deactivating it until it is repaired, but the attacker suffers a -1 level penalty to their Machine Control intensity roll.

**Control** puts the character in direct control of the target, but the attacker suffers a -2 level penalty to their Machine Control intensity roll. Sentient targets are allowed recovery rolls as per Mind Control (see below).

Targets roll their Mass effect to resist and recover.

Machine Control has a 12" range.

The Base Cost of Machine Control depends on its Intensity roll. Consult the following table.

Base Cost	Machine Control Intensity
1	d1
2	d2
4	d3
7	d4
11	d6
16	d8
22	d10
29	d12
37	2d8-1
46	2d10-1
56	2d12-1
67	3d10-2
79	3d12-2

### Mental Attack (V)

This attack power enables a character to disable their opponents by overloading their minds. Targets without minds cannot be affected. Mental Attack does stun only, and no knockback. The roll to hit is made on the attacker's INTL (or skill), and the defender rolls COOL instead of REFL to avoid being hit. Victims roll their INTL effect to resist and recover from Mental Attacks.

Select a Damage type. You must still apply a cost modifier of (+3) to select a Metaphysical or Other damage type. Mental Attacks have a 12" range.

The Base Cost for a Mental Attack depends on its Intensity roll.

Base Cost	Mental Attack Intensity
1	d1
2	d2
4	d3
7	d4
11	d6
16	d8
22	d10
29	d12
37	2d8-1
46	2d10-1
56	2d12-1
67	3d10-2
79	3d12-2

### Mimicry (C)

This is the power to mimic the abilities of others. By itself, the Mimic power doesn't do anything. But in the presence of others with the right sort of abilities, this power grants the character a copy of each of those abilities.

The Base Cost of this power is one CP per CP worth of ability that can be Mimicked. In other words, a character who buys 16 CPs of Mimicry (at a Base Cost of 16 CPs) gets up to 16 CPs worth of every ability they Mimic.

Characters cannot exceed the CP cost of an ability when they Mimic it. For example, if the Chameleon uses this power to Mimic Locust's power of Flight, and Locust only has 12 CPs spent on Flight, Chameleon can only get a maximum of 12 CPs worth of Flight when he Mimics the Locust. Even if Chameleon has 29 CPs of Mimicry, he cannot exceed the number of CPs his subject has in the abilities he Mimics.

Any modifiers on the abilities a character Mimics are preserved when those abilities are Mimicked. To continue our example, if Locust's power of Flight is a Body Power (-1), the Flight that Chameleon gets when he Mimics that ability must also be a Body Power.

Mimicry has no range. The character must spend an Action and roll to hit any target who wants to avoid being Mimicked.

Mimicked abilities are not cumulative with any abilities the character already possesses. Furthermore, characters are not required to Mimic abilities that are lower than their own abilities. A character who can Mimic PHYS would use the PHYS score of any character he Mimicked if it was greater than his own. He would not add it to his own PHYS, nor would he be obligated to use it in place of his own PHYS score if his own PHYS score was higher.

For purposes of Mimicry, abilities fall into seven classes: Skills, Super Powers, Technology, Magic Items, Sorcery, Psionics, and Characteristics. The Base Cost of Mimicry has a cost modifier which depends on the number of classes of abilities that the character can Mimic.

Mimicked Power Classes	Cost Modifier
All powers of 1 type* (example: all Skills)	(+3)
All powers of 2 Types	(+4)
All powers of 3 Types	(+5)
All powers of 4 Types	(+6)
All powers of 5-6 Types	(+7)
All powers of All Types	(+8)

For example, a character who has 29 CPs of Mimicry of any abilities classified as Skills, Sorcery, or Technology would pay a Base Cost of 29 CPs, with a cost modifier of (+5).

The character gains ALL of the subject's abilities which fit.

Characters can only Mimic one other character at a time. When a new character is Mimicked, the powers of any character who was previously Mimicked are lost.

**Mimicry Option: Limited Mimicry**

A character's Mimicry power can be restricted so that only a subset of the powers in its selected categor(ies) can be Mimicked.

If the character can only Mimic one specific power (for example, Characteristics: PHYS only), apply a cost modifier of (-5).

If the character can only Mimic powers that fit within a limited concept (for example, Super Powers and Characteristics, animal powers only), apply a cost modifier of (-2).

**Mimicry Option: One Power Only**

If the character can only Mimic one power at a time, apply a cost modifier of (-3). This is not cumulative with the Limited Mimicry / one specific power option. The character chooses one power to mimic from among all of the applicable powers the subject has.

**Mimicry Option: Powers Fade**

At a cost modifier of (-2), all of the powers the character is currently Mimicking fade at a rate of 1 CP per round.

**Mimicry Option: Physical Contact Required**

If the character must remain in physical contact with the source of the powers they are Mimicking, apply a Cost Modifier of (-3).

**Mimicry Option: Not Limited By Source**

For a cost modifier of (+2), a character's Mimicry power is not limited to the number of CPs the target has invested in its abilit(ies). For example, a character with 29 CPs worth of Mimicry: Super Powers could Mimic a character's 16 CPs worth of the super power of Flight, and get a full 29 CPs of Flight. This option still doesn't allow the character to change the options, enhancements, or restrictions on the Mimicked abilities, however.

**Mind Control (V)**

This attack power enables a character to take command of a target's mind.

Roll INTL (or skill) vs. target's INTL to hit. Mind Control takes an Action to use, and has a 12" range.

Specify a Damage type when this power is purchased. As long as a victim fails to recover from the Intensity of the Mind Control, they must continue to obey their attacker. Victims get an extra recovery roll each time another character spends an Action trying to talk sense into them, and if they're ordered to do something against their nature. Resistance and recovery rolls are made using the victim's COOL.

Any form of communication will suffice to allow the attacker to issue orders to their victim, once Mind Control has been established. Changing a victim's orders does not require another attack, but the character must still be able to communicate with their victim in order to change that victim's orders.

The Base Cost of Mind Control depends on the Intensity roll. Consult the following table.

Base Cost	Mind Control Intensity
2	d1
4	d2
8	d3
14	d4
21	d6
31	d8
43	d10
57	d12
72	2d8-1
90	2d10-1
109	2d12-1
131	3d10-2
154	3d12-2

Mind Control can be used to place "Hypnotic Suggestions" in a victim's mind. Hypnotic suggestions hide in the victim's subconscious, and the victim does not get to roll to recover from them until they re-surface. Usually the attacker will include an order for the character to forget that they have been Mind Controlled along with the hypnotic suggestion.

### Movement (V)

Characters get a free Move ability of 8". To purchase Move independently of that, the Base Cost is 2 CPs for 8" of Move. Move is not cumulative. To increase a character's Move rate, buy the power called Speed Bonus. This power is primarily useful when constructing equipment or vehicles with ground movement.

### Natural Weaponry (V)

This power adds bonuses to a character's damage rolls with a normal, physical attack. The Base Cost of Natural Weaponry depends on the number of levels purchased. Each level adds +1 to the character's damage roll. A beginning standard power level character's average damage effect may not exceed 14.

Natural Weaponry Levels	1	2	3	4	5
CP Cost	4	9	15	22	30

You may apply Enhancements and Restrictions to Natural Weaponry, but if Natural Weaponry is given a final cost modifier of (+1) or more, the character must also pay a Strength Surcharge. Add ½ of the character's STR score (round up) to the Base CP Cost of the Natural Weaponry. Then, after you factor in all of the applicable cost modifiers, subtract ½ of the character's STR score (round down) from the result. The remainder is the actual CP cost of the power.

For example, a character with an 11 PHYS who buys Natural Weaponry with 2 levels of Armor Piercing at (+2) must add a Strength Surcharge of 6 points (11/2 rounded up =6) to the Base CP Cost of their Natural Weaponry. After figuring in the (+2) cost modifier, 6 is subtracted from the final cost of the Natural Weaponry.

If you're building a melee weapon which can change hands, you must pick the minimum and maximum STR for the weapon. Its Strength Surcharge is based on the maximum STR usable with the weapon, and the minimum STR is usually 2 levels below that. If a character tries to wield a weapon with less than the minimum STR, they suffer a penalty of -1 skill level to hit per STR level by which they are short. If a character tries to wield a weapon with more than the maximum STR, they must either reduce their STR effect for damage down to match the STR requirement, or else forfeit all of the benefits of the weapon's Enhancements.

### Negation (V)

This power enables a character to reduce the duration of effects generated by Powers with an Intensity, Extended Duration or Lingering Effects. Negation has no effect on Stun or Hit Point damage.

The Base Cost of Negation depends on its Effect, and the number of different Damage Types it can Negate. Consult the following table.



DAMAGE TYPES NEGATED								
Effect	1	2	3	4	5-6	7-10	ALL	
1	1	1	1	1	1	1	1	1
2	1	1	1	2	2	2	2	3
3	3	5	6	8	9	10	10	13
4	4	7	10	13	14	16	16	21
5	6	10	13	17	19	21	21	28
6	9	13	17	23	26	30	30	39
7	11	16	21	28	32	36	36	48
8	12	19	25	32	37	42	42	55
9	15	22	28	37	42	48	48	63
10	16	24	31	40	46	53	53	69
11	17	27	34	45	51	58	58	76
12	19	29	37	49	56	64	64	84
13	21	31	40	53	60	69	69	90
14	23	34	43	57	65	75	75	97
15	24	35	45	60	68	78	78	102
16	24	37	48	62	71	81	81	105
17	25	38	50	65	74	85	85	110
18	26	39	51	66	76	87	87	113

Negating takes an Action to use, and has a range of 12".

When Negating an effect with Extended Duration, consult the table below. The amount of time indicated is subtracted from the remaining Duration of the target effect. If the remaining duration is reduced to zero or less, then it is completely Negated:

Negation Effect	Duration Reduction
1	1 Round
2	2 Rounds
3	6 Rounds
4	3 Minutes
5	15 Minutes
6	1 ½ Hours
7	12 Hours
8	3 ½ Days
9	1 Month
10	1 Year
11	10 Years
12	100 years
13	1500 years
etc.	etc.

When Negating an effect with an Intensity or Lingering Effects, simply deduct the Negation effect from the Intensity of the effect being Negated. If the remaining Intensity is reduced to 1 or less, then it is completely Negated.

When Negating an effect with both Extended Duration AND Lingering Effects, subtract the Negation effect from the Intensity first, until it is reduced to 1. Any further points of Negation affect the Extended Duration of the effect.

A character may not use Negation more than once per phase on a single target effect. A roll to hit is required against resistant targets and targets at range.

The "Reversible" power enhancement may not be applied to Negation.

### NRG Battery (C)

This power gives characters a stockpile of NRG points that are separate from their own NRG score.

The Base Cost is 1 CP per point of NRG. NRG Battery has a cost modifier of (-3).

A character's powers may draw from either the character's own NRG points, or from the points in the character's NRG Battery. The source of each



power's NRG must be specified during character creation.

Powers that can draw from both the character's own NRG and from an NRG Battery have a cost modifier of (+1).

Running out of NRG points in an NRG Battery does not fatigue the character.

NRG Batteries recover according to the same rules which govern resting back personal NRG.

### Omni Power (C)

This power gives a character all of the powers or skills in the game, or at least all of the powers and skills which fit within a certain concept. Using Omni Power takes no time, and each use gives the character another new power.

The Base Cost of Omni Power is one CP per CP worth of ability. For example, a character who buys 7 CPs of Omni Power (at a Base Cost of 7 CPs) gets up to 7 CPs worth of every power.

Omni Power has a cost modifier, depending on how versatile the character's Omni Power is.

OMNI POWER	
Versatility	Cost Modifier
Any Skills, variable within a single concept	(+16)
Any Powers, variable within a single concept	(+16)
Any Skills	(+18)
Any Powers	(+18)
Any Powers or Skills, variable within a single concept	(+19)
Any Powers or Skills	(+20)

Enhancements and Restrictions may be applied separately to Omni Power and to each individual ability that Omni Power gives you. You must be especially careful when applying Restrictions to Omni Power, or to the powers it gives you. If the Restriction doesn't really limit the power, you may not take a cost modifier for it.

For example, Omni-Man wants to have 11 CPs worth of every power in the book. This will cost him 11 CPs at a cost modifier of (+18), for a total cost of 122 CPs. If he applies the restriction "Accessory Equipment", for an additional (-2) cost modifier, it

will only cost him 93 CPs. If he loses his Omni Power equipment, all of the powers it gave him will be lost as well. Taking the "Accessory Equipment" Restriction on a power that Omni Power gives him would not be worth any additional cost modifier.

No two abilities in an Omni Power may have cumulative effects: Omni-Man could have either PHYS+11 or STR +15, but not both - nor could he have STR +15 and CON +15, as they are both components of PHYS. When a single power offers a choice of options (for example, Stretching Powers includes Flattening and Inflation as well as Elongation), the total CP cost of all of the options used may not exceed the character's Omni Power limit.

### Pain Resistance (C)

This power allows a character to continue fighting beyond the point when they would normally have succumbed to their wounds. Pain Resistance has no effect on Stun attacks.

The character only falls unconscious if they lose all of their Hit Points. This power has a Base Cost of 8 CPs.

#### Total Pain Resistance

For a Base Cost of 16 CPs, the character never falls unconscious, and may continue fighting until the loss of all of their Hits and NRG results in their death.

### Parachute (P)

This ability allows a character to reduce their falling rate, down to a minimum rate equal to their Mass Level in inches per turn. Parachutes only work when the character is falling in an atmosphere. The Base Cost for this power is 3.

### Retros

For a Base Cost of 5 CPs, the character can have retro-rockets, an "anti-gravity belt", or some other ability that works just like a parachute, but also operates in a vacuum.

### Paralysis (V)

This attack power enables a character to render targets immobile. Resistance and recovery rolls are made on the victim's CON Effect (or PHYS if their PHYS is the same as their CON). You must specify a Damage Type for this attack. Paralysis has a 12" range.

The Base Cost of Paralysis depends on its Intensity roll.

Base Cost	Paralysis Intensity
1	d1
2	d2
4	d3
7	d4
11	d6
16	d8
22	d10
29	d12
37	2d8-1
46	2d10-1
56	2d12-1
67	3d10-2
79	3d12-2

### Perfect Memory (C)

A character with Perfect Memory can precisely recall any text or images he has taken time to study. This power allows the memorization of Dimension Travel or Teleport destinations at no EP cost. The Base Cost for Perfect Memory is 9 CPs.

### Possession (V)

This attack power enables a character to inhabit a target's mind.

The character rolls their INTL (or skill) against the target's INTL to score a hit with this power. Possession takes an Action to use, and has no range. The attacker must be able to cohabit the same space as the defender (by grappling the defender or using Intangibility, Astral Projection, Shrinking, or some other power) unless you apply the range enhancement to this power.

Specify a Damage type when this power is purchased. As long as a victim fails to recover from the Intensity of the Possession, they remain under the attacker's control. Victims get an extra recovery roll each time another character spends an Action trying to talk sense into them, and if they're ordered to do something against their nature. Resistance and recovery rolls are made using the victim's COOL.

The attacker must remain within the victim and spend his phases to control them. Use either the victim's or the attacker's stats, skills, and powers depending on the situation, power concept, and the following guidelines:

Use Victim's	Use Possessor's
PHYS	DEFT
REFL	INTL
VITL	COOL
Physical Powers	Metaphysical Powers
	Skills

The Base Cost of Possession depends on its Intensity roll. Consult the following table.

Base Cost	Possession Intensity
2	d2
3	d3
5	d4
8	d6
12	d8
17	d10
22	d12
28	2d8-1
35	2d10-1
43	2d12-1
52	3d10-2
61	3d12-2



## Power Blast (V)

This attack power enables a character to project energy at a distance, causing bodily harm to inanimate objects or opponents in combat. Power Blasts have a range of 12". You must specify a Damage Type when this power is purchased.

The Base Cost of a Power Blast depends on its damage roll.

Base Cost	Power Blast Damage
1	d1
2	d2
4	d3
7	d4
11	d6
16	d8
22	d10
29	d12
37	2d8-1
46	2d10-1
56	2d12-1
67	3d10-2
79	3d12-2

## Probability Control (C)

This power affects random chance, adding +1 Effect Level to any Effect generated by the character for every Level of Probability Control purchased. Probability Control won't change the difficulty numbers of any tasks being attempted, or die rolls made by other characters. The Base Cost of Probability Control depends on the number of levels purchased.

Probability Control Levels	1	2	3	4	5
CP Cost	25	55	90	130	175

## Protected Senses (C)

This ability counteracts the effects of Sensory Shock attacks. Specify the Sense Type(s) the power protects when it is purchased. This power's Effect is subtracted from the Intensity of any Sensory Shock attacks the character suffers against any senses that are protected.

Protection	PROTECTED SENSE TYPES						
	1	2	3	4	5-6	7-10	ALL
1	1	1	1	1	1	1	1
2	1	2	2	3	3	4	5
3	2	4	5	6	7	8	10
4	4	5	7	9	11	12	16
5	5	7	10	13	15	17	22
6	7	10	13	17	20	23	30
7	8	12	16	21	25	28	36
8	10	14	19	25	28	33	42
9	11	16	21	28	32	37	48
10	12	18	23	31	35	40	52
11	13	20	26	34	39	45	58
12	15	22	29	38	43	49	64
13	16	23	31	40	46	53	68
14	17	25	33	44	50	57	74
15	18	27	35	46	52	60	78
16	18	28	36	48	55	62	81
17	19	29	38	50	57	65	84
18	20	30	39	51	59	67	87

## Quick Draw (V)

For a Base Cost of 2 CPs, your character can draw or reload a weapon at no Movement cost once per Turn. Specify the weapon to which this skill applies. Quick Draw will not work with weapons that take more than 1" of Movement to draw or reload. Buy Quick Draw multiple times to be able to use it more than once per Turn, which can be useful for characters who wield more than one weapon or who have to reload frequently.

If 2 characters with Quick Draw try to draw at the same time, each makes a REFL roll. Add each character's Quick Draw levels to their roll. The high roller draws first.

## Radio Transmission (V)

This power enables a character to broadcast radio or TV signals. The Base CP Cost for Radio Transmission only lets the character transmit either audio or video signals. Transmission of both audio and video has a cost modifier of (+3). This power doesn't include the ability to receive. Radio Reception is covered under Heightened Senses.

Range (km)	RADIO TRANSMISSION CHANNELS							
	1	2	3	4	5-6	7-10	All Regular	All Possible
1	1	1	2	3	3	3	4	4
10	2	3	4	5	6	7	8	9
100	3	4	6	8	9	10	11	13
1000	4	6	8	10	12	13	15	17
10000	5	7	10	13	15	17	19	22
100000	6	9	12	15	17	20	23	26
1000000	7	10	14	18	20	23	27	30
10000000	8	12	16	20	23	27	30	35
100000000	9	13	18	23	26	30	34	39
1000000000	10	15	19	25	29	33	38	43
10000000000	11	16	21	28	32	36	42	47
100000000000	12	18	23	30	35	40	46	52
1000000000000	13	19	25	33	38	43	49	56
10000000000000	14	21	27	35	41	46	53	60
100000000000000	15	22	29	38	44	50	57	65

## Recharge (C)

This power replenishes a character's lost or spent NRG points.

The Base Cost is 8 CPs Level. Each Level restores one NRG point at the start of each new Round, as long as the character is resting. A character may not Recharge NRG past their original NRG total; Recharge only restores lost NRG points.

If the character is bleeding to death, this power stops the bleeding but no NRG points are regained on the first round. If the character has both Recharge and Regeneration, Recharge activates first.

If a character drops to 0 hits and 0 NRG, he is slain and will not recover.

Recharge requires rest and relaxation. If a character has any Persistent or Voluntary powers active, or had any such powers active during the current Round, then they will not Recharge.

### Recharge Option: Constant Recharge

For a cost modifier of (+3), you can make Recharge work even when the character isn't relaxing.

## Recovery (C)

Recovery reduces the number of Stun points a character is suffering from.

The Base Cost is 8 CPs per Level. Each Level reduces the number of Stun points the character suffers from at the start of each new Round, as long as the character is resting.

Recovery requires rest and relaxation. If a character has any Persistent or Voluntary powers active, or had any such powers active during the current Round, then they will not Recover.

### Recovery Option: Constant Recovery

For a cost modifier of (+3), Recovery works even when the character is not relaxing.

## Regeneration (C)

This power restores lost Hit Points.

The Base Cost is 8 CPs per Level. Each Level restores one Hit Point at the start of each new Round, as long as the character is resting. A character may not Regenerate Hits past his original Hit Point total; Regeneration only restores lost points.

If the character has suffered a mortal wound, and is bleeding to death, the first point of Regeneration stops the bleeding instead of restoring hit points. If

the character has both Recharge and Regeneration, Recharge activates first.

If a character drops to 0 hits and 0 NRG, he is slain and will not recover.

Regeneration requires rest and relaxation. If a character has any Persistent or Voluntary powers active, or had any such powers active during the current Round, then they will not Regenerate.

### **Regeneration Option: Constant Regeneration**

For a cost modifier of (+3), you can make Regeneration work even when the character is not relaxing.

### **Regenerate Limbs**

For a Base Cost of 3 CPs, a character may use their normal healing ability or their Regeneration power to re-grow severed limbs.

## **Restraint (V)**

This attack power allows a character to immobilize other characters by encasing them in a destructible barrier. The Base Cost depends on the Protection value of your Restraint (and the Damage Types its Protection works against) as well as the number of Hit Points of damage it takes to destroy the Restraint.

A Restraint is used like any other attack, affecting one target per use. The target's Protection does not reduce the points of Restraint, though an Energy Field will affect the Restraint as its being applied.

Restraint can be bought with extra Hits to increase its durability. Extra hits cost extra CPs (see table below). Add the cost of the extra hits to the Base Cost of the Restraint. All Restraints have one Hit Point for free.

All of the Hit Points in a Restraint must be destroyed in order to release its victim. Trapped characters may make 1 attack against it on their Turn. If hits

remain after the attack, the character is still trapped and his Turn ends. If all hits are destroyed, the character may still move or take an Action, but not both. If the damage done was at least twice the remaining hits then the escape was effortless, and the character may take his full Turn normally.

Restraints don't dodge when they are attacked. Restraints only get Targeting difficulty.

Restrained characters are considered to have their arms and legs pinned, and are unable to Dodge. The attacker must make a called shot in order cover the victim's mouth, bind them to another object, or achieve other special effects. The Restrained character may still be able to employ certain powers or skills, depending on the situation and the SFX of the ability. For example, flying characters could still fly (unless they have their wings pinned, or are stuck to an immobile object). No power which requires freedom of movement may be used by a character who is caught in a Restraint.

An attack which hits a Restrained character from outside must first penetrate the Restraint. Apply the Restraint's Protection to the attack. Any remaining points are deducted from the Restraint's Hits. The same number of points are taken by the Restrained victim, who may employ his own protection against those points.

For example, Space Racer is caught in a hardwood Restraint, with 11 hits and 3 points of Protection. His friend Flashfire tries to burn it off him, hitting and scoring 8 points of damage. 8 damage - 3 Armor = 5 hits taken by the Restraint, so 6 hits remain. 5 hits are also scored on Space Racer, who may apply his own protection. An attacker may make a called shot (see 9.44) at -2 Levels to attack the victim only (avoiding the Restraint), or at -1 Level to attack the Restraint only (avoiding the victim).

If multiple Restraints hit a single victim, their Armor Values are cumulative (see the rules in section 7.3.8), but their hits are separate; any hits that penetrate the restraint's protection damage every layer of Restraint simultaneously.

Restraint attacks have a range of 12".

### **Example**

GlueMaster's Restraint has 5 Protection vs. All Physical Damage Types and a 12" Range, for a Base Cost of (17). It always takes 4 Hit Points to destroy it, for an additional Base Cost of (5). Its total Base Cost is now (22). Final Cost is 22 CPs.

RESTRAINT DAMAGE TYPES							
Protection	1	2	3	4	5-6	7-10	ALL
0	0	0	0	0	0	0	0
1	1	1	1	1	1	1	1
2	1	2	2	3	3	4	5
3	2	4	5	6	7	8	10
4	4	5	7	9	11	12	16
5	5	7	10	13	15	17	22
6	7	10	13	17	20	23	30
7	8	12	16	21	25	28	36
8	10	14	19	25	28	33	42
9	11	16	21	28	32	37	48
10	12	18	23	31	35	40	52
11	13	20	26	34	39	45	58
12	15	22	29	38	43	49	64
13	16	23	31	40	46	53	68
14	17	25	33	44	50	57	74
15	18	27	35	46	52	60	78
16	18	28	36	48	55	62	81
17	19	29	38	50	57	65	84
18	20	30	39	51	59	67	87

RESTRAINT HITS			
Base Cost	Hits Points	Base Cost	Hit Points
0	1	16	2d8-1
1	d2	19	9
1	2	21	2d10-1
1	d4	23	11
2	3	26	12
4	d6	29	13
5	4	31	14
6	d8	32	3d10-2
7	5	33	15
8	d10	35	16
10	6	36	17
11	d12	38	18
13	7	39	3d12-2

#### Restraint Option: Opaque

This option makes a character's Restraint opaque to 1 sense, so that it doesn't take a called shot to block that sense. The cost modifier for an Opaque Restraint is (+1) per sense.

#### Restraint Option: Not Automatically Hit By Incoming Attacks

A Restraint with this option doesn't provide any extra Protection to the victim. You can attack a target that's encased in this type or Restraint without necessarily affecting the Restraint itself. The Restraint can still be attacked, but only if it is specifically targeted. If the Restraint is targeted, it can protect the victim as usual. The cost modifier for this option is (+5).

#### Restraint Option: Only Protects Itself

A victim of this sort of Restraint suffers the full damage inflicted on the Restraint, regardless of its protection. His own protection still applies, of course. If you attack this kind of Restraint from the outside, you can only avoid having your damage also affect the victim by making the attack a called shot on the Restraint. This option has a cost modifier of (+2).

#### Restraint Option: Fights Back

A victim of this kind of Restraint takes a point of damage for each point of damage he directs at the Restraint, unless his attack destroys it completely. His own protection still applies against this damage, of course. You may either choose a

damage type for the Restraint when this option is taken, or else you may choose for the Restraint to reflect back the same type of Damage that is directed at it. The cost modifier for this option is (+3).

**Restraint Option: Inflicts Damage**

If this option is taken, each hit point of Restraint inflicts 1 point of damage to the Restraint's victim at the start of each new Round. You must select a Damage Type for the Restraint when this option is taken. The victim's own protection applies against this damage, of course. The cost modifier for this option is (+5).

**Restraint Option: Doesn't Restrain Victim**

This option allows victim to continue to move freely, in spite of being encased in the Restraint. The Restraint is merely 'stuck' to the victim until it is removed. This can be useful for simulating burning napalm, for example. This option has a (-5) cost modifier.

**Example**

Glacier's Restraint has 4 Protection vs. All Physical Damage Types and a 12" Range, for a Base Cost of (12). It has 2d8-1 Hit Points (rolled each time a new Restraint is created), for an additional Base Cost of (16). Its total Base Cost is now (28). It has the power to Inflict Damage (+5), but is Brittle (-5), for a total Cost Modifier of (+0). Final Cost is 28 CPs.

**Resurrection (C)**

The Base Cost of this power is 16 CPs. Resurrection enables a character to recover from fatal wounds (0 hits and 0 NRG) by using their normal healing abilities. If the character also has the power of Regeneration, then they can recover from death at that rate. Keep track of any damage the character takes past the point of death. That must be healed first.

There must still remain some means of disposing of the character permanently. One reasonable method of destroying the character, from which the character will be unable to recover, must be specified when this power is taken.

**Revivification (V)**

This is the power of raising the dead.

The Base Cost of Revivification is 16 CPs. Revivification has no range. The character must make a COOL-based skill roll against a difficulty based on how long the subject has been deceased. Consult the following table. Revivification takes 1" of movement to use. If this roll fails, the character may not attempt

Revivification on that subject again. If the roll succeeds, the subject regains 1 Hit and 1 NRG per Round for as long as the character maintains physical contact with the subject, and spends one point of NRG and one Action per Round. This requires the character's full concentration; the character may not Dodge while using this power, and any hit on the character will interrupt the healing process.

Time	Difficulty*
same Phase	1
same Round	2
1 Round	3
2 Rounds	4
6 Rounds	5
3 Minutes	6
15 Minutes	7
1 ½ Hours	8
12 Hours	9
3 ½ Days	10
1 Month	11
1 Year	12
10 Years	13
100 years	14
1500 years	15
20,000 years	16
300,000 years	17

\*Divide difficulty by 2 (round up) if the body has been specially preserved.

**Sensory Shock (V)**

This attack power disables its victims ability to use one sense (usually normal vision). The sense to be affected must be specified when this power is purchased. Sensory Shock can either be defined as an "irritant", in which case it knocks out all of the capabilities of the affected sense, or as an "overload", in which case it only disables one Sense Type, but it affects every sense the target has which uses that Sense Type.

For example, Octopoid has enhanced his sense of touch so that it also detects flavors (ick!). The Anesthetist has a Sensory Shock attack that is defined as an irritant which affects normal touch. The Anesthetist's Sensory Shock will deprive Octopoid of all of the capabilities of his sense of touch, including its flavor sensing ability. On the other hand, Sourpuss has a Sensory Shock attack that is defined as flavor detection overload.

Sourpuss's Sensory Shock will deprive Octopoid of the ability to detect flavors either using his normal sense of taste or the flavor detection ability he's added to his sense of touch. Sourpuss' Sensory Shock has no affect on the other capabilities of Octopoid's sense of touch, however.

Sensory Shock has a range of 12". Roll to hit the same way as any other attack, then roll the Intensity of the Sensory Shock. Regular protection does not work against Sensory Shock attacks; the power called Protected Sense is required. Victims make resistance and recovery rolls using their INTL (PERC) rolls. A character who was prepared for the Sensory Shock (by closing their eyes, turning away, etc.) may roll for recovery immediately if they are hit.

Characters who have no functioning Full Senses (such as normal vision) will have difficulty navigating and discerning targets. Consult the rules for heightened Senses and Invisibility for guidelines on handling sensory-impaired characters.

The Base Cost for Sensory Shock depends on its Intensity roll. Consult the following table.

Base Cost	Paralysis Ray Intensity
1	d1
2	d2
3	d3
5	d4
8	d6
12	d8
17	d10
22	d12
28	2d8-1
35	2d10-1
43	2d12-1
52	3d10-2
61	3d12-2

**Sensory Shock Option: Limited Overload**

For a cost modifier of (-1), a Sensory Shock attack must have both its Sense Type and the particular sense to be affected defined. For example, Sensory Shock: Visible Light, Normal Vision Only (-1) would only affect the target's ability to detect visible light with his normal sense of sight, leaving any other senses he has which detect normal light unimpaired.

**Shape Changing (P)**

The character can change to look like someone or something else of reasonably similar size (for example, a normal-sized human character could disguise himself as a policeman or an end table, but not as a sumo wrestler or an automobile). Specify the new shape when this power is purchased. This ability has a Base Cost of 2 CPs, and takes an Action to use.

**Power Activation**

Powers that do not function unless the character adopts a particular shape may take a (-1) Cost Modifier.

**Shaping (V)**

This power enables a character to create, mold, and possibly animate solid volumes of matter or energy. The material density and/or energy type to be shaped must be specified when this power is purchased.

Shaping has a 12" range, and takes an Action to use. The Base CP Cost for Shaping depends on the amount of mass or energy the character can create and shape.

The Base Cost of Shaping depends on the number of kilograms of mass the character can Shape. Consult the following table.

Base Cost	Shaping Mass (kg)
1	15
2	30
4	60
7	120
11	240
16	480
22	960
29	1920
37	3840
46	7680
56	15360
67	30720
79	61440

The mass limit on a character's Shaping power indicates the maximum amount of matter or energy they may create or shape at any given time. Mass is given in kilograms. A character with



this power may create as many shapes as they want, as long as their total mass doesn't exceed this maximum.

A character can "lift" any Shape they create, regardless of their PHYS (STR) and regardless of its weight.

The character can mold their creation into any inanimate shape when they first create it. Roll the creator's DEFT or an appropriate skill if they attempt to create a shape that is complex, strange, artistically demanding, etc.

A single shape might be made up of several interconnecting parts which can move relative to one another. For example, a character might create a giant scissors with two moving, connected parts. The entire scissors would count as a single shape. It only takes 1" of movement to "operate" an existing creation if it is constructed out of simple moving parts.

It takes an Action to completely re-shape an existing creation. When an existing creation is re-shaped, any damage it has suffered can be repaired and mass or energy can be added to or removed from it.

A shape's Hits are found by treating its Mass (or Energy)/10 as a Value on the Universal Table, and then converting that to a Score. For example, a shape that weighs 140 kg. has a Value of 14, and therefor a Score (and Hit Points) of 12.

A shape's creator cannot re-use the mass that's tied up in an existing shape. Shapes remain in existence until they are intentionally deactivated, or the character loses consciousness, or the shape is completely destroyed. A shape is destroyed when it loses all of its hit points.

The density of the material or energy to be created must be specified when this power is purchased. Shapes which are stronger and heavier take up less volume, but are physically tougher: Shapes get their Structural Rating as protection at no extra cost. The Structural Ratings of various materials can be found on the table in section 11.1.

The maximum volume that a character can Shape equals their mass limit, divided by the SR of their Shape, divided by 20 cubic feet. For example, Captain Marble can shape up to 1920 kg. of marble (SR 7). The maximum volume of marble that he can shape equals  $1920 / 7 / 20$ , or about 13.7 cubic feet.

Shapes may be given additional abilities by purchasing those abilities with the restriction "Only On Shapes". For example, a character who creates bird Shapes might want to give his Shapes the power of Flight. The cost modifier for an ability "Only On Shapes" is (-3).

Shaping isn't usable as a direct attack. You can't blast someone with it, for example, but you could make an object and drop it on them or hit them with it. Consult the brawling weapons rules (section 10.533). That maneuver would require one Action to create a shape, and another Action to attack with it. You can't Restrain someone with Shaping, but you could seal up the door of the room someone is in, or create a shape over an area to seal a target inside. Rolls to hit are required if the target wants to avoid being enclosed.

If used as weapons, material Shapes inflict either Blunt or Sharp Kinetic damage, depending on their shape. Energy Shapes inflict the damage type that they're made of.

#### **Shaping Option: Animation**

This option allows a character to animate the Shapes they create. This option has a cost modifier of (+3). Animating a shape only takes movement. Animated shapes can make melee attacks, with a damage roll based on their Mass. It takes an Action to give an animated Shape an Action, and Shapes use their creator's chance to hit in combat.

Shapes can move anywhere within the range of their creator's Shaping power if they are animated. They cannot carry their creator unless a movement ability is purchased for them.

#### **Shaping Option: Requires Source**

If this option is taken, the character must have a source of matter or energy to shape. For example, a character who has fire shaping would need to have a large open flame to shape. The amount that can be shaped is limited to the character's Shaping power, or the amount of energy available, whichever is less. This option has a cost modifier of (-3).

If the character has a power that generates the correct matter or energy type, then they may use that power as a source of material or energy to shape. Roll the effect, damage, or intensity roll for the power: each point of effect, damage, or intensity generates ten kilograms worth of matter or energy to shape. The source power only takes movement to use if it's being used to supply Shaping, plus any NRG, Charges, Components, etc. it normally requires per use.

## Shield (V)

Shields provide Protection that can be used against melee or ranged attacks, but Shields require a Shield Skill roll against the attacker's roll to hit.

Shields always have the Carried Equipment restriction, but do not get any cost savings for that restriction. The Shield power replaces the normal Armor protection of Equipment.

The Base Cost for a Shield depends on its Protection score and the number of Damage Types it protects against.

Protection	RESTRAINT DAMAGE TYPES						
	1	2	3	4	5-6	7-10	ALL
4	-	-	-	-	-	-	3
5	-	-	-	-	1	3	8
6	-	-	-	4	7	9	16
7	-	-	3	8	11	15	23
8	-	1	6	11	15	19	29
9	-	3	8	15	19	23	34
10	-	5	10	17	22	27	39
11	-	7	13	21	25	31	44
12	2	9	15	24	29	35	50
13	3	10	17	27	32	39	54
14	4	12	20	30	36	43	60
15	5	13	21	32	38	45	63
16	5	15	23	34	40	48	66
17	6	16	24	36	42	51	70
18	7	17	25	37	44	52	72

## Parry Bonus

Shields can have a bonus to their roll to parry. The cost of this parry bonus does not get any cost savings from Equipment or Body Power. Consult the following table.

Parry Bonus	+1	+2	+3
CP Cost	2	5	9

## Shield Option: Body Shield

A shield may be purchased as a Body Power at a cost modifier of (+2), or as a Large Body Power for (+1).

## Shield Option: Innate Shield

A Shield may be purchased as a power that is not a Body Power or Equipment at a cost modifier of (+3).

## Shrinking (P)

This power allows the character to grow smaller than normal human size. It takes 1" of movement to shrink or re-grow. The character may use any or all of their levels of Shrinking, but must specify the number of levels used whenever they use the power.

The Base cost for Shrinking depends on the character's minimum size.

Base Cost	Level	Profile	Mass (kg)	Description
5	1	.5	.125	midget or child
10	2	.25	.016	large doll
15	3	.125	.002	small doll
20	4	.063	.0002	action figure
25	5	.031		toy 'army man'
30	6	.016		25mm miniature
35	7	.008		15mm miniature
40	8	.004		large ant
45	9	.002		small ant
50	10	.001		flea
55	11	.0005		grain of sand
60	12	.0002		dust particle

Each level reduces the character's profile (height, running and swimming movement rates) and Mass (re-figure Mass Effect) as shown. Each level of Shrinking includes +1 effect level of Sneak skill and +1 level of Amplified Senses: All.

## Sidekick (C)

This power gives a character a companion, pet, or servant. The Sidekick is controlled by the character's player, and is steadfastly loyal and obedient.

The Base Cost of a Sidekick depends on how many CPs it is built on, including points from Weaknesses.

Base Cost	Base Points	Weakness Points	Total Points
2	8	0	8
3	12	5	17
4	16	5	21
5	20	10	30
6	24	10	34
7	28	10	38
8	32	15	47
9	36	15	51
10	40	20	60
11	44	20	64
12	48	20	68
13	52	25	77
14	56	25	81
15	60	30	90
16	64	30	94
17	68	30	98
18	72	35	107
19	76	35	111
20	80	40	120
21	84	40	124
22	88	40	128
23	92	45	137
24	96	45	141
25	100	50	150
26	104	50	154
27	108	50	158
28	112	55	167
29	116	55	171
30	120	60	180
31	124	60	184
32	128	60	188

Experience is only earned by the main character. CPs may be spent to increase the point value of any Sidekick(s) at a rate of +4 sidekick points per CP per Sidekick, so long as no Sidekick ever has more total points than the base character has left after paying for all of their Sidekicks. Sidekicks do not take additional Weaknesses when upgraded with experience points.

### Skill (V)

You can buy skills as if they were powers, applying enhancements and restrictions to their CP cost.

### Skill Bonus (V)

This power adds bonuses to skill rolls. Each level adds +1 to the character's roll with one skill, which must be specified when this power is purchased. The Base Cost depends on the number of levels purchased.

Skill Bonus Levels	1	2	3	4	5
CP Cost	3	7	12	18	25

### Sleepless (C)

This power enables a character to operate 24 hours per day. The Base Cost is 6.

### Special Effects (V)

This power enables a character to cause minor special effects to occur in their vicinity.

Special Effects have a 3" diameter area of effect, centered around the character. It takes 1" of movement to use Special Effects. The specific basic Sense Types (sound, light, etc.) must be specified on purchase. Special Effects cannot be used to duplicate existing game effects, such as Darkness (though 'Dimness', or ineffectual darkness, would be all right), nor may they be used in any direct way in combat. Special Effects are primarily useful in triggering various power Enhancements & Restrictions, or character Weaknesses. The GM may also call for slight effects on combat (never more than +/- 1 Effect Level or a roll for 2+ to succeed, however).

This power generates a wide-area field of one sense or damage type or condition (for example, 'dampness' or 'chill'). Special Effects are not an 'illusion'; they may not be used to generate specific images, only background effects. Effect must be specified (for example, fog that impedes vision, music that impedes hearing, etc.). Additional effects may be included at no cost, so long as they have no game effects.

The Base Cost for Special Effects depends on how many Damage or Sense Types it simulates.

DAMAGE or SENSE TYPES	1	2	3	4	5-6	7-10	ALL
Base Cost	4	5	7	9	10	12	16

## Speed Bonus (V)

This power increases the top speed of a character's movement ability. The character's acceleration rate is not affected, unless the Acceleration Bonus option is taken (see below).

The Base Cost for Speed Bonus depends on its movement rate multiplier.

Specify the mode of travel to be affected (running, leaping, swimming, etc.) when this power is purchased.

Base Cost	Speed Multiplier	Base Cost	Speed Multiplier
1	1.33	17	53.33
2	1.67	18	64
3	2	19	85.33
4	2.67	20	106.67
5	3.33	21	128
6	4	22	170.67
7	5.33	23	213.33
8	6.67	24	256
9	8	25	341.33
10	10.67	26	426.67
11	13.33	27	512
12	16	28	682.67
13	21.33	29	853.33
14	26.67	30	1024
15	32	31	1365.33
16	42.67	32	1706.67

For example, it costs 6 CPs to multiply a character's top running speed by four, or 8 CPs to multiply a character's top swimming speed by 6.67.

No starting character in a standard power level campaign should have a top speed greater than 1466 kph in atmosphere.

## Flight

Flight speed should only be increased by buying more of the Flight power (it's cheaper that way), but you may purchase flight acceleration using the Acceleration Bonus option (see below).

## Leaping

Leaping movement is only measured by distance, not by acceleration and top speed. Speed bonus increases a character's maximum horizontal and vertical leaping distances simultaneously.

## Speed Bonus Option: Acceleration Bonus

The acceleration rate of a movement power may be increased independently of its top speed. Use the Speed Bonus table (above) to select an acceleration rate multiplier, and apply a cost modifier of (-5). To increase acceleration and top speed simultaneously, apply a cost modifier of (+3).

## Splitting (P)

This power enables characters to 'split' themselves into multiple duplicates. Though statistically identical, each duplicate is treated like a separate individual for as long as they remain separated. They roll for initiative individually, take separate Actions, make separate decisions, they have separate Hits NRG, and charges, and so on.

Each duplicate inherits the same current Hits, NRG and charges as the original when the split occurs. When duplicates merge together again, the merged character inherits the average number of Hits, NRG points, and charges possessed by the duplicates.

The Base Cost of Splitting depends on how many individuals the character can split into.

Base Cost	Number of Duplicates
22	2
30	3
37	4
41	5
44	6
46	7
48	8
50	9
52	10

Splitting has no range, so duplicates must be in physical contact in order to merge back together.

## Stretching (P)

These powers allow a character to contort their body in various unnatural ways, applying their own PHYS at range, and possibly over an area. Special stunts like gliding, shape shifting, etc. must be purchased separately. All stretching takes place during the movement portion of a character's turn. Choose from among the following abilities:

### Elongation

This ability allows a character to stretch their physical body lengthwise. Elongated body parts are also free to bend in any direction, regardless of their normal joints. For example, a character with this power could extend an arm and wrap it snakelike around a lamp post. Elongation allows a character to make an unarmed melee attack out to the distance purchased. Stretching takes 1" of movement to use.

The Base Cost of Elongation depends on the distance the character can stretch. Consult the following table.

Base Cost	Elongation Length
1	3"
4	6"
6	12"
8	24"
11	48"
14	96"
18	192"
23	384"
28	768"
34	1536"
40	30720"
48	6144"
56	12288"
66	24576"
77	49152"
90	98304"
104	196608"

You can't modify these ranges; they are a function of the character's elasticity.

### Flattening

This power allows a character to flatten their body like a pancake, over a square area equal to their height in game inches plus 1/2 of their Elongation (if any). For example, a character with 24" of Elongation could flatten to fill up to a 13" x 13" square area. Flattened characters do not have to fall to the ground; they can remain upright, and can bend and contort like a sheet of paper. This ability is useful for hiding under rugs, slipping through door frames, presenting a narrow profile to attackers, and so on. Flattening has a Base Cost of 3 CPs.

Characters with Flattening but no Elongation must retain roughly their normal outline while flattened.

### Inflation

This power allows a character to puff up their body like a balloon, filling a maximum cubic volume equal to their normal height in game inches plus 1/4 of their Elongation (if any). For example, a character with 12" of Elongation could expand to fill up to a 4" x 4" cubic volume. Inflated characters are pliant like a balloon, and will contort to fit confined spaces. If our example character inflated in a 2" wide x 2" tall corridor, he would fill up to 615" of that corridor's length. Inflation has a Base Cost of 3 CPs.

Characters with Inflation but no Elongation must retain roughly their normal shape while inflated. If they also have Elongation, they can inflate portions of their anatomy independently.

### Oozing

This power lets a character's body flow like a liquid, which enables them to flow through openings that are too small to allow the passage of a solid being of their size. Oozing does not protect a character from taking damage, nor may they remain in liquid form after they emerge from the opening they passed through (Flattening is required to enable a character to flow along the floor, for example). Oozing has a Base Cost of 7 CPs.

### More About Stretching

Stretchable characters can form themselves into any simple shapes that would be within the bounds of the Stretching powers they've purchased. The GM may require a DEFT roll for them to take on especially specific shapes. Any inevitable physical effects of the shapes they take on (for example, floating on water if they take the shape of a boat, or falling more slowly if they spread out like a parachute) occur without the character having to spend any extra CP cost to acquire those abilities.

### Summoning (P)

This power enables characters to summon other creatures or characters to serve them. The creature's final CP total may not exceed the number of CPs you have left after paying for it. You may only summon one creature at a time per purchase of this power. You may only attempt a summoning once per "scene": i.e., once per new location or spend several hours in preparation at the same location. You lose any summoned creatures between scenes. Each summoning attempt takes a full move and Action.

The Base Cost of Summoning depends on the number of CPs the summoned creature is built from.

Base Cost	Base Points	Weakness Points	Total Points
1	6	0	6
2	12	5	17
3	18	5	23
4	24	10	34
5	30	15	45
6	36	15	51
7	42	20	62
8	48	20	68
9	54	25	79
10	60	30	90
11	66	30	96
12	72	35	107
13	78	35	113
14	84	40	124
15	90	45	135
16	96	45	141
17	102	50	152
18	108	50	158
19	114	55	169
20	120	60	180
21	126	60	186

You must specify the type of summoning your character performs. For example, your character might summon animals by uttering a call - or your character might be a conjurer, summoning creatures from another dimension by performing a magical ceremony. You may not always be able to perform a summoning, depending on the circumstances. For example, if you utter an animal call in the middle of a desert, there may not be any animals around to hear you. As another example, if your character needs to perform a magical ceremony, lack of preparation time or proper offerings may prohibit the attempt.

**Summoning Option: Multiple Summoning**

You may summon more than one creature at a time, provided that their total CP cost does not exceed the number of CPs you've purchased under this power. All of the creatures you summon simultaneously must be identical unless you've also taken the Variable enhancement.

**Summoning Option: Mission-Based Summoning**

If creatures you summon stay around as long as it takes for them to accomplish a particular mission instead of leaving you at the end of every scene, apply a cost modifier of (+2).

**Summoning Option: Bargain Required**

If creatures you summon must be bargained with before they will serve you, apply a cost modifier of (-5). The bargain must be role-played. Failure to reach an agreement with a summoned creature may result in the creature attacking the summoner, at the GM's discretion.

**Suppression (V)**

This is an attack power that damages something other than hit points. The thing to be affected must be specified when this power is purchased. Specify a Damage Type. Each damage point which penetrates reduces the victim's character points in the affected ability by 1. Suppressed points come back fully with a good night's sleep, or roll VITL effect for the # of points recovered during a nap, breather, etc.

Suppressing a partial characteristic costs less, proportional to the cost of the partial characteristic. At the GM's discretion, this may also be used to transmit points of Weaknesses to a target, or reduce partial statistic effects like movement, INTL as skill basis, etc.

Suppression has a 12" range.

The Base Cost of Suppression depends on its damage roll. Consult the following table.

Base Cost	Suppression Damage
1	d1
3	d2
6	d3
10	d4
16	d6
24	d8
33	d10
43	d12
55	2d8-1
69	2d10-1
83	2d12-1
100	3d10-2
118	3d12-2

## Swimming (V)

This ability has a Base Cost of 2, but modern Earth humans can swim for free. Characters who can swim do so at a base rate of 2. Characters who can't swim must make a DEFT roll of 2+ simply to stay above water, and may swim 1" if the DEFT roll was 4+.

## Swing Line (V)

This is a new mode of movement which allows a character to leave the ground periodically by swinging from a line.

The length of a Swing Line limits the distance from the character to the point at which the line is anchored, and the maximum distance that the character can be from that anchor point at the end of a swing. The character can also travel vertically, up to the altitude at which the anchor is set, or down from the anchor point a maximum distance equal to its length.

The maximum cargo limit of the line equals the character's Mass plus their Carrying Capacity. Any object to which the line is anchored must also be able to bear the weight.

A roll to hit is required. Swing Line takes an Action to use, or only 1" of movement to use if the character is placing the Swing Line's anchor on an immobile target. Only one such use is allowed per turn.

The Base Cost for a Swing Line depends on its length. Consult the following table.

Base Cost	2	3	5	8	10	12
Length	1"	2"	8"	16"	32"	64"
Maximum Swing	2"	8"	16"	32"	64"	128"

## Telescopic Sense (V)

This power reduces targeting difficulty arising from range by the number of levels purchased. For example, a rifle with a level 7 telescopic sight fires at a target 512" away (10 targeting difficulty) as if it were only 9" to 18" away (3 targeting difficulty). Telescopic Sense doesn't increase a character's normal maximum sensory range, it only reduces difficulty from range. Telescopic Sense has a Base Cost of 1 CP per Level. You must specify which sense it applies to when you purchase it.

## Telekinesis (V)

This attack power enables a character to exert strength at a distance. Telekinesis has a 12" range.

Telekinetic attacks normally inflict Blunt Kinetic damage (though another damage Type may be selected if desired).

Telekinesis can also be used to pick up and move objects at range. The speed at which an object can be moved equals the character's TK Capacity divided by the object's Mass in kilograms. The character uses their own DEFT to manipulate objects at range. Telekinetic manipulation suffers penalties for off-handed actions unless the character buys the power of Ambidexterity to go with his TK. Telekinetic manipulation also suffers from targeting difficulty due to relative velocity, range, and other factors.

Telekinesis may be used by the character to 'fly' if he has enough TK to lift himself. The speed of the character's telekinetic flight is calculated in the same way as any other object moved by the character's Telekinesis.

The Base Cost of Telekinesis depends on how much strength (measured in kilograms of force) the character is able to exert at a range.

Base Cost	TK Capacity (kg)	TK Effect
1	8	d1
3	15	d2
5	30	d3
9	60	d4
14	120	d6
21	240	d8
29	480	d10
38	960	d12
48	1920	2d8-1
60	3840	2d10-1
73	7680	2d12-1
87	15360	3d10-2
103	30720	3d12-2

If the character is using some of their TK capacity to carry things, the damage they can inflict with a TK blast is reduced. Subtract the kilograms of TK Capacity that are already being used from the character's total TK Capacity, divide by 10, and consult the Universal Table to find the character's current TK Effect roll.

## Telepathy (V)

This power enables a character to transmit their thoughts to others. Telepathy has a Base Cost of 8 CPs.

The Base Cost of Telepathy allows the character to perform verbal telepathic transmissions, which can't be understood unless the recipient understands the language used by the telepath.

The subject must be clearly perceived (either with a Full or Analytical sense, or by making a successful perception roll with a Basic sense). Actively resistant targets require an INTL-based roll to hit vs. their COOL to establish telepathic contact. Each attempt to establish telepathic contact takes an Action.

Once contact has been established, the subject may roll their COOL vs. the telepath's INTL to break contact each time the telepath sends them a transmission.

### Telepathy Option: Visual Transmission

A telepath may send visual imagery instead of verbal transmissions. A telepath who transmits images doesn't have to speak the recipient's language, but the recipient will have to make an INTL roll to interpret the meaning of the imagery. This option has no cost modifier.

### Telepathy Option: Psychic Link

A Psychic Link is a bond between a telepath and a subject which enables the telepath to re-establish contact without having to clearly perceive the subject. To forge a Psychic Link, establish telepathic contact normally and then transmit your intentions to the subject. If they do not break off contact, you may then spend 1 CP to establish the link.

### Telepathy Option: Psychic Bond

If the character can only transmit their thoughts to a specific individual, apply a cost modifier of (-10).

### Telepathy Option: Mutual Telepathy

If the telepathic connection gives the target equal ability to transmit back, apply a cost modifier of (+3).

## Teleportation (V)

This power enables a character to disappear at their current location, and instantly reappear some distance away. This has no effect on the character's current velocity, though the character's trajectory may change when teleporting.

It takes 1" of movement to teleport, but a character may only teleport once per turn. To teleport more than once per turn requires a cost modifier of (+2) per extra teleport per turn.

The character may bring up to their Carrying Capacity in cargo when they teleport. Any object that the character is touching (within the limits of the character's Carrying Capacity) can be brought along, as long as it isn't fastened in place.

A character can Teleport anywhere he can sense (with a Full sense, or with a successful Perception roll using a Basic sense) without any risk of failure. If a character tries to teleport to a destination he can't sense, he must roll his Luck (or his INTL or Teleport Skill if he's been there before) against the targeting difficulty for the distance to his intended destination. If the roll fails, the character is disoriented on arrival. Disoriented characters lose the rest of their Turn, and are considered "surprised" by any attacks against them until they take their next Turn. If the roll is a fumble, the character winds up inside a solid object or at the wrong destination. What happens if a character accidentally teleports into a solid object is up to the GM, and may depend on the rationale behind the character's Teleportation power.

A character can spend an Action memorizing a location for 1 EP, allowing blind teleport to that spot in the future without any risk of error.

The Base Cost of Teleportation depends on how far the character can Teleport.

Base Cost	Range	Base Cost	Range
7	1"	24	16 miles (131072")
8	2"	25	32 miles (262144")
9	4"	26	64 miles (524288")
10	8"	27	128 miles (1048576")
11	16"	28	256 miles
12	32"	29	512 miles
13	64"	30	1024 miles
14	128"	31	2048 miles
15	256"	32	4096 miles
16	512"	33	8192 miles
17	1024"	34	16348 miles
18	2048"	35	32768 miles
19	4096"	36	65536 miles
20	8192" (1 mile)	37	131072 miles
21	16384" (2 miles)	38	262144 miles
22	32768" (4 miles)	39	524288 miles
23	65536" (8 miles)	40	1048576 miles



### Teleportation Option: Teleport Gate

For +6 Base Cost the character instead makes a gateway with a 1" diameter area of effect, which lasts until the character spends 1" movement to close it or is knocked out, linking the origin and destination points for its duration.

A Teleport Gate may be used as an area effect attack, to trap and teleport targets against their will. It takes an Action to use a Teleport gate offensively.

### Transformation (C)

This power enables a character to have other forms, switching between them as needed.

All experience is earned by the 'main' form. Experience may be spent by the main character to increase the point value of other form(s) at a rate of +5 form points per CP, so long as none of their forms have more total points than the primary character has left after paying for all the forms. Alternate forms do not take additional Weaknesses when upgraded with experience points.

Each form may have unique appearance, costume, equipment, etc. Hits, NRG, etc. are kept separately for each. Forms that share proportional Hits and NRG with the primary form gain a cost modifier of (-2).

The Base Cost for Transformation depends on the number of CPs the secondary form is built on. Consult the following table.

Base Cost	Base Points	Weakness Points	Total Points
1	5	0	5
2	10	5	15
3	15	5	20
4	20	10	30
5	25	10	35
6	30	15	45
7	35	15	50
8	40	20	60
9	45	20	65
10	50	25	75
11	55	25	80
12	60	30	90
13	65	30	95
14	70	35	105
15	75	35	110
16	80	40	120
17	85	40	125
18	90	45	135
19	95	45	140
20	100	50	150
21	105	50	155
22	110	55	165

### Transmutation (V)

This attack power enables a character to turn things into other things. Transmutation takes an Action to use, and has a 12" range. You must specify a damage type when purchasing this power. Targets roll their Mass effect to resist and recover.

It is not recommended that this power be purchased for the purpose of allowing a character to Transmute himself into a super-powered form. That is better accomplished via powers such as Transformation, Shape Changing, and so on.

The Base Cost of Transmutation depends on its Intensity roll. Consult the following table:

Base Cost	Transmutation Intensity
1	d3
2	d4
3	d6
5	d8
7	d10
9	d12
11	2d8-1
14	2d10-1
17	2d12-1
20	3d10-2
24	3d12-2

### **Transmutation Effects**

In its pure form, Transmutation doesn't do anything to its target. You must select from among the following options to define what your Transmutation power can affect, and the exact effect it has on its victims.

### **Transmutation Option: Legal Targets**

The fewer things that Transmutation can affect, the less expensive it is. Consulting the following table, decide how flexible your Transmutation power is going to be, and apply the associated cost modifier. You **MUST** decide what your Transmutation power can affect, and apply one of the following cost modifiers. The GM is the final judge of how common the target class you select really is; this table only offers some guidelines.

**Rare:** If your character can only rarely expect to encounter something that your Transmutation power will work on, apply a cost modifier of (-10). For example, alien octopoids are probably quite rare.

**Uncommon:** If it will probably be uncommon for your character to encounter something your Transmutation power will work on, apply a cost modifier of (-5). For example, robots and other technological, artificial life-forms are probably uncommon, though not exactly rare.

**Common:** If things that your character's Transmutation power will work on will commonly be encountered, apply a cost modifier of (-3). For example, human beings are common, but you can still conceivably find yourself somewhere where there aren't any.

**Very Common:** If encountering things that your Transmutation power will work on will probably be a very common occurrence, apply a cost modifier of (-1). For example, it is much more likely for you to encounter a humanoid of some kind than it is for you to encounter an Earth human - so the class "any humanoid" would be considered Very Common.

**Unlimited:** If your Transmutation power can work on anything you use it on, the cost modifier is (0). For example, if you have the power to transmute anything into gold, this option would apply.

### **Transmutation Option: Change Appearance**

This option enables Transmutation to affect the target's appearance. You **MUST** choose either an Appearance Change option or an Alteration option, or both.

**Minor Appearance Change:** For a cost modifier of (+1), the target can be changed in a way that has a chance of tricking anyone who only has a Basic sense that's applicable to the change. For example, this degree of Transmutation could be used to change a target's color. Characters with only a Basic sense of sight would have to make a roll to recognize the character, but anyone with a Full sense of sight or better would recognize them immediately.

A Minor Appearance Change cannot be used to duplicate existing game effects, such as Invisibility (though 'translucency', or ineffectual invisibility, would be alright). The GM may also call for slight effects on combat (never more than +/- 1 Effect Level or a roll for 2+ to succeed, however). A Minor Appearance Change can be used to give a target the weakness "Distinctive".

**Major Appearance Change:** For a cost modifier of (+4), the target can be changed in a way that has a chance of tricking anyone who doesn't have an Analytical sense that's applicable to the change. For example, this degree of Transmutation could be used to change a target's appearance completely. Characters with only a Basic or Full sense of sight would have to make a roll to recognize the character, but anyone with an Analytical sense of sight would recognize them immediately.

A Major Appearance Change can be used to duplicate minor existing game effects, such as Shape Changing or Extra Limbs. It also includes all of the capabilities listed for a Minor Appearance Change.

### **Transmutation Option: Alteration**

This option enables Transmutation to affect the target's abilities in serious ways. You **MUST** choose either an Appearance Change option or an Alteration option, or both.

**Minor Alteration:** For a cost modifier of (+5), the target can lose (or gain) minor statistical advantages and powers. For example, the target could be made to sprout gills, or one PHYS level, and so on.

**Incapacitation:** For a cost modifier of (+8), the target can be immobilized and rendered ineffective in combat. Any statistical or power changes that follow naturally from this transmutation would also apply. For example, the target could be turned into a tree, with a tree's size, mass and Structural Rating.

**Animation:** For a cost modifier of (+8), an inanimate target may be brought to life and given a full set of Basic and Secondary Characteristics. The target will also have any innate abilities that go along with the idea of animating it. For example, an animated cast-iron stove would have Density Change equivalent to iron.

**Major Alteration:** For a cost modifier of (+8), the target can lose (or gain) major statistical advantages and powers. For example, the target could be made to become intangible, double their normal PHYS, lose all of their powers, etc.

**Extreme Alteration:** For a cost modifier of (+11), an inanimate target may be brought to life, given a full set of Basic and Secondary Characteristics, and given other major statistical power changes. For example, in addition to having Density Change equivalent to iron, an animated cast-iron stove could be given the ability to belch Energy Blasts doing Flame damage.

**Example**

Circe wants the power to transform humanoid beings into frogs. She takes a d8 Intensity at a Base Cost of 5 CPs, and applies a cost modifier of (-1) because the class "any humanoids" is very Common. Changing a victim into a frog is a Major Appearance Change for a further cost modifier of (+4), and losing all of their powers in exchange for the abilities of a frog is a Major Alteration, for a final cost modifier of (+8). The total cost modifier is (+11), making the final cost of this power 22 CPs.

**Variable Transmutation**

To build a Transmutation power that has different target sets and/or different effects at different times, apply the Variable Power enhancement to the single most expensive type of Transmutation you can perform.

**Universal Translator (V)**

This is the power to speak and understand (and/or read and write) any language used for communication between intelligent beings. The character is endowed with the ability to use whatever natural form of communication is used by the beings in question. It may involve body language or other forms of communication as well as or in addition to vocalization.

The Base Cost depends on how well the character can communicate.

<b>Base Cost</b>	5	9	14
<b>Ability Level</b>	Basic	Fluent	Native

The Base Cost allows a character to understand either direct personal communication (in humans, that means speech) or symbolic forms (which means written language for humans). For a cost modifier of (+3), the character can both "speak" and "read" all languages.

**Basic** ability allows only very basic communication. The character is left with a thick accent, which native speakers have difficulty understanding clearly. When dealing with symbolic communications, this manifests itself in odd grammatical structure and very limited vocabulary.

**Fluent** ability allows full communication, though uncommon terms and slang will remain beyond the character's comprehension. The character still has an obvious foreign accent. When dealing with symbolic communications, this manifests itself in occasional grammatical errors and slightly limited vocabulary.

**Native** ability allows a total grasp of the language, with a complete vocabulary and full understanding of slang and subtle nuances. The character no longer has any obvious accent.

**Wall Crawling (V)**

This is the ability to walk on sheer vertical or inverted surfaces (walls, ceilings, and so on). The Base Cost of Wall Crawling is 8 CPs.

The strength of the cling equals the character's Mass. For a cost modifier of (+2), the character can substitute his carrying capacity for the strength of the cling. The strength of the cling can also be doubled for each additional (+2) cost modifier.

The strength of the clinging must be sufficient to hold up the character plus whatever extra weight they're carrying. If the strength of the clinging is exceeded, the character is torn free of whatever he's clinging to.

If someone tries to move a character with Wall Crawling against their will, they must overcome the strength of the character's clinging (use the clinging strength on the Universal Table to find an Effect roll for the clinging). Clinging strength can also be used instead of the character's Mass to reduce knockback. Wall Crawling can also be used in place of PHYS/STR when the character has grappled an opponent, and is trying to maintain their grip.

## Weakness Detection (V)

This power enables a character to try to find weak points in an opponent's protection, reducing that protection's effectiveness.

Weakness Detection takes an Action to use. The target must be clearly perceived (either with a Full or Analytical sense, or by making a successful perception roll with a Basic sense).

The Base Cost of Weakness Detection depends on its Effect roll. Consult the table below.

Base Cost	Weakness Detection Effect
1	d1
2	d2
4	d3
7	d4
11	d6
16	d8
22	d10
29	d12
37	2d8-1
46	2d10-1
56	2d12-1
67	3d10-2
79	3d12-2

Roll the Weakness Detection Effect vs. the target's protection. If the target has more than one source of Protection, pick one to check for weak points when the roll is made.

If the Effect roll exceeds the target's protection, a weakness is found. Consult the table below.

Points Over Protection	Weakness Found
1	-1 protection
2-3	-2 protection
4-6	-3 protection
7-10	-4 protection
11-15	-5 protection
etc.	etc.

For example, if Autogyro rolls a 6 on his Weakness Detection Effect vs. the Hyena's Armor protection of 3, then the Hyena's Armor is reduced by 3 points against Autogyro's attacks from then on.

Weakness Detection cannot reduce an opponent's protection below 0. Any excess points of protection reduction, after the target's protection has already been reduced to 0, are converted into pluses to hit the target. Further attempts to find weak points in a target's protection are not cumulative, but a character may continue trying to Detect Weaknesses in hope of making a better roll. Adjustments to a target's protection and bonuses to hit them are non-transferable, and last only for the duration of the encounter.

## Weakness Detection Option: Personal Weaknesses

Alternately, Weakness Detection may be defined as identifying Weaknesses possessed by an opponent instead of finding weak points in their protection. This option has no cost modifier.

Roll the Weakness Detection Effect vs. the target's COOL roll. If the Effect roll exceeds the target's COOL roll, a weakness is found. Consult the table below.

Points Over COOL	Weakness Found
1	5-point Weakness
2-3	10-point Weakness
4-6	15-point Weakness
7-10	20-point Weakness
11-15	25-point Weakness
etc.	etc.

If the target has more than one Weakness of the same point value, roll randomly to choose between them. If a Weakness has already been found, ignore it when choosing a new Weakness to discover. If the target does not possess a Weakness of the value indicated, the character discovers the target's next most costly Weakness. If all of the target's Weaknesses are more costly than the number of Weakness points discovered, the character does not discover any Weaknesses on that attempt. Knowledge of personal Weaknesses is permanent, and can be communicated to other characters.

## Wealth (C)

This power increases a character's Wealth roll. Wealth is used to see whether a character has sufficient funds available whenever he attempts to make a major purchase. Wealth is explained more fully in chapter 12.

Characters get a Wealth roll of 1d4 for free. Additional Wealth costs 2 CPs per Wealth Level. Use the following table to find the character's new Wealth roll, and how much income that Wealth Roll represents.

Base Cost	Wealth Effect	Approximate Annual Income
0	d4	\$20,000
2	d6	\$40,000
4	d8	\$80,000
6	d10	\$160,000
8	d12	\$320,000
10	2d8-1	\$640,000
12	2d10-1	\$1,280,000
14	2d12-1	\$2,560,000
16	3d10-2	\$5,120,000



## 4.4 Power Enhancements

This section provides descriptions of all of the power enhancements in the game.

Enhancements
Absorption
Affects Lower Characteristic
Affects Intangible
Affects Tangible
Area Effect
Armor Piercing
Autofire
Carried Attack
Conductivity
Drain
Duration
Energy Field
Focus
Hardened
Immunity
Indirect
Lingering Effects
Metaphysical or Other Damage Type
Miscellaneous
Multiple SFX
No Exertion
No Gestures
Overload
Penetrating
Preset
Range
Reflection
Reversible
Stays Active
Stun Only
Untraceable
Usable On Others
Variable

## Absorption

This enhancement enables a character to absorb the damage or intensity points stopped by one of their protection powers, converting those points into CPs worth of other abilities. A cost modifier of (+3) is applied to the protection power used for Absorption.

You must specify where the absorbed points are applied when you take this enhancement. You may choose a new ability, or add the points to an existing ability, or share them in any proportion you choose among several abilities.

Keep track of the total number of points that the character has Absorbed. The maximum number of points that the character can accumulate at one time equals six times the base power's protection. For example, 5 points of Armor with Absorption allow a character to store up to 30 Absorbed points. These points fade at a rate of 1 CP per round from each ability that the absorption feeds. Once the character's Absorption limit is exceeded he may not Absorb any more damage.

It takes an Action to use Absorption. The base power's protection still works even when the character isn't able to absorb the points it blocks.

## Replenishment

Absorbed points can be directed toward replenishing an existing ability (for example, Hit Points). Points absorbed toward replenishment don't fade, and don't count toward the character's Absorption limit. Replenishment can't increase the abilities it affects beyond their normal value. Absorption that feeds multiple abilities can replenish some, and work normally on others.

## Automatic Absorption

Absorption that functions automatically and takes no time to use has an additional (+3) cost modifier.

## Non-Protective Absorption

For a further (-3) Cost modifier, a character may take the Restriction that the base power's Protection no longer actually stops any damage or intensity points. For example, if the base power normally provides 6 points of protection vs. energy, and this modifier is applied, then each time the character is hit by energy damage he absorbs up to 6 points, but he must still suffer those points as damage or intensity unless he has another protection power to stop them.

## Affects Lower Characteristic

A power that normally requires a PHYS, DEFT, or REFL roll to resist or recover (such as Sensory Shock, Paralysis Ray, etc.) can be made to operate against an Attribute that's normally lower, such as INTL, COOL, VITL, Mass, Luck, or maybe even Wealth. The cost modifier is (+2).

A power that normally functions against PHYS, REFL or DEFT can be made to function against PHYS, DEFT or REFL instead at no cost modifier.

## Affects Intangible

This Enhancement enables an attack power to work against Intangible targets. The cost modifier is (+1).

## Affects Tangible

Intangible characters cannot normally use any of their attack powers against tangible targets, or create any tangible effect with any of their other powers. This Enhancement enables a power to produce tangible effects while the character is intangible. The cost modifier is (+3).

## Area Effect

This Enhancement increases the area affected by the use of a power. Most powers begin with no area effect, which limits them to affecting only one character or object per use. Powers with an area effect simultaneously affect every character and object within the affected area each time the power is used.

Area effects are spherical. The affected area is centered on the power's target if the power is used at range, or centered around the character if the power has no range.

The Cost Modifier depends on the diameter of the area effect that the power is given.

Cost Modifier	Area Effect Diameter
(+1)	1"
(+3)	3"
(+4)	5"
(+5)	7"
(+7)	13"
(+9)	21"
(+11)	31"
(+13)	43"
(+15)	57"
(+17)	73"

If the power's effect has a duration, then the area of effect will continue to be affected by the power until its duration has expired. Moving, re-sizing, or re-shaping an existing area effect takes 1" of movement.

### **Area Protection**

Protection powers with an Area Effect restrict movement into or within the affected area. Any character attempting to move into or through an Area Effect Protection must exceed its Protection value on a PHYS (STR) or other applicable damage roll. If the roll fails, the character's movement ends.

### **Increasing An Existing Area Effect**

Some powers already come with a 3" diameter area of effect. You can choose a different area of effect for such a power by applying an additional cost modifier of (-3). For example, a power with a 3" diameter area effect could be upgraded to a 21" diameter area effect for a cost modifier of (+9) (-3).

### **Tendrils**

An area effect power can be defined as creating "tendrils" instead of filling an entire sphere. Tendrils can snake through any movement spaces within the power's area of effect, completely filling each movement space they pass through. The character can still fill in areas by causing the tendrils to double-back or overlap. The ability to create area effect tendrils has a cost modifier of (+2).

### **Shapes**

An area effect power can be defined as forming recognizable "shapes" instead of filling an entire sphere. Area effect shapes can be patterned after creatures, walls, text, or anything else the character desires. Multiple shapes can be created simultaneously, and the shapes do not need to be interconnected. A skill roll is required, at whatever difficulty the GM thinks is appropriate for the complexity of the shape being attempted. The character may use art, architecture, or any other applicable skill for their skill roll - whichever fits the best. Any shapes that are created must fall within the power's radius of effect. The ability to create shapes has a cost modifier of (+3), and includes the ability to create tendrils (see above).

### **Offset Area Effects**

An offset area of effect is placed with its edge on its point of creation, rather than its center. Offset area effects have a further cost modifier of (+1).

### **Perimeter Area Effects**

Perimeter area effects only have edges - they are empty inside. Perimeter Effect has a cost modifier of (-1).

### **Selective Area Effects**

Selectivity (the ability to freely choose who or what is affected within the area effect) has a cost modifier of (+5).

### **Vaporous Area Effects**

This modifier changes an area effect into a tangible vapor, such as smoke or fog. This is useful for simulating smoke grenades, stink bombs, and so on. Vaporous area effects are not maintained by the character, so they don't go away if the character loses consciousness or goes out of range. Vapor hangs around wherever it was created for about 6 rounds, even if its creator moves away, and then it dissipates. Vapor can be dissipated more quickly if there is a strong wind to scatter it. There is no additional cost modifier to make an area effect vaporous.

The character cannot move, re-size, re-shape, or "turn off" a Vapor at will once it has been created.

### **Armor Piercing**

This enhancement allows an attack to ignore some of the target's Protection. Armor Piercing momentarily reduces any Protection the target has against the attack's damage type by 1 point per level. Armor Piercing has a cost modifier of (+1) per level.

### **Autofire**

This enhancement allows an attack to be used as an Autofire attack (see 10.5.3.7). Autofire has a cost modifier of (+1).

### **Carried Attack**

This Enhancement lets an attack be piggybacked onto another attack. You must specify which attack is the main one; the cost modifier only applies to the secondary, carried attack. This allows multiple attacks with only 1 roll to hit (for the main attack), and requiring only one Action. You may need to further modify the carried attack if you want it to match the range and area effect of the attack it's attached to. The cost modifier for a Carried Attack is (+2).

The carried attack penetrates the target's protection automatically if the main attack penetrates, but it cannot penetrate at all unless the main attack does. Intensity attacks are not considered to have penetrated unless the target

fails their initial resistance roll. Adaptation against the Carried attack's Damage Type completely negates the effects of a Carried Attack, however.

If the primary attack has any Restrictions that would automatically limit the Carried Attack too (such as Charges, Components, etc.) then the Carried Attack can also take those cost modifiers. You must still buy any other Enhancements and Restrictions for the Carried Attack independently of the main one.

### Independence

Carried attacks cannot be used independently. Pay an additional (+1) cost modifier on the carried attack in order to allow it to be used independently.

### Conductivity

This enhancement causes the damage or intensity of an attack power to be transmitted to everything that is in physical contact with the target. A separate damage roll is made for each character or object affected. Protection on the primary target does not prevent damage from being conducted to secondary targets. Conductivity has a cost modifier of (+2).

### Drain

This Enhancement enables a character's attack power to drain the damage or intensity points it inflicts, converting those points into CPs worth of other abilities. The cost modifier for this Enhancement is (+3).

You must specify where the Drained points are applied when buying this power. You may choose a new ability, or add the drained points to an existing ability, or share them in any proportion you specify among several abilities.

Keep track of the total number of points that the character has drained. The maximum number of drained points that the character can accumulate at any given moment equals the attack's minimum damage roll plus its maximum damage roll, multiplied by three. For example, a character with a 2d8-1 draining blast can store up to (1 + 15) x3, or 48 CPs.

Drained points fade at a rate of 1 CP at the end of each round from each ability that the drain feeds.

### Replenishment

Drained points may be directed toward replenishing an existing ability (for example, Hit Points). Points applied toward Replenishment don't

fade, and don't count toward the character's Drain limit. Replenishment can't increase the abilities it affects beyond their normal value. Drain that feeds multiple abilities can Replenish some, and work normally on others.

### Duration

Duration may be added to any power which generates an external effect. The power will continue to repeat its effect once per round until its duration expires.

For example, a 'Flame' Power Blast could be given a 6 round duration, resulting in every target hit by the attack to continue burning for 5 rounds after the initial hit. Any costs for use of the power are still only paid when the power is used.

Cost Modifier	Duration
(+0)	instantaneous (1 Round)
(+2)	2 Rounds
(+3)	6 Rounds
(+4)	3 Minutes
(+5)	15 minutes
(+6)	90 minutes (1 ½ hour)
(+7)	12 hours
(+8)	3 ½ days (½ week)
(+9)	30 days (1 month)
(+10)	365 days (1 year)
(+11)	10 years
(+12)	100 years
(+13)	1500 years
(+14)	20,000 years
(+15)	300,000 years

If the base power has an Intensity, Duration merely increases the time required between saves; the first save is still made immediately, however.

Attack powers with Duration must be assigned some reasonable means by which the victim can recover before the full duration is expired. For example, a Flame attack with Duration sets its target on fire. Dunking the victim in water will negate the flames before the normal duration expires.

When a single target is affected by a power with Duration more than once, the power's Duration is cumulative but its damage is not. For example, the Bayou Beast has been hit twice by a flame blast



which does 1d8 damage and has a 6 round duration. Bayou Beast will burn for up to 12 rounds, and two d8 damage rolls will be made each round, but Bayou Beast will only suffer the damage scored by the larger of those two damage rolls.

### **Delayed Deactivation**

Duration may also be applied to a Voluntary or Persistent power in order to keep it active for a while even after the character has been knocked out. Divide the Duration cost modifier by three (rounding up) when it is applied for this purpose.

### **Energy Field**

Attack powers can be turned into Energy Fields for a cost modifier of (+6). If the power comes with 12" of range, it loses its range and becomes a 3" diameter area effect. If the power doesn't come with any range, then it doesn't get any area effect for free.

If an Energy Field's area of effect is zero, it only affects anyone touching the character, or touched by them.

Refer to the power called Energy Field and the rules concerning area effects for more details and options.

### **Focus**

This enhancement may only be applied to powers that have a random effect roll. The character may choose to roll the ability's average Effect, +1, rounded down, instead of rolling randomly. For example, a character who can Focus his d10 Power Blast may choose to inflict 6 damage instead of rolling. Focus has a cost modifier of (+2).

### **Hardened**

This enhancement has a cost modifier of (+1) per 2 levels. Hardening allows Protection powers to resist Armor Piercing, Disintegration, Penetrating, Suppression, and other effects which penetrate or damage a target's protection. Each level negates 1 level of reduction from such effects.

For example, an attack with 5 levels of Armor Piercing striking Armor with 4 levels of Hardened can only reduce that Armor's protection by 1 level.

### **Hardened Powers**

Hardened can be bought on other powers, but this only protects them from being Suppressed. Powers can be Hardened for a cost modifier of (+1) per 4 levels.

### **Immunity**

This enhancement enables a character to ignore the negative effects of his own power when he is exposed to it. For example, Immunity can enable a character to see through the effects of their own Darkness power. Immunity is also useful for countering Reflective defenses, or allowing a character to use an Area Effect attack at close range without affecting himself. Immunity has a cost modifier of (+1).

### **Indirect**

This enhancement enables a power to originate from someplace other than at the attacker's position. This can be useful for gaining surprise, or for attacking opponents who are behind cover.

If the power doesn't originate from attacker, but always aims away from him, the cost modifier is (+2). For example, a Power Blast with this enhancement could originate anywhere relative to the character's actual location, but would always travel away from the character in a straight line. If the power must always originate from the same position relative to the character (two meters above their head, say, or one meter to their right) then the cost modifier is only (+1).

If the power does not originate from attacker, and may aim in any direction, the cost modifier is (+5). A Power Blast with this enhancement could originate anywhere relative to the character's actual location, and could travel in any direction from that point. If the power must always originate from the same position relative to the character, then the cost modifier is only (+2).

For purposes of Targeting Difficulty, the total range to a target equals the distance from the attacker to his power's point of origin plus the distance from the point of origin to the target. A character with an Indirect attack may theoretically attack an opponent he cannot see; consult the Invisibility rules for modifiers to hit targets that can't be seen.

### **Lingering Effects**

This enhancement gives an attack power an Intensity (see 10.5.1.5). The power will repeat its effect once per Round until the victim recovers. Lingering Effects may not be applied to powers which already have an Intensity.

When this enhancement is selected, the attack power is treated as if its Intensity were already 1. The cost modifier is (+1) per +1 Intensity if the target rolls to recover on INTL, COOL, VITL, Mass, Wealth, or Luck, or (+2) per +3 Intensity if the target rolls to recover on PHYS, REFL or DEFT.

Unlike normal Intensity attacks, attacks with this enhancement inflict their normal effects automatically when the hit is first scored; the target does not get an initial resistance roll.

### Metaphysical or Other Damage Type

There is a cost modifier of (+3) if you want to assign a Metaphysical Damage Type (or a Damage Type from the "Other" category) to any power.

### Miscellaneous

Other Enhancements which are not listed may be created by the GM. Each Miscellaneous Enhancement should be assigned a cost multiple according to the following scale:

Cost Modifier	Enhancement
(+1)	Very Minor
(+2)	Minor
(+5)	Major
(+10)	Extreme

### Multiple SF

A power with the Multiple SFX Enhancement does more than one type of damage simultaneously. The cost modifier is (+4) per extra Damage type (if ANY of the Damage Types are Metaphysical or Other, the base power must also take the Metaphysical or Other Damage Type Enhancement). One damage roll is made, and the damage is inflicted against the target's weakest protection against any of the Damage Types used by the attack.

For example, let's suppose that Blizzard's ice ball attack does both Cold and Blunt damage. Blizzard hits The Armadillo for 9 points of damage with his ice ball attack. If The Armadillo has 5 Protection against Blunt damage but none against Cold, then he'd take all 9 points of damage.

### No Exertion

Normally, a character can't rest if they have any Voluntary or Persistent powers active. A Voluntary or Persistent power can be Enhanced to allow the character to rest while that power is active for a cost modifier of (+1).

### No Gestures

An attack power can be Enhanced so that it can operate even if the character is unable to move freely for a cost modifier of (+1).

### Overload

This Enhancement allows a character to double the CP value of a power, for one use of that power, at the cost of burning out that power until the character has a chance to return to base or rest for the night. The cost modifier is (+2).

If desired, the power's overloaded CP value may be spent on a different effect which operates only when it is Overloaded. For example, a Power Blast gun that costs 12 CPs could be changed into a Power Blast gun with an area effect and no range that costs 24 CPs when it is Overloaded. This must be declared (and the new effect constructed) when the power is purchased.

### Penetrating

An attack power with this Enhancement doesn't have a Damage Type, so no type of Protection counts against it. For example, a poison gas which is breathed instead of having to penetrate armor protection would have this Enhancement. Such powers must be counteractable in some reasonably obvious way, like holding your breath, carrying a holy symbol, and so on. This Enhancement has a Cost Modifier of (+5).

### Penetrating Senses

Applying this Enhancement to a sense allows that sense to ignore obstacles that would normally block it. However, some reasonably common barrier must be specified which still blocks the sense (for example, Normal Vision bought with Penetration and defined as comic-book X-Ray Vision sees through anything but lead).

### Preset

A power that can be Preset is prepared in advance by the character, so that it may be activated more quickly in combat. Only Voluntary and Persistent powers may be Preset. The Preset enhancement is primarily useful in conjunction with the Slow Activation Restriction.

For a (+10) cost modifier, the power may be prepared in advance and held ready on the character's person, or attached to some other person, place, or thing. It takes an Action and a roll to hit to 'pin' a prepared preset power on someone or something else if the recipient is unwilling. Attempts to pin a preset power on someone or something else have no range. Exactly what sort of thing the preset power can be pinned to must be specified when this Enhancement is taken.

Once a power has been preset, it may be activated by the character at any time at a cost

of only one inch of movement. The cost of using the power is unaffected. The character is allowed to rest while he has Preset powers awaiting activation.

When the power is first created you may declare that it activates at the will of any character in possession of an object it is pinned to, or after a specific amount of time, or under a specific set of circumstances.

### NRG Cost to Preset

The cost modifier for an NRG Cost to activate a preset power is only (-1) per 2 points of NRG cost.

### Range

This Enhancement allows a power to be used at a distance. The cost modifier depends on the amount of range you give to the power.

You may also apply this Enhancement to powers that already have range. Multiply the power's current range by the amount shown on the table below.

Cost Modifier	Range	Range Multiplier
(+1)	3"	x2
(+2)	6"	x4
(+3)	12"	x8
(+4)	24"	x16
(+5)	48"	x32
(+6)	96"	x64
(+7)	192"	x128
(+8)	384"	x256
(+9)	768"	x512
(+10)	1536"	x1024
(+11)	3072"	x2048
(+12)	6144"	x4096
(+13)	12288"	x8192
(+14)	24576"	x16384
(+15)	49152"	x32768
(+16)	98304"	x65536
(+17)	196608"	x131072
(+18)	393216"	x262144
(+19)	786432"	x524288
(+20)	1572864"	x1048576

See also Equipment (4.5) for rules on thrown weapons.

Range may not be added to Basic Characteristics or Natural Weaponry.

### Ranged Sense

Senses that have no range can only detect sensations when the character is in physical contact with the source of the sensations. This Enhancement enables a sense to detect sensations at a distance from their source.

If the sense detects things that don't radiate (for example, physical obstructions or flavors), then those things will be detectable within the range purchased using the regular range table.

If the sense type covers things that naturally 'radiate' (for example, visible light, sounds, or odors) then the character can receive impressions that radiate to them from any distance. The cost modifier is (+3).

### Reflection

This Enhancement applies to any protection power. There is a cost modifier of (+2). Reflection enables a protection power to reflect any damage points that it blocks. If the character has a saved Action, he may direct the reflected damage as if it were his own attack, with a range equal to the deflected attack's remaining inches of range after deducting distance from attacker to character. If the character doesn't have a saved Action, the reflected points travel away from him in a random direction as an incidental (d4 to hit) attack.

### Total Reflection

For an additional cost modifier of (+5), the reflected damage automatically hits the attacker.

### Reversible

A power can also be used to produce the opposite effect for a cost modifier of (+3). For example, Regeneration Usable on Others, Reversible can cause damage. An electrical Power Blast, Reversible, can be used to repair Electrical damage. There is no cost modifier if the power ONLY operates in reverse.

## Stays Active

This Enhancement makes a Voluntary power into a Persistent power (so that it stays active once it is activated, even if the character is knocked out) or a Persistent power into a Continual power (so that it never needs to be activated and doesn't prevent the character from resting) for a Cost Modifier of (+2). A Voluntary power can thus be turned into a Continual power at a total Cost Modifier of (+4). This Enhancement has no effect on the duration of effects produced by a power; see Extended Duration or Lingering Effects.

## Stun Only

This Enhancement changes an Attack power so that instead of inflicting damage, it inflicts Intensity for the purpose of immobilizing its victim. The attack's effect roll is unchanged, it simply inflicts Intensity instead of damage. See 10.5.1.5 for rules on Intensity-based attacks. The cost modifier is (+0).

Stun attacks have no effect on inanimate targets, such as walls.

## Untraceable

Most powers are detectable by at least 3 normal senses. Each level of this Enhancement makes a power immune to detection by one sense. The cost modifier is (+1) per level. Unless otherwise specified, a power can be traced by senses that detect visible light, audible sounds, or shapes.

## Usable on Others

This Enhancement enables a power that normally affects only the user to be used on others too. The cost modifier is (+3).

This makes the power usable as a Voluntary attack with no range, requiring an Action and a DEFT or skill roll to hit targets that are uncooperative or at range. The power's Intensity begins at 1d4, rolled vs. the target's Mass Effect. You must specify a Damage Type. You may increase the power's Intensity with the Enhancement called "Lingering Effects".

A beneficial power with this Enhancement still affects the character automatically.

## Only Usable On Others

The cost modifier for this Enhancement is (+0) if the Power ONLY works on others, and can no longer provide any beneficial effect to the character himself.

## Variable

A character can buy multiple variations of the same power by applying this Enhancement.

"Variations" include any cases where the character must choose one specific application of a power (including Damage Type) upon purchase. Applying the Variable Power Enhancement allows the power to use more than one of those variations without having to buy the power multiple times. This counts as 1 Power, regardless of the number of variations. A single price is paid, multiplied by a factor reflecting the number of variations the character is allowed on that power:

Cost Modifier	Variations
(+3)	2
(+5)	3
(+7)	4
(+8)	5-6
(+9)	7-10
(+8)	variable within a concept
(+11)	All Damage Types or Options

### Examples:

Power Blast, able to attack as either Low Temperature and High Temperature (+3)

Skill Bonus, usable with Unarmed Punch, Unarmed Kick, and Grapple (+5)

Summoning, any kind of demon (+8)

Shape Changing, Any Shape (+11)

These costs allow the character to have all of the selected variations on the power simultaneously, though the variations may not have a cumulative effect. Enhancements and Restrictions on the power affect all of its variations.

For convenience, some powers (Armor and Radio Transmission, for example) have variability pre-figured into their cost table. Don't apply this Enhancement to powers whose Base Cost already covers variability.

## 4.5 Power Restrictions

Restrictions
Ablative
Accidental Activation
Activation Required
Affects Higher Characteristic
Backlash
Body Power
Brittle
Can't Hold Back
Charges
Components
Concentration
Equipment
Gesture Trigger
Knockback Only
Linked Power
Miscellaneous
Multipower
No Knockback
Not On Self
NRG Cost
Partial Coverage
Poor Penetration
Reduced Area Effect
Reduced At Range
Reduced Range
Roll Required
Slow Activation
Time Limit
Uncontrollable
Unreliable
Verbal Trigger
Weakness
Won't Negate Knockback

### Ablative

This Restriction causes a Protection power to lose 1 point of Protection each time it is penetrated by a damage type that it protects against. Ablative Armor recovers completely after either a day back at the character's base, or a full night of rest. The cost modifier is (-3).

### Accidental Activation

Powers that can activate accidentally get a cost savings based on how frequently the stimulus that triggers them comes up, and on how difficult it is for the character to resist their accidental activation (and shut the powers back off) when the stimulus occurs.

Cost Modifier	Frequency	Luck Roll Per Episode
(+0)	Rare	fumble
(-1)	Uncommon	1-
(-2)	Common	2-
(-3)	Very Common	3-

Cost Modifier	Difficulty	Roll Needed
(+0)	Easy	2+
(-1)	Difficult	4+
(-2)	Very Difficult	6+
(-3)	Impossible	8+

Resist/Recover rolls are made on 1d8, and allowed immediately on exposure to the stimulus, immediately on removal of the stimulus, and once per round thereafter.

While a power is Accidentally Active, treat it as if it had the "Can't Hold Back" Restriction.

### Low Risk

Apply a (+1) cost modifier if the Accidental Activation of the power is not dangerous to the character or to those around him.

### Resist On Skill

Apply a (+1) cost modifier if the Resist/Recover roll is made on a skill rather than an Attribute.

### **Accidental Use**

If the power must also be used when it is Accidentally Activate (for example, a Power Blast that must be fired whether the character wants to use it or not), double the total cost modifier for this Restriction. Skill rolls for Accidental Use (for example, rolls to hit with a Power Blast that has gone off by accident) are made on 1d4, and targets (if any target selection is necessary) are selected randomly.

The character must pay any NRG, Charges, Actions, or other costs associated with the power each time it is Accidentally Used.

### **Activation Required**

This Restriction makes a Continual power into a Persistent power (requiring 1" of movement to activate and preventing the character from resting while the power is active), or a Persistent power into a Voluntary power (causing the power to shut down automatically if the character is knocked out) for a (-2) Cost Modifier. For a total Cost Modifier of (-4), you can change a Continual power into a Voluntary power.

### **Affects Higher Characteristic**

A power that normally requires INTL, COOL, VITL, or Mass rolls to resist or recover (such as Mind Control, Transmutation, etc.) can be made to operate against an Attribute that is normally higher, such as PHYS, REFL, or DEFT. The cost modifier is (-2).

A power that normally functions against INTL, COOL, or Mass can be made to function against INTL, COOL, Mass or VITL instead at no cost modifier.

### **Backlash**

This Restriction may be applied to any Protection power, or any power that generates an effect that can be attacked (such as Restraint or Matter Creation). The character takes ½ of any damage inflicted on the manifestation of his power personally, as Stun Intensity. The cost modifier is (-3).

### **Body Power**

If a power is generated by an obvious unusual body part (for example, wings or antennae or oversized eyeballs) it may be considered a Body Power. Body Powers are sort of like Cybernetic Equipment - they're Visible and Internal (refer to the Equipment Restriction for details). The Cost Modifier is (-1). Any called shot on a Body Power does damage to the character, and disables the Body Power if the target fails a PHYS roll vs. the number of damage points taken. Disabled Body Powers are generally recovered overnight.

A character who has duplicates of any body part that is the source of one of their powers, and who retains the power if only some of those parts are disabled, should not take this restriction.

### **Large Body Powers**

If the body part is large, allowing called shots against it at no penalty to hit, then you may take an additional (-1) Cost Modifier.

### **Brittle**

This Restriction can be applied to any Protection power. 'Brittle' Protection has no effect if damage sustained exceeds its Protection value. The cost modifier is (-4).

For example, Ceramic Lad has armor that gives him 7 points of Brittle Protection against Blunt Kinetic damage. If he's hit by an attack that does up to 7 points of Blunt Kinetic damage, it all bounces off. If he's hit by 8 or more points of Blunt Kinetic damage, his armor won't stop any of it.

### **Can't Hold Back**

A character is normally free to reduce or withhold the effect of any power - even a Continual one. This Restriction prohibits the character from holding back the full potential of the affected power while it is active.

For example, Protection powers that Can't Hold Back may not be withheld in order to allow friendly powers to penetrate. You won't be able to 'pull your punch' or waive Knockback with an attack power that has this Restriction. If you have a movement power with this Restriction, you will always have to use your maximum acceleration and deceleration rate. If you have multiple levels of a power such as Gigantism, this Restriction requires you to use all of those levels each time you activate the power.

The cost modifier depends on the amount of inconvenience the character suffers from this Restriction. As a general rule, there is a maximum (-1) cost modifier when this Restriction is applied to a Voluntary power, a maximum cost modifier of (-2) on a Persistent power, and a maximum cost modifier of (-3) on a Continual power. If the power is contained in Equipment that can be removed, Persistent powers have a maximum cost modifier of (-1), and Continual powers have a maximum cost modifier of (-2). There is no cost savings if there is no inconvenience from the power being used at full force.

## Charges

Charges limit the number of times a power can be used. The cost modifier depends on the number of charges the power has.

Cost Modifier	Charges
(+0)	45 (or "unlimited")
(-1)	22
(-2)	11
(-3)	7
(-4)	5
(-5)	4
(-6)	3
(-8)	2
(-12)	1

Each use of the power uses up 1 charge. When the charges are gone, the power may no longer be used. Charges can be recovered over a night of rest, or by returning to base (depending on the power's rationale).

### Activation Charges

If the power only uses up charges when it is initially activated, divide the number of available charges by two (rounding down).

### Success Charges

If a charge is only expended when the power is used successfully, halve the Cost Modifier (rounding down).

### Shared Charges

You can make more than one power operate off of the same set of charges. Average the Cost Modifiers for the total number of Charges, and for the average number of charges available for each power (rounding down in all cases).

For example, a gun could be built with 22 shared Power Blast, Paralysis Ray, and Disintegration Ray charges. Average the Cost Modifiers of (-1) for 22 total charges, and (-3) for the average of 7 charges per power. The powers wind up sharing a pool of 22 charges at a total cost modifier of (-2) on each power.

If the character must specify what each charge is to be used for when it is reloaded, apply an additional (-1) cost modifier to each of the powers in the set. This is useful for simulating things like quivers full of special arrows.

## Field Reloading

Charges that can be reloaded in the field are more expensive.

If all of the power's charges can be reloaded in one Turn (a full Movement and Action phase), move up one row on the Cost Modifier table. If all of the power's charges can be reloaded in one Action, move up 2 rows. If all of the power's charges can be reloaded in 1" of movement, move up 3 rows.

**Example:** a power with 7 charges can be reloaded in one Action at a total cost modifier of (-1).

**Example 2:** a power with 1 charge that can be reloaded for 1" of movement has a total cost modifier of (-5).

### Incremental Field Reloading

If only one charge is restored per reload, average the final cost modifier with the cost modifier for one charge (round down).

## Components

Components are similar to Charges, in that each use of the power uses up one Component. Each component has a monetary cost, but there is no limit on the number of Components a character may carry at a time. Once a Component is used up, it is gone for good - until the character goes out and buys another one.

Cost Modifier	Wealth Roll	Approximate Real Cost
(+0)	-3	\$3
(-2)	-2	\$6
(-4)	-1	\$12
(-6)	0	\$25
(-8)	1	\$50
(-10)	2	\$100
(-12)	3	\$200
(-14)	4	\$400
(-16)	5	\$800
(-18)	6	\$1600
(-20)	7	\$3200
(-22)	8	\$6400

## Reloading

Components have no "field reloading" time unless the power also has "Charges" as a Restriction. For an additional cost modifier of (+3), each Component may be considered a full set of charges, rather than an individual charge.

For example, a full clip of 7 bullets could be considered a single "Component" costing \$12 at a final cost modifier of (-1).

## Activation Components

If the power only uses up components when it is initially activated, divide the cost modifier by two.

## Concentration

This Restriction makes it possible for opponents to interfere with the activation of the power by breaking the character's concentration. Any attack on the character which penetrates their defenses while they are activating the power causes a break in concentration, and prevents the power from being successfully activated at that time. The cost modifier is (-1).

Concentration cannot be applied to Continual powers.

## Concentration Per Use

If the character has to concentrate each time the power is used, the Cost Modifier is (-2). A break in concentration while attempting to use the power causes that use to fail, and deactivates the power.

## Concentration To Maintain

If the character has to continue to concentrate throughout the entire time the power is being kept active, the Cost Modifier is (-3). Any break in concentration while the power is active causes it to deactivate.

## Total Concentration

If the level of concentration needed is so great that the character is unable to spare attention for the world around him, resulting in an inability to Dodge while concentrating, double the Concentration cost modifier.

## Equipment

If a Power is contained within a piece of equipment, it can be damaged or stolen by opponents. You must specify the type of equipment it's in. This results in a cost modifier, which is applied to every power in the Equipment.

Characters who pay CPs for Equipment may use all of the Powers in that Equipment as General skills.

The use of the Equipment by others may require either a General Skill or a Specific Skill, or it may simply be impossible. This must be decided when the Equipment is constructed.

Powers in equipment can either feed off the user's own NRG points, or can operate independently (possibly using Charges).

The following table lists the standard types of equipment, along with their characteristics and cost modifiers.

Cost Modifier	Equipment Type	Characteristics
(+0)	Bionics	Secret, Internal
(-1)	Cybernetics	Visible, Internal
(-1)	Secret Accessory	Secret, External
(-2)	Accessory	Visible, External
(-2)	Secret Suit	Secret, External, Large
(-3)	Suit	Visible, External, Large
(-2)	Carried Secretly	Secret, Carried
(-3)	Carried	Visible, Carried
(-5)	Secret Installation	Secret, Immobile
(-6)	Installation	Visible, Immobile

**Carried** means the equipment can be taken away from the character in combat. This requires a Called Shot grapple attack (see 10.5.2.3 and 10.5.3.2).

**External** means the equipment can't be taken away in combat. It can only be taken away by spending a few minutes, out of combat, without interference.

**Immobile** means the equipment always stays in one place and cannot be moved around.

**Internal** means the equipment is part of the character's body and can never be taken away (short of surgical removal, which might kill the character anyway).

**Large** means the equipment is a big target, allowing it to be attacked without any Called Shot penalties.

**Secret** means it isn't obvious that the equipment is involved in using the ability. It takes a Perception roll of 7 or better to figure out that a power is coming from Secret equipment.



**Visible** means that anyone watching the character use the power will know that the equipment is the source of that power.

**Equipment Armor**

Installations and Carried Equipment get 6 points of Brittle Armor vs. all Physical Damage (worth 13 CPs) for free. This Armor can be upgraded by buying Armor with the Limitation that it only applies to one of the character's pieces of equipment at a Cost Modifier of (-5). Subtract the 13 free CPs of Armor in the Equipment from the final cost of any armor upgrade to that Equipment. The Cost for this Armor is paid separately, not as part of that Equipment (so you don't apply the Equipment's other cost modifiers to it).

Accessories may either use the equipment's Armor or the character's own personal Protection, depending on the concept. All Suits, Bionics, and Cybernetics always use the character's own Protection (though, of course, it may be the Suit, Bionics, or Cybernetics itself that is providing that Protection to the character).

**Equipment Hit Points**

Each separate piece of Equipment automatically gets 1 Hit point. Extra hits may be bought for it at a cost of 1 per 3 extra Hits. If you don't want to add an exact multiple of 3 hit points, you can calculate the cost as 1 CP per extra Hit Point, with a Cost Modifier of (-8). The cost for extra Hits is paid separately, not as part of the Equipment.

If the Equipment sustains more than 1/2 of its remaining Hits in a single shot, then one of the powers in it stops working (exception: see Armor Damage, below). When all of its Hits are gone, the Equipment is destroyed. Any damage above and beyond the Hits of the Equipment goes on to strike any character holding the Equipment.

**Armor Damage**

When an Armor power in a Suit is damaged, the Armor's 'coverage' is reduced by one level (see the 'Partial Coverage' Restriction). All of the hit points sustained by the suit in that attack are restored. When the Armor power's coverage is reduced from 'Light' to 'None', the Armor power stops working and the suit suffers the damage from that attack normally.

**Replacing Equipment**

Equipment is assumed to be replaceable, usually by returning to base. This means

that a character can soon get a replacement for any destroyed Equipment, and doesn't have to track down and retrieve equipment that was taken from him.

**Unique Equipment**

'Unique' equipment can't be easily replaced; if it's lost or destroyed, the character is deprived of those powers and the CPs invested in them until they undergo a major quest to replace or repair it. Powers in Unique Equipment get a Cost Modifier of (-2).

**Fatigue**

A Persistent or Voluntary power in Equipment does not keep the character from resting while that power is active. Equipment powers that impede rest while they are active get a Cost Modifier of (-1).

**Pushable**

Powers in Equipment cannot normally be 'pushed'. Equipment powers that can be Pushed have a Cost Modifier of (+1).

**Cumbersome**

'Cumbersome' equipment is heavy or clumsy, and impedes the character's freedom of movement. Each level of Cumbersomeness reduces the user's REFL & DEFT scores by 1 point whenever equipment is in the character's possession, at a Cost Modifier of (-1) per level.

**Equipment Size**

Making Equipment larger makes it a bigger target, and thus easier to hit and harder to conceal. The Cost Modifier is (-1) per level of size increase.

Making Equipment smaller makes it a smaller target, and thus harder to hit and easier to conceal. The Cost Modifier is (+1) per level of size decrease.

Characteristics of different Equipment sizes are given in the table below. Equipment starts out .6 meters in size, unless it is classified "Large". Large Equipment starts out 1.2 meters in size.

Equipment Size	Called Shot Modifier	Concealment Difficulty	Weapon Reach*
.1 meters	-4 Levels	0	1"
.2 meters	-3 Levels	1	1"
.3 meters	-2 Levels	2	1"
.6 meters	-1 Level	4	1"
1.2 meters	-	8	2"
2.4 meters	+1 Level	16	3"
4.8 meters	+2 Levels	32	4"

\*See Weapon length, below.

### Weapon Length

Equipment Size can be used to allow powers with no range to reach targets at a range up to the Equipment's Weapon Reach in game inches. Don't apply any Cost Modifier for extra Equipment Size if the extra size is used to add to a weapon's reach.

### Duplicate Equipment

You can have duplicate copies of a piece of Equipment by applying a Cost Modifier. Consult the following table.

Number of Duplicates	Cost Modifier
1	(+0)
2	(+2)
3	(+4)
4	(+6)
5	(+8)
7	(+10)
11	(+12)
22	(+14)
45	(+16)

### Thrown Equipment

Equipment can be thrown up to the character's PHYS (STR) value, divided by its size, divided by 2 game inches. Range and Reduced Range modifiers may be applied to adjust the Equipment's thrown range.

You may make an equipment power perform when thrown (for example, Sensory Shock Equipment that you throw at a target instead of shooting them) for a cost modifier of (+2), or (-1) if the base power already had range.

Thrown equipment may be picked up and thrown over and over again unless it has Charges, Components, or some other Restriction that makes it run out. For example, a character with 5 expendable grenades would take 1 Charge (-12), 5 Duplicates (+8).

If the equipment automatically returns to the character after each throw, apply a further cost modifier of (+2).

### Vehicles

Vehicles are a special type of Equipment that can carry several characters at once.

Select a Hull size and a Deck size for the vehicle from the tables below. Hull determines the external

size of the vehicle, while Deck determines its internal size. Vehicles with larger hulls have more hit points and higher Mass (which is useful for ramming), but they also make bigger targets and may have difficulty navigating through narrow spaces. Vehicles with larger deck sizes can carry more passengers and cargo, but the cost of a vehicle's powers goes up the more deck space it has.

Hull Table		
Size in Movement Spaces	Mass	Hits
½	80 kg / d4	8
1	160 kg / d6	13
3	480 kg / d10	22
7	1120 kg / d12	30
20	3200 kg / 2d8-1	43
38	6080 kg / 2d10-1	52
95	15200 kg / 3d10-2	67

Deck Table	
Size in Movement Spaces	Cost Modifier
½	-3
1	-2
3	-1
7	+0
20	+1
38	+2
95	+3

Vehicles are treated as Visible, External equipment.

Vehicles get 6 points of brittle armor vs. all physical damage (worth 13 CPs) for free, but this primarily protects the vehicle, not its passengers. Passengers can only use it for cover. You can buy more vehicle armor according to the rules given for equipment armor.

Vehicles get the number of hit points indicated on the Hull Table.

### Vehicle Modifiers

You may give a vehicle any of the other modifiers listed under the Equipment restriction, except for "Larger" or "Smaller".

### Vehicle Powers

All of the powers you put in a vehicle are treated as if they had a Perimeter Area Effect, with the

perimeter being marked by the surface of the vehicle's hull. Each vehicle power receives the Cost Modifier listed on the Deck table for that vehicle's deck size.

Powers that are only available at certain locations within a vehicle (for example, a central computer or sick bay) should be built as separate Installation Equipment, instead of using the vehicle's Deck cost modifier.

You must specify the location and accessibility of the controls for each power in the vehicle, as well as where the machinery that makes the power function is located. Only authorized personnel at those locations will be able to operate the equipment.

Each power in the vehicle can be operated by a different character during that character's Turn. For example, a vehicle that has multiple attack powers can have them all operated at once, assuming there are enough crewmen available.

One vehicle power breaks down automatically whenever the vehicle sustains more than ½ of its remaining hit points from a single attack (this includes any onboard Installations). Vehicle powers can also be targeted individually by anyone who can either see their controls or their machinery, without requiring a called shot. It takes a called shot to target a specific vehicle power from elsewhere, however, with the GM determining the called shot penalty.

### Vehicle Accommodations

Seating and bunks don't have any CP cost, but they take up deck space. A seat takes up ¼" of deck, and a bunk takes up ½" of deck.

### Gesture Trigger

If the power requires you to make obvious, unusual gestures each time it is used, it gets a (-1) Cost Modifier. Gesture Triggers alert observers of your intention to use the power. Powers that require special gestures can't be used if the character is unable to move freely. Powers that already require freedom of movement (for example, all attack powers) can't take this Restriction.

### Knockback Only

This makes an attack power inflict ONLY knockback, and no actual damage. The Cost Modifier is (-5). You can take an additional (-5) Cost Modifier if no damage is taken (or caused) by the target's impact with obstacles while being Knocked Back by this power.

### Linked Power

A Linked power can only be used while another Power is being used. The cost modifier is (-1), or (-2) if the Link makes it very inconvenient to use the power. The other Power must be specified, but it doesn't get this cost modifier.

A power may not be Linked to a Continual power, unless that power has Restrictions which periodically cause it to break, wear out, or stop being usable. If this power is Continual or Persistent, it can't be held back while the other power is active.

If two attack powers are Linked, they must both be used against the same target simultaneously, but each of them rolls to hit individually. This counts as a multiple attack.

### Miscellaneous

Use this Restriction to limit any power so that it can only function under the circumstances you specify. The cost modifier depends on the severity of the Restriction, which the GM will need to evaluate on a case-by-case basis.

Cost Modifier	Severity	Description
(-1)	Very Minor	the power is hardly restricted at all
(-2)	Minor	the power is only restricted occasionally, or when it doesn't matter much
(-5)	Major	the power is restricted in ways that seriously hamper its effectiveness
(-10)	Severe	the power is restricted very often, or when it matters the most

### Multi-Power

This restriction allows you to purchase a group of powers at a discount, with the stipulation that none of the powers can be active at the same time as any of the others.

It takes 1" of movement to switch between the powers in a Multi-Power. The character may only switch between powers once per Turn, and the character may not use more than 1 of the powers during a single Turn under any circumstances.

Each power in the set gets the same Multi-Power Cost Modifier. None of the powers may have a final CP cost of less than ½ of the final cost of the most expensive power in the set.

Cost Modifier	Number of Powers
(-3)	2
(-4)	3
(-5)	4
(-6)	5
(-7)	6
(-8)	7
(-9)	8
(-10)	9

Attempts to Suppress any power that's part of a Multi-Power affect every power in that Multi-Power simultaneously.

### Grouped Multi-Powers

If desired, groups of powers may be swapped using the Multi-Power restriction, instead of individual powers. No group of powers may have a total CP cost of less than ½ of the total CP cost of the most expensive group. Treat each group as one "power" for purposes of determining the Cost Modifier, and apply that Cost Modifier to every power in every group.

### No Knockback

This restriction disables the ability of an attack power to cause knockback. The Cost Modifier is (-1).

### Not on Self

This restriction prevents a power from producing any beneficial effects on its user. Powers that normally only benefit their user (for example, Regeneration) get a Cost Modifier of (-5). Powers that are equally useful on oneself or others (for example, Telekinesis) get a Cost Modifier of (-2). Powers that are not normally used on oneself beneficially get a Cost Modifier of (-1), but only if there was some way for the Power to be used on the oneself advantageously.

### NRG Cost

This restriction makes a power cost NRG points to activate. The cost modifier depends on how many NRG points it takes to activate the power.

Cost Modifier	NRG Cost To Activate
(-1)	1
(-2)	2
(-3)	3
(-4)	4
(-5)	5
(-6)	6
(-7)	7
(-8)	8
(-9)	9
(-10)	10

### NRG Cost To Use

If the power costs NRG every time it is used, double the cost modifier.

However, if the power only costs NRG when it is used successfully (for example, an attack power which only uses NRG when it hits and inflicts damage), don't double the cost modifier.

### Partial Coverage

Protection powers normally cover the character's body completely. This restriction excludes parts of the character's body, allowing attackers to make called shots at unprotected areas in order to avoid the character's protection.

Cost Modifier	Coverage	Called Shot Penalty	Unprotected Areas
(-1)	Heavy	-3 Levels	1
(-2)	Medium	-2 Levels	3
(-3)	Light	-1 Level	5

You must specify the particular locations which are not covered. Valid locations are Head, Left Arm, Right Arm, Left Leg, Right Leg, Chest, and Lower Abdomen. Extra Limbs and Body Powers each count as additional valid locations. Called shots to avoid Protection must be aimed at one of those unprotected locations.

### Spot Coverage

Protection powers that only protect a single hit location (for example, a helmet that only applies

against head shots) receive a cost modifier of (-10). Powers that only protect a single location may only be used against called shots on that location. If you want, you may buy Spot Coverage on locations that have been made vulnerable by Partial Coverage.

### Poor Penetration

For a cost modifier of (-2), this restriction causes a Physical attack to inflict only 1/2 of its damage roll (rounded up) when it encounters any protection against its damage type. If the protection is Hardened, the power causes no damage at all.

If the attack's Damage Type isn't Physical, the cost modifier is only (-1).

### No Penetration

For a cost modifier of (-5), this restriction causes a Physical attack to inflict no damage at all when it encounters any protection against its damage type.

If the attack's Damage Type isn't Physical, the cost modifier is only (-2).

### Reduced Acceleration

This Restriction reduces the acceleration rate of a movement power. The cost modifier depends on how much the acceleration rate is reduced.

Cost Modifier	(-1)	(-2)	(-3)
Acceleration Rate	x 3/4	x 1/2	x 1/4

Round the power's adjusted acceleration rate down. The minimum legal acceleration rate of any movement power is 1.

For example, 128" of Flight has an acceleration rate of 22, at a base cost of 17 CPs. For a (-2) cost modifier (and a final cost of 13 CPs), the acceleration rate can be reduced to 11.

### Reduced Area Effect

A power that comes with a 3" diameter area effect can be reduced to a 1" diameter area for a (-2) cost modifier. For an additional (-1) cost modifier (-3 total), the power can be restricted so that it only affects a single target per use.

### Reduced At Range

For a cost modifier of (-1), the Power becomes less effective the farther it gets from the character.

Range	Effect Reduction
Point Blank	none
Up to 1/2	-1 Effect level
Over 1/2	-2 Effect Levels
Over 3/4	-3 Effect Levels
Over 7/8	-4 Effect Levels

For example, a d10 Energy Blast with 24" of range, Reduced At Range, loses one Effect Level any time it's used beyond point blank range, reducing it to 1d8. It loses 2 Effect Levels at a range of 13" or more, reducing it to 1d6. It loses 3 Effect Levels at a range of 19", reducing it to a d4. It loses 4 Effect Levels at a range of 22", reducing it to a d4.

### Reduced Range

This Restriction reduces a power's range. The cost modifier depends on the amount by which the range is reduced.

Cost Modifier	(-1)	(-2)	(-3)
Range Reduction	1/2	1/4	no range

Add rules for applying Reduced Range to Radio Sense

### Reduced Range Senses

Some ranged senses detect things that "radiate". The range of such senses is technically unlimited, but the distance to the thing being detected affects the character's chances of detecting it. If this restriction is applied to a sense that detects "radiant" things, it makes the things being detected seem farther away. Instead of having 1/2 range, multiply the effective distance to the thing being detected by two. Instead of having 1/4 range, multiply the effective distance to the thing being detected by four. "No Range" still means no range.

### Roll Required

This restriction requires a roll to be made each time the power is used. If the roll fails, that use of the power also fails - though whatever time, NRG, Charges, etc. the power needed are still used up.

The Difficulty of the roll is based on the CP cost of the power. Consult the following table:

Final CP Cost	Roll Required
1-2	1*
3-5	2
6-11	3
12-23	4
24-47	5
48-95	6
96-191	7
192-383	8

\*the power only fails if a fumble is rolled

For example, a Power that costs 34 CPs requires a roll of 5 or higher to use.

The roll may be made using an Attribute, or a new General skill which has no other function than this. The cost modifier is (-2).

### Existing Skill

Alternately, the roll may be made on a skill which has other uses (for example, if a character's Mind Control Power requires a Convince skill roll, the character's Convince skill may still be used for normal attempts to convince). The chosen skill automatically becomes a General skill for the character. If this option is taken, apply a further cost modifier of (+1).

### Difficulty Adjustment

You may take an additional (-1) cost modifier for each point added to the Difficulty number.

### Activation Roll

If the roll must only be made when the power is initially activated, divide the cost modifier by two (rounding down). Only Voluntary and Persistent powers can have an activation roll.

### Roll Vs. Opposing Roll

Instead of having a set target number, the power could require a roll against a roll made by an opposing character. If the roll does not exceed the opposing roll, the power fails.

If the opposing roll is made using the opponent's INTL, COOL, VITL or Mass, the Cost Modifier is (-1). If the opposing roll is made using the opponent's PHYS, REFL or DEFT, the Cost Modifier is (-2).

## Slow Activation

This restriction makes a power take longer to activate. Only Voluntary and Persistent powers can take Slow Activation (Continual powers are always active). The extra time doesn't require any Concentration unless you also take that restriction.

The cost modifier depends on how long you want it to take for the power to activate. Voluntary Powers with Slow Activation get an extra (-1) cost modifier. Consult the table below.

Cost Modifier	Activation Time
(0)	1" of Movement
(0)	1 Action OR 1 Full Movement Phase
(-1)	Full Movement & Action Phase (1 Full Turn)
(-1)	2 Rounds
(-2)	6 Rounds
(-2)	3 Minutes
(-3)	15 minutes
(-3)	90 minutes (1 ½ hour)
(-4)	12 hours
(-4)	3 ½ days (½ week)
(-5)	30 days (1 month)
(-5)	365 days (1 year)
(-6)	10 years

For example, Shrinking normally takes 1" of movement to activate. If you want it to take 6 rounds, the cost modifier would be (-2).

If it takes 1 or more entire Turns to activate the power, the character cannot take "time out" or do anything else until the power is activated. If they do, the time invested so far is lost and they'll have to begin all over again.

### Slow Use

Alternately, you can make a power take longer to use. This can be applied to any power. The extra time doesn't require any Concentration unless you also take that restriction.

The cost modifier depends on how long you want it to take to use the power. Consult the table below. If the power normally takes 1" of movement to use, apply a further cost modifier of (+2). If the power normally takes an Action to use, apply a further cost modifier of (+4).

Cost Modifier	Use Time
(-2)	1" of Movement
(-4)	1 Action OR 1 Full Movement Phase
(-6)	Full Movement & Action Phase (1 Full Turn)
(-8)	2 Rounds
(-10)	6 Rounds
(-12)	3 Minutes
(-14)	15 minutes
(-16)	90 minutes (1 ½ hour)
(-18)	12 hours
(-20)	3 ½ days (½ week)
(-22)	30 days (1 month)
(-24)	365 days (1 year)
(-26)	10 years

For example, a Power Blast normally takes an Action to use. If you want it to take 6 rounds, the cost modifier would be (-6).

If it takes 1 or more entire Rounds to use the power, the character can't take "time out" or do anything else until the power is used. If they do, the time invested so far is lost and they'll have to begin all over again.

#### Incremental Activation or Use

If you want the character to be able to do other things while activating or using the power, divide the cost modifier by two, rounding down. For example, Amino Man has to prepare a special serum to activate his PHYS increase. This Voluntary power now takes 90 minutes to activate, resulting in a cost modifier of (-4). Any interruption while preparing his serum will require him to start over. Alternately, for a (-2) Cost Modifier, Amino Man would be allowed to invest those 90 minutes in installments, taking time out to stretch his legs, answer the phone, and so on.

#### Time Limit

This Restriction forces a Voluntary or Persistent power to deactivate automatically a set amount of time after it's activated. You can only apply this restriction to powers that have another activation restriction, such as Charges, NRG Cost, Slow Activation, etc.

Cost Modifier	Time Limit
(-1)	1 hour
(-2)	15 minutes
(-3)	3 minutes (24 Rounds)
(-4)	6 Rounds
(-6)	2 Rounds
(-8)	1 Round
(-10)	instantaneous

#### Time Limited Effects

Alternately, a Time Limit may be applied to a power's external effects. The products of powers like Shaping or the effects of Intensity-based powers like Paralysis Ray or Sensory Shock can thus be set to automatically dissipate when the Time Limit expires, if they haven't already gone away for some other reason.

#### Incremental Time Limit

If only \*part\* of the power's time limit is used up per use, apply an additional cost modifier of (+1). You may only have an Incremental Time Limit on powers that have Activation Charges or Activation Components: the Charge or Component will not be used up until its full Time Limit has expired.

#### Uncontrollable

If this restriction is taken, the character cannot consciously control the power. It activates and is used at the whim of the GM, as influenced by the character's Luck roll. The cost modifier is (-10). If the power has any movement, Action, or Energy cost, it must be paid by the character when the power goes off.

## Unreliable

This restriction gives a power a chance of breaking down each time it's used. The cost modifier depends on how likely it is for the power to break down.

Cost Modifier	Reliability Roll
(-1)	2d6-1
(-2)	d10
(-3)	d6
(-5)	d4
(-6)	d3
(-8)	d2

When the character attempts to use the power, roll its Reliability dice. If a 1 is rolled, the attempt fails and the power breaks down.

A power that has broken down can be recovered between battles, by performing maintenance or taking a short rest.

### Unreliable Activation

If the power only has to make a Reliability roll each time it's activated, divide the Cost Modifier by two (rounding down).

### Verbal Trigger

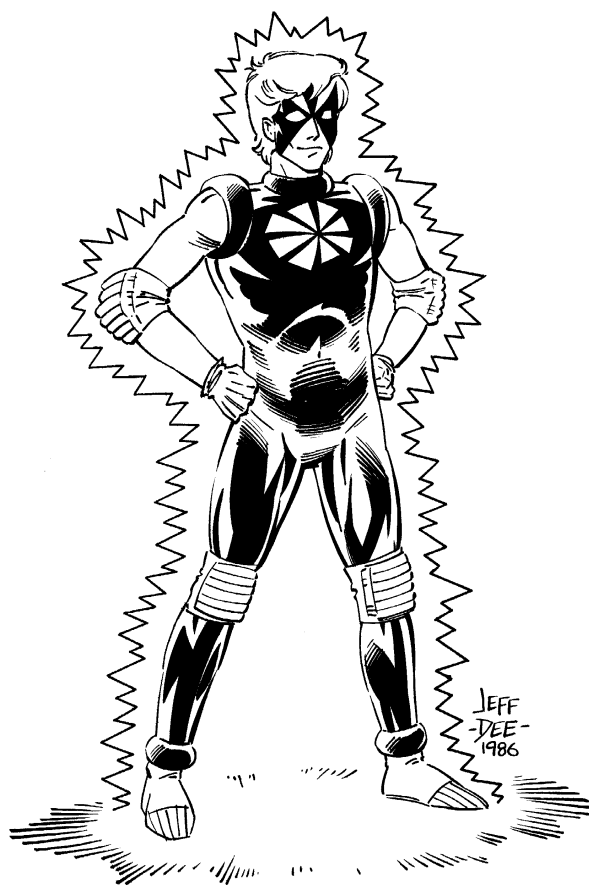
If a power requires the character to utter a spoken command each time it's used, it gets a (-1) Cost Modifier. Powers with verbal triggers can't be activated if the character is gagged or unable to speak for any reason. Verbal triggers warn others within earshot that the character is about to use the power.

### Weakness

This power restriction gives a character additional Weaknesses. These Weaknesses affect the character whenever the power is active, even if it's not being used. The Weakness doesn't apply if the character has lost the power completely (for example, if it's totally Suppressed, or if it's a piece of Equipment that the character doesn't have with them, etc.). The cost modifier is (-2) per 5 points of Weakness.

### Won't Negate Knockback

Protection Powers with this Restriction don't reduce the Knockback inflicted by an attack (see 10.511). The cost modifier is (-1).





# 5.0 EQUIPMENT CATALOG

## 5.1 Weapons

### 5.1.1 Melee Weapons

Melee Weapon	STR Level	Hands	To Hit	Damage	Type	Parry	Break	CPs
Bastard Sword*	5	2	+1	+3	Sharp	-	8+	19
Battleaxe	5	2	+1	+3	Sharp	-	9+	17
Brass Knuckles*	2	1	-1	+1	Blunt	-	7+	8
Club	3	1	+2	-	Blunt	-	6+	3
Dagger**	2	1	-	+1	Sharp	-	6+	5
Flail	4	1	+2	+1	Sharp	-	8+	15
Foil	3	1	+2	-	Sharp	-	7+	8
Hatchet	3	1	-	+2	Sharp	-	7+	11
Javelin**	3	1	+1	+1	Sharp	+1	7+	12
Knife	2	1	-	+1	Sharp	-	6+	3
Lance*	5	1	+1	+3	Sharp	-	8+	19
Long Spear**	4	2	+1	+2	Sharp	+1	8+	13
Longsword	4	1	+1	+2	Sharp	-	8+	16
Mace	4	1	+2	+1	Blunt	-	8+	15
Main Gauche*	3	1	-	+1	Sharp	+2	7+	11
Morningstar	4	1	+1	+2	Sharp	-	8+	16
Pitchfork	4	2	-	+3	Sharp	-	7+	10
Pike	5	2	+1	+3	Sharp	+1	9+	18
Polearm	5	2	-	+4	Sharp	+1	9+	19
Pole Axe	5	2	-	+4	Sharp	+1	9+	19
Quarterstaff	3	2	+2	+1	Blunt	+2	6+	6
Rapier	3	1	+1	+1	Sharp	-	7+	9
Shortsword	3	1	+1	+1	Sharp	-	7+	9
Trident	4	2	-	+3	Sharp	+1	8+	14
2-Handed Club	5	2	+3	+1	Blunt	-	8+	12
2-Handed Flail	5	2	+3	+1	Sharp	-	9+	15
2-Handed Mace	5	2	+2	+2	Blunt	-	9+	16
2-Handed Sword	5	2	+1	+3	Sharp	-	9+	17
Warhammer	5	2	+2	+2	Blunt	-	9+	16
Whip*	3	1	+2	-	Blunt	-	5+	2
Wood Axe	4	2	+1	+2	Sharp	-	8+	12

\* This weapon has special characteristics; See below.

\*\* This weapon can be thrown; see the throw weapons table, below.

**STR Level** is the minimum STR level needed to wield the weapon properly. Characters who try to use a weapon without meeting this lose one Effect Level from their rolls to hit and parry per STR level they are below the requirement. A character may ignore 1 Level of penalty by wielding a 1-handed weapon in 2 hands. Most normal weapons have no maximum STR limit; those that do are mentioned below. You may not use more than the maximum STR limit on a weapon and still gain the benefit of its special characteristics.

**Hands** is the number of hands which a character must use to wield a particular weapon properly. Primarily this affects whether or not the character will be able to use a shield at the same time. A 2-handed weapon may be wielded 1-handed by a character whose STR is at least 2 levels higher than required.

**To Hit** is a modifier to the attacker's skill roll to hit.

**Parry** is a modifier on attempts to parry with that weapon.

**Type** specifies the type of damage the weapon inflicts.

**Damage** is a modifier to the attacker's STR Effect roll for damage.

**Break** is the weapon's breakage point. See section 5.00 for rules on parrying and weapon breakage.

**CPs** indicate the weapon's equivalent CP cost.

**Brass Knuckles** inflict Stun Intensity (See 10.5.1.5), plus one half of their damage roll in blunt kinetic damage. Brass Knuckles are small; a called shot to hit them loses 2 Levels to hit. Maximum STR Level = 4.

**Main Gauche** is always used in the off hand.

**Bastard Swords** can be used 1-handed at a penalty of 1 damage point. Use the skill that applies.

**Lances** may only be used when mounted, but the mount's PHYS effect is used for damage, not the character's.

**Whips** have a range of 3". Maximum STR Level = 5.

## 5.2 Missile Weapons

### 5.2.1 Thrown Weapons

Thrown Weapon	STR Level	Hands	Range	To Hit	Damage	Type	Parry	Break	CPs
Javelin	4	1	24"	-	+2	Sharp	+1	7+	12
Long Spear	4	1	24"	-	+3	Sharp	+1	8+	13
Dagger	4	1	24"	-	+1	Sharp	-	6+	5

**Range** sets the maximum effective range for the weapon.

### 5.2.2 Bows

Bow Weapon	STR Level	Hands	Range	To Hit	Damage	Type	Parry	Break	CPs
Pistol Crossbow	4	1	6"	+1	d6	Sharp	-	5+	2
Light Crossbow	4	2	12"	+2	d6	Sharp	-	6+	5
Mdm. Crossbow	4	2	24"	+2	d8	Sharp	-	7+	10
Hvy. Crossbow	4	2	48"	+2	d10	Sharp	-	8+	14
Short Bow	4	2	12"	-	d8	Sharp	-	6+	5
Long Bow	4	2	24"	+1	d8	Sharp	-	6+	7
Short Composite Bow	4	2	24"	-	d10	Sharp	-	7+	11
Long Composite Bow	4	2	36"	+1	d10	Sharp	-	7+	13

Bows lose 1 Damage Level per STR Level the wielder is below the level required. Crossbows require Level 4 STR to load. No bows do any extra damage when fired by stronger characters.

**Bows** take 1" of Movement to reload.

**Crossbows** take 1 Action to reload.

### 5.2.3 Firearms

Firearm Weapon	STR Level	Hands	Range	To Hit	Damage	Type	Shots	Break	CPs
Shotgun	4	2	12"	+1	d6*	Sharp	2	7+	
Shotgun, Sawed-Off	4	1	6"	+2	d6*	Sharp	2	7+	
Light Handgun	4	1	12"	-	d6	Sharp	5, clip	7+	7
Medium Handgun	4	1	12"	-	d8	Sharp	7, clip	7+	11
Heavy Handgun	4	1	12"	-	d10	Sharp	7, clip	7+	14
Light Rifle	4	2	24"	+1	d10	Sharp	22, clip	7+	11
Medium Rifle	4	2	24"	+1	d12	Sharp	22, clip	7+	14
Heavy Rifle	4	2	24"	+1	2d8-1	Sharp	22, clip	7+	16
Submachine Gun*	4	2	24"	-	d12	Sharp	22, clip	7+	15
Automatic Rifle*	4	2	24"	+1	2d8-1	Sharp	22, clip	7+	21
Machine Pistol*	4	1	12"	-	d8	Sharp	11, clip	7+	13

\*This weapon has special characteristics; see below.

**2-handed** firearms may not be fired in melee. The sawed-off shotgun and Submachine Gun are exceptions to this rule.

**Shots** are the number of rounds of ammunition carried in the weapon. It takes an action to reload a firearm unless it uses clips of ammo, in which case only movement is needed.

**Shotguns** can fire both barrels at once for 2d8-1 damage, with no penalty to the attacker's roll to hit.

**Submachine Guns, Automatic Rifles and Automatic Pistols** can perform Autofire (see 10.5.3.7).

### 5.2.4 Miscellaneous

Miscellaneous Ranged Weapon	STR Level	Hands	Range	To Hit	Damage	Type	Parry	Break	CPs
Sling*		1	12"	+1	d6	Blunt		4+	1
Bolas*		1	12"	-	-	-		5+	3
Blowgun*		2	12"	+2	1	Sharp		4+	1

\*This weapon has special characteristics; see below.

**Slings** lose 1 Level from their damage roll per STR Level the wielder is below 4. Slings are presumed to use metal pellets. If using stone or clay shot, base damage is 1d4. Slings take 1" of Movement to reload.

**Bolas** are intended to entangle the target. On a hit, the target's arms and legs are pinned, and they lose the ability to Move or Dodge. Entangled characters cannot use any abilities that require Gestures. A victim may make one attack against the bola as their Action; the bola must be Broken in order to escape. Others may also attack the bola to try to Break it; this takes a called shot at -1 Level to hit. A bola must be retrieved each time it is

thrown.

**Blowguns** do only 1 point of damage, but if that point is not stopped by Armor the victim also suffers 1d10 of Stun poison. The victim immediately makes a PHYS (or CON) roll vs. the Stun damage rolled; if they fail to beat the Stun damage, they become Stunned and unable to do anything. Thereafter, they may roll again once per Round (at the start of each new Round) to see if they recover. A victim of several Stun attacks need only roll once against the single largest Stun damage they took; Stun is not cumulative. Bolas take 1" of Movement to reload.

## 5.3 Armor

Armor	Coverage	Protection	REFL/DEFT	CPs
Heavy Cloth/Furs	light	d1	-	1
	medium	d1	-1	1
	heavy	d1	-2	1
Leather/Padded	light	d2	-	1
	medium	d2	-	2
	heavy	d2	-1	2
Studded/Ring	light	d3	-	3
	medium	d3	-1	3
	heavy	d3	-2	3
Scale/Chain	light	d4	-1	5
	medium	d4	-2	5
	heavy	d4	-3	4
Splint/Banded	light	d6	-2	6
	medium	d6	-3	6
	heavy	d6	-4	6
Plate	light	d8	-3	8
	medium	d8	-4	8
	heavy	d8	-5	7
Leather Cap*	head only	d2	-1	1
Chain Coif*	head only	d4	-1	1
Metal Helmet*	head only	d8	-1	3

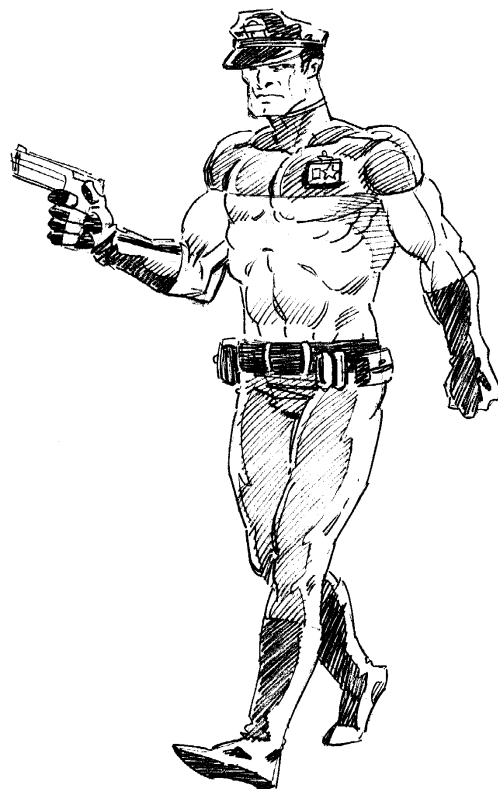
\* This armor has special characteristics; see below.

**Coverage** refers to the proportion of the wearer's body that is actually protected; 'Light' coverage can be circumvented by an attack roll at a 1 Level penalty, 'Medium' coverage can be circumvented by an attack roll at a 2 Level penalty, and 'Heavy' coverage can be circumvented by an attack roll at a 3 Level penalty.

**Protection** is the effect roll used for defense against all Kinetic, all Temperature, Biochemical and Energy damage (see 10.5, step 7).

**REFL/DEFT** is a modifier to be applied to the character's REFL score, DEFT score, and movement rate while the armor is being worn. Effect dice must be adjusted accordingly. This simulates the bulky clumsiness of heavy armor suits.

**Helmets** protect only against attacks directed at a character's head.



## 5.4 Shields

Shield	Size	Defense	Toughness	PHYS Required	CPs
Wicker	small	+1	3	3	1
	Medium	+2	4	5	1
	large	+3	5	7	3
Leather	small	+1	4	5	1
	Medium	+2	5	7	1
	large	+3	6	9	5
Wood	small	+1	6	7	2
	Medium	+2	7	9	4
	large	+3	8	11	8
Iron	small	+1	7	9	2
	Medium	+2	8	11	6
	large	+3	9	13	10
Steel	small	+1	8	9	3
	Medium	+2	9	11	7
	large	+3	10	13	11

**Defense** is a straight modifier on the target's roll to parry an attack with their shield. See section 10.5, step 4.

**Toughness** is the shield's strength (Ablative Armor value & Hit points).

**PHYS Required** is the minimum PHYS score needed to wield the shield properly; if PHYS is too low, subtract the difference from all parry rolls.

## 5.5 Life Support

**Life-Support Belt:** \$3200 (Wealth N+)

(C) ADAPTATION: Spaceworthy (5), Linked to Armor Generation (-1)\* 5  
 (P) ARMOR GENERATION: 5 vs. All Physical, 11 Charges (13),  
 Stays Active (+2), Time Limit: 1 hour (1)\* 13  
 1 Hit Point (0)  
 \*Accessory (-2), Small: .3 meters (+1) 18

**Space Suit:** \$2400 (Wealth N+)

(C) ADAPTATION: Vacuum & Crushing/Hi Pressure (1), High Radiation (3)\* 2  
 (C) ADAPTATION: Asphyxiation (3),  
 3 Activations (-3), Time Limit: 1 hour (-1), Incremental (+1)\* 1  
 (C) ARMOR: 2 vs. All Physical (7)\* 3  
 (C) HT. SENSES: Basic Radio Sense (2)\* 1  
 (C) PROTECTED SENSES: 3 vs. All Basic Senses (7)\* 3  
 (V) RADIO TRANSMISSION: 10km, All Regular Channels (8)\* 3  
 10 Hit Points (3) 3  
 \*Suit (-3), Cumbersome: -4 DEFT & REFL (-4) 16

**Breath Device:** \$100 (Wealth N+)

(C) ADAPTATION: Asphyxiation (3), Time Limit: 1 hour (-1)\* 3  
 (C) PROTECTED SENSES: 3 vs. Odor (2)\* 2  
 1 Hit Point (0) 0  
 \*Accessory (-2), Small: .2 meters (+2) 5

## 5.6 Transportation

### Rope & Grapple

(swingline)

#### Grapple Gun: \$75 (Wealth 1+)

(V) SWING LINE: 16" (8), 300 kg capacity

1 Activation, Full Move & Action to Reload (-5),

Carried (-3), Small: .3 meters (+1)

4 Hit Points (1)

3

1

4

#### Rocket Belt: \$400 (Wealth N+)

(V) FLIGHT: 20" Acceleration, 96" Top Speed (16), 1 Charge (-12),

Time Limit: 1 hour, incremental (0), Accessory (belt)(-2),

Small: .3 meters (+1)

7 Hit Points (2)

3

2

5

#### Jet Pack: \$600 (Wealth 4+)

(V) FLIGHT: 14" Acceleration/40" Top Speed (12), 22 Activations (+0),

Time Limit: 6 Rounds (-4), Accessory (-2), Cumbersome: -2 REFL & DEFT

10 Hit Points (3)

4

3

7

#### Glider Cape: \$150 (Wealth N+)

(V) FLIGHT: 13" Acceleration, 32" Top Speed (11), Gliding (-2), Suit (-3),

Large: 1.2 meters (-1), Fatiguing (-1), Gesture Trigger (-1)

1 Hit Point (0)

3

#### Motorcycle: \$750 (Wealth 4+)

(V) MOVEMENT (2), 85" Acceleration (5), 171" Top Speed (13),

Components: Wealth -1 to Activate (-2), 1 Activation (-8),

Time Limit: 1 hour (-1), Incremental (+1)\*

(V) LIGHT CREATION (4), 5" diameter (+1), Offset (+1)\*

\*Vehicle: ½" deck (-3), 1" hull, 160kg/d6 Mass, 13 Hits

4

4

8

#### Car: \$1900 (Wealth 5+)

(V) MOVEMENT (2), 53" Acceleration (4), 171" Top Speed (13)

Components: Wealth -1 to Activate (-2), 5 Activations (-2)

Time Limit: 1 hour (-1), Incremental (+1)\*

(V) LIGHT CREATION (4), 7" diameter (+2), Offset (+1)\*

(C) HT. SENSES: Basic Radio Sense (2), AM/FM Only (-2)\*

\*Vehicle: 1" deck (-2), 3" hull, 480kg/d10 Mass, 22 Hits

8

5

1

14

#### Van: \$2200 (Wealth 5+)

(V) MOVEMENT (2), 32" Acceleration (3), 128" Top Speed (12),

Components: Wealth 0+ to Activate (-3), 11 Activations (-1),

Time Limit: 1 hour (-1), Incremental (+1)\*

(V) LIGHT CREATION (4), 7" diameter (+2), Offset (+1)\*

(C) HT. SENSES: Basic Radio Sense (2), AM/FM Only (-2)\*

\*Vehicle: 1" deck (-2), 3" hull, 480kg/d10 Mass, 22 Hits

9

5

1

15

## 5.7 Sensory Gear

**Binoculars:** \$37.50 (Wealth 0+)

(C) HT. SENSES: Telescopic Vision, 6 Levels (6), Carried (-3),  
Small: .2 meters (+2), Total Concentration to Maintain (-6)  
1 Hit Point (0)

2

**Parabolic Microphone:** \$75 (Wealth 1+)

(C) HT. SENSES: Telescopic Hearing, 6 Levels (6), Carried (-3),  
Small: .2 meters (+2), Partial Concentration to Maintain (-3)  
1 Hit Point (0)

4

**Infrared Goggles:** \$250 (Wealth 2+)

(C) HT. SENSES: Full Sense (4), Infrared, Ranged (+3),  
Accessory (-2), Small: .2 meters (+2)  
1 Hit Point (0)

6

**Flashlight:** \$50 (Wealth 0+)

(V) LIGHT CREATION (4), 1" Diameter (-2), 3" Range (+1)  
Carried (-3), Small: .2 meters (+2)  
1 Hit Point (0)

3

### Geiger Counter

**Tracking Transmitter:** \$25 (Wealth 0+)

(P) RADIO TRANSMISSION: 1 channel, 1 km range (1), Stays Active (+2),  
Carried (-3), Small: .018 meter (+5), Time Limit: 1 hour  
1 Hit Point (0)

1

**Radio Tracker:** \$50 (Wealth 0+)

(C) HT. SENSES: Minimum Radio Sense (1), Telescopic: 8 levels (+8),  
Carried (-3), Small: .1 meter (+3), Misc.: Only For Homing (-5)  
1 Hit Point (0)

1

### Floodlight

(light creation)

### UV Goggles

### X-Ray Goggles

### Camera

### Video Recorder

**Audio Recorder** (perfect memory)

### Polarized Goggles

### Earplugs

(protected senses)

## 5.8 Communications

### Communicator: \$50 (Wealth N+)

(V) RADIO TRANSMISSION: 1 channel, audio only, 10 km (2) Verbal Trigger (-1), Linked to Basic Radio Sense (-1)*	2
(P) HT. SENSES: Basic Radio Sense (2), Only 1 Channel (-5), Ranged (+3), Activation Required (-2)*	$\frac{1}{3}$
*Carried (-3), Small: .1 meter (+3) 1 Hit Point (0)	3

### Radio Transciever: \$100 (Wealth 1+)

(V) RADIO TRANSMISSION: 3 channels, audio only, 10 km (4) Verbal Trigger (-1), Linked to Basic Radio Sense (-1)*	3
(P) HT. SENSES: Basic Radio Sense (2), Only 3 Channels (-2), Ranged (+3), Activation Required (-2)*	$\frac{2}{5}$
*Carried (-3), Small: .1 meter (+3) 1 Hit Point (0)	5

## 5. Miscellaneous Gear

### Smoke Bomb: \$37.50 (Wealth N+)

(V) DARKNESS CREATION (7), 5" diameter area effect (+1), Vaporous (+0), Throwable: PHYS Value" (+3), 1 Charge to Use (-12), Carried (-3), Small: .1 meter (+3)	2
1 Hit Point (0)	$\frac{0}{2}$

### Medical Kit: \$150 (Wealth 2+)

(V) Healing: Hits, 1 Level, Biochemical (8), 22 Uses (-1), Carried (-3), Medical Skill Roll 2+ Required Per Use (-1)	4
1 Hit Point (0)	

### Stopwatch: \$50 (Wealth 0+)

(C) HT. SENSES: Full Time Sense (4) Accessory (-2), Small: .1 meter (+3), Partial Concentration to Maintain (-3)	3
1 Hit Point (0)	

### Mini Drills/Saws/Blowtorch

(digging)

### Universal Poison Antidote

(Adapt to poisons, Usable On others, Roll Required)

### Fire Extinguisher: \$? (Wealth ?+)

(V) NEGATION (3) 6 vs. High Temperature, 3" Range (-2), Area Effect: 1" (+1), 11 Charges (-2), Accessory (-3)	1
--	---

Mine

Animals

Bases



## MORE WEAPONS

### Medium Laser Pistol: \$?? (Wealth ?+)

(V) Power Blast: d4+2 Sharp Kinetic, 24" range (16)(+1),  
Armor Piercing: 2 Levels (+2), No Knockback (-1),  
Carried Equipment (-3), .2 meter size (+2), 22 Charges(-1)  
1 Hit Point (0)

16

### Medium Laser Rifle: \$?? (Wealth ?+)

(V) Power Blast: d6+3 Sharp Kinetic, 48" range, +1 To Hit (29)(3)(+2),  
Armor Piercing: 3 Levels (+3), No Knockback (-1),  
Carried Equipment (-3), .6 meter size (0),  
22 Charges (-1), Misc: Requires 2 hands (-1)  
1 Hit Point (0)

28

### Medium Disintegrator Pistol: \$?? (Wealth ?+)

(V) Power Blast: d4+2, 12" range (16),  
Penetrating [not vs. force fields] (+5), No Knockback (-1),  
Carried Equipment (-3), .2 meter size (+2), 11 Charges(-2)  
1 Hit Point (0)

18

### Medium Disintegrator Rifle: \$?? (Wealth ?+)

(V) Power Blast: d6+3, 24" range, +1 To Hit (29)(3)(+1),  
Penetrating [not vs. force fields] (+5), No Knockback (-1),  
Carried Equipment (-3), .6 meter size (0),  
11 Charges (-2), Misc: Requires 2 hands (-1)  
1 Hit Point (0)

28

### Medium Blaster Pistol: \$?? (Wealth ?+)

(V) Power Blast: d8+1 Pure Energy, 12" range (22),  
Misc: Inaccurate, -1 skill level to hit (-2),  
Carried Equipment (-3), .2 meter size (+2), 22 Charges(-1)  
1 Hit Point (0)

13

### Medium Blaster Rifle: \$?? (Wealth ?+)

(V) Power Blast: 2d8-1 Pure Energy, 24" range (37)(+1),  
Carried Equipment (-3), .6 meter size (0),  
22 Charges (-1), Misc: Requires 2 hands (-1),  
1 Hit Point (0)

22

### Tangler Gun: \$250 (Wealth 2+)

(V) RESTRAINT: d4+3 hits (8), 5 protection vs. All Kinetic (7), 12" range  
1 Use, 1 Action to Reload (-6), Carried (-3)  
4 Hit Points (1)

5

$\frac{1}{6}$

6

### Taser: \$75 (Wealth 1+)

(V) PARALYSIS RAY: d4+3 Electrical Stun (22), 3" Range (-2),  
1 Use, Full Move & Action to Reload (-8),  
 $\frac{1}{2}$  Intensity vs. Armor, None if Hardened (-2),  
Carried (-3), Small: .1 meters (+3)  
1 Hit Point (0)

4

### Screamer

### Pain Ray

### Laser Sight Attachment (heightened expertise)

**Flash Grenade** (sensory shock)

**Hand Grenade:** \$?? (Wealth ?+)

(V) Power Blast: d6+2 Blunt Kinetic, Area Effect: 5'(11)(+4)

Carried Equipment (-3), Thrown (-1)

.1 meter size (+3)

1 Charge (-12)

Components, Wealth -1 (\$12) per clip (-1)

1 Hit Point

Total Cost: 2 CPs

**Grenade Belt:**

3 Grenades (+4): 4 CPs, \$?? (Wealth ?+)

5 Grenades (+8): 9 CPs, \$?? (Wealth ?+)

11 Grenades (+12): 14 CPs, \$?? (Wealth ?+)

**MORE ARMOR**

**Light Body Armor:** \$50 (Wealth N+)

(C) ARMOR: 2 vs. All Physical (7), Light Coverage (-3), Suit (-3)

1 Hit Point (0)

3

0

3

Light Body Armor leaves the head and both arms and legs unprotected

**Medium Body Armor:** \$450 (Wealth N+)

(C) ARMOR: 3 vs. All Physical (15), Medium Coverage (-2), Suit (-3)

4 Hit Points (1)

8

1

9

Medium Body Armor leaves the head and either both arms or both legs unprotected

**Heavy Body Armor:** \$1200 (Wealth N+)

(C) ARMOR: 4 vs. All Physical (24), Heavy Coverage (-1), Suit (-3)

7 Hit Points (2)

14

2

16

Heavy Body Armor covers all locations except the head

**Riot Helmet:** \$150 (Wealth N+)

(C) ARMOR: 4 vs. All Physical (24), Head Only (-10),

Accessory (-2), Small: .3 meters (+1)

4 Hit Points (1)

6

1

7

**Force Field Generator:** \$3600 (Wealth N+)

(V) ARMOR GENERATION: 8 vs. All Physical, 11 Charges (25),

Time Limit: 1 hour (-1), Accessory (belt) (-2), Small: .3 meters (+1)

1 Hit Point (0)

19

0

19

**Shields**

\*\*\*

## 6.0 CHARACTER WEAKNESSES

Weaknesses are limitations that reduce a character's effectiveness, or offer additional, special challenges for them to face. Accepting Weaknesses provides characters with more CPs for purchasing their abilities.

Weaknesses aren't mandatory; you may take less than the allowed number of points worth of Weaknesses if you wish, and simply forego the extra CPs.

Weaknesses only count if they are really unusual and troublesome. If a character has powers that completely compensate for a weakness, that weakness shouldn't be worth any points to them. Likewise, it's not fair to give superheroes weakness points for standard superhero behavior, or to give villains points for run-of-the-mill villainy, or to give animals points for utterly typical animal traits (such as "Limited Education").

### Weakness Frequency

Some Weaknesses have a 'Frequency' rating, which is meant as a guide for the GM to decide how often the weakness should cause trouble. If desired, the GM may call for the character to make a Luck roll once per session to determine whether a situation involving the weakness should arise or not. Consult the following table:

Frequency	Luck Roll Required (To Avoid)
Rare	1+
Uncommon	2+
Common	3+
Very Common	4+

### Attract Attacks

The character is easier to hit with particular damage sub-types. This weakness is worth 5 CPs per +2 to hit the character using the specified damage subtype. The damage subtype that's attracted must be specified when this weakness is taken. For example, Lightning and Magnetic are both subtypes of Electromagnetic damage.

Alternately, if the character attracts all attacks within an entire damage type (biochemical, blunt kinetic, etc), this weakness is worth 15 CPs per +2 to the attacker's roll.

### Bad Reputation

The character is widely despised. This could be because of something the character has done, or is rumored to have done, or because of racial or cultural prejudice. This results in a COOL roll penalty whenever the character tries to get a positive reaction from others who know his reputation, but don't know him personally. This weakness is worth 5 CPs for each -1 level penalty to the character's COOL roll. This penalty is waived when dealing with characters that know nothing of the character's reputation, or when dealing with individuals whose trust the character has earned.

### Compulsion

The character sometimes takes leave of their senses, engaging in irrational behavior despite the consequences. This might be due to an actual emotional problem such as a short temper or phobia, or because of an oath the character has sworn to uphold. The base value is derived from the frequency of the stimulus that sets them off, modified by their chances of resisting the impulse and of recovering once they've succumbed.

Frequency	Base Value
Rare	0
Uncommon	5
Common	10
Very Common	15

Resist/Recover*	Value Modifier
2+	-
4+	+5
6+	+10
8+	+15

\*character rolls COOL; Lucky Break rule applies

Resist/Recover rolls are allowed immediately upon exposure to the stimulus, and once at the end of each round thereafter. Others can spend Actions trying to talk the character down, allowing one more Recovery roll per attempt.

Add 10 to the Compulsion's Value if the irrational behavior is hazardous to the character or those around him.

## Dark Past

The character has a deep dark secret, which they live in terror of exposing. If it gets exposed anyway, then this weakness is increased by 5 points and changed into Bad Reputation (or some other Weaknesses if Bad Reputation doesn't fit). The character does not get extra CPs to match those 5 additional points worth of Weakness: they are a penalty for allowing their Dark Secret to be exposed.

For example, Xymox is a hero who was created by the evil Doctor Vile. If this connection would make Xymox look bad, he may take Dark Past. If he takes 5 points worth of Dark Past, and his dark past is ever publicly exposed, this weakness changes into 10 points worth of Bad Reputation. If he takes 10 points worth of Dark Past, he risks it becoming 15 points worth of Bad Reputation, and so on.

## Dependency

The character needs something that is not normally necessary for survival. The Base Value depends on how often the character will be unable to fulfill his Dependency, modified by how often he requires it and the amount of harm it does him to be deprived of it.

Frequency	Base Value
Rare	0
Uncommon	5
Common	10
Very Common	15

Required Every	Value Modifier
1 round	+10
4 rounds	+5
minute	-
hour	-5
day	-10
week	-15
month	-20
year	-25
7 years	-30

Damage Taken	Value Modifier
d1	-20
d2	-15
d3	-10
d4	-5
d6	-
d8	+5
d10	+10
d12	+15
etc.	etc.

The damage is Stun only, unless the character is already stunned or unconscious, in which case regular damage is taken. A character deprived of his Dependency is unable to recover Hits or NRG, but may attempt Stun recovery. The Recovery power will not restore points lost to Dependency. Double this Weakness' Value if regular damage is always taken. A Dependency that does both Hit and Stun damage should be taken twice.

For example, Water Boy can't stand being out of the water for long. The GM rates the requirement (being in water) Uncommon. If Water Boy takes 1d8 Stun per hour out of water, the value of his Weakness is 5 (Uncommon) -5 (Hourly) +5 (d8 damage) = 5 points.

## Ability Loss

Alternately, a Dependency could have effects other than Stun or Hits. Find the number of CPs of ability lost (or Weakness gained) on the table below, and apply the modifier listed there instead of using the Damage Taken column. The character recovers these CPs back with rest, like NRG points, as soon as their Dependency is met. If the character has to heal these points back, as if they were Hit Points, double the Value of the Weakness.

CPs Lost/Weakness Gained	Value Modifier
1	-15
2-3	-10
4-6	-5
7-10	-
11-15	+5
16-21	+10
22-28	+15
29-36	+20
37-45	+25
etc.	etc.

## Distinctive

The character finds it difficult to pass anonymously. Distinctiveness can be due to any obvious characteristic, such as unusual skin color, hairstyle, clothing, behavior, odor, etc. This doesn't necessarily mean the character is more recognizable, only more noticeable. The base value is derived from how distinctive one's appearance is, modified by the difficulty involved in disguising oneself and how repulsive one's appearance is.

INTL Roll*	Base Value	Disguise	Value Modifier
4+	5	2+	-5
3+	10	4+	0
2+	15	8+	+5

\*Roll for anyone who can see the character's distinctive feature(s) to determine whether they notice them.

**Disguise** is the skill roll needed to successfully disguise the character's distinct feature(s).

Unattractiveness	Appearance	Value Modifier
Not Unattractive	-	-
Unattractive	-1 level	+5
Repulsive	-4 levels	+10

**Appearance** modifies the character's COOL (or APP) roll whenever applying it in a way which relies on physical beauty.

## Human Characteristics

The character is physically normal in a world of superhumans. This makes the purchase of any points of Basic Characteristics or Partial Characteristics over 14 cost 2x the usual amount, and makes the purchase of any Basic or Partial Characteristic score over 28 impossible. This does not affect the purchase of any Powers like Size Change: Larger which modify Basic Characteristic scores, only the Basic Characteristics themselves. This Weakness has a Base Value of 10 points.

## Limited Education

The character's upbringing doesn't allow him access to the full range of General Skills. Which General skills are lost depends on concept, and for example an Alien upbringing may make certain Specific Skills into General ones... but if significantly more General Skills are lost than Specific Skills gained, this Weakness applies. This Weakness has a Base Value of 5 points.

## Persecuted

The character's life is occasionally interrupted in ways which may interfere with their adventuring. The Base Value is derived from the frequency with which this Persecution interferes, modified by the severity of the Persecution when it occurs. Persecution could involve mobs of admirers, recurring enemies, irate newspaper publishers, nosy loved ones, and so on.

Frequency	Base Value
Rare	0
Uncommon	5
Common	10
Very Common	15

Severity	Value Modifier
Minor (a mere annoyance or inconvenience)	-
Major (causes real problems for the character)	+5
Severe (life-threatening)	+10

## Physical Disability

The character has physical limitations not present in an average human. The Base Value depends on how crippling the Physical Limitation is. Physical Limitations could involve disabled limbs, asthma, impaired senses, and so on.

Severity	Base Value	Examples
Trivial	5	no sense of taste, color blind, walks with a limp (Move of 6)
Minor	10	only one hand, no sense of smell, mute, nearsighted (-1 to hit at range), lame (Move of 4)
Major	15	Deaf, no sense of touch, no hands, far-sighted (-1 to hit at 0 range), crippled (Move of 2)
Severe	20	blind, paraplegic (Move of 1, crawling)

Loss of one of the default senses (see Heightened Senses) may generate more Weakness points than the sense is technically worth to begin with.

## Crutch

A character may use equipment to overcome their Physical Disability, such as glasses to overcome near-sightedness. Refer to the Equipment Restriction in chapter 4.5.

Multiply the Equipment's Cost Modifier by the number of points by which it reduces the Physical Disability's Base Value. Divide the result by 5, add that to the Base Value, and round to the nearest 5.

For example, a wheelchair is an Accessory with a cost modifier of -2. If a character uses a wheelchair to completely overcome being paraplegic (Base Value 20, reduced by 20), the Value of that weakness becomes  $((-2*20)/5)+20 = 12$ , which rounds to 10. If the wheelchair only reduces the disability from Severe to Minor (Base Value reduced by 10), then the Value of the weakness becomes  $((10*-2)/5)+20 = 16$ , which rounds to 15.

### Poverty

The character has a lower than average financial income. The Base Value of this Weakness depends on how low the character's Wealth Level is. Characters may not take both Wealth and Poverty.

Wealth Effect	Approximate Annual Income	Base Value
d4	\$20,000	0
d3	\$10,000	5
d2	\$5,000	10
d1	\$2,500	15
d0	\$1,250	20

### Public Identity

A Public Identity means that the character does not maintain a Secret Identity; you can look them up in the phone book, ask their neighbors what they know about their powers, and so on. This does not mean they don't have a day job, only that their home, family, etc. are public knowledge. The Base Value of this Weakness is 10 points. There is no "Secret Identity" Weakness; all Living Legends characters are assumed to have a Secret Identity unless they take Public Identity.

### Quirk

The character has a strong (though not irrational) personality trait. The player is obligated to incorporate this trait in their game play. Examples include promiscuity, sentimentality, greed, vengefulness, etc. The Base Value of this Weakness is 5 points.

### Responsibilities

The character has conflicting loyalties that may interfere with what's nominally expected of him as a superhero. Responsibilities could include jobs in one's civilian identity, relatives needing attention, membership in secret societies, and so on. The

Base Value is derived from the frequency with which his Responsibilities interfere, modified by the consequences of failing to carry out these duties.

Frequency	Base Value
Rare	-5
Uncommon	0
Common	5
Very Common	10

Consequences	Value Modifier
Minor (slap on the wrist)	-
Major (causes problems for the character)	+5
Severe (endangers the character's life)	+10
World-Shattering (endangers the whole world)	+15

If the character has a strong or irrational commitment to his other responsibilities, he may take a Compulsion - making it difficult for him to shirk his responsibilities, even when it makes sense to want to do so.

### Susceptibility

The character takes damage from things that don't affect normal humans. The Base Value is derived from the rarity of the thing that they're Susceptible to, modified by the frequency with which it affects them and the amount of harm it does them to be exposed to it.

Frequency	Base Value
Rare	0
Uncommon	5
Common	10
Very Common	15

Required Every	Value Modifier
1 round	+10
4 rounds	+5
minute	-
hour	-5
day	-10
week	-15
month	-20
year	-25
7 years	-30

Damage Taken	Value Modifier
d1	-20
d2	-15
d3	-10
d4	-5
d6	-
d8	+5
d10	+10
d12	+15
etc.	etc.

The damage is Stun only, unless the character is already stunned or unconscious, in which case regular damage is taken. A character exposed to his Susceptibility is unable to recover Hit or NRG, but may attempt Stun recovery. Regeneration and Recharge will not restore points lost while the character remains exposed. Double this Weakness' Value if regular damage is always taken. A Susceptibility that does both Hit and Stun damage should be bought twice. The character may buy Armor vs. his Susceptibility.

### Susceptibility Per Exposure

Susceptibilities may also be defined as a 1-time effect per exposure, with no Value Modifier for Frequency.

### Ability Loss

Alternately, a Susceptibility could have effects other than Stun or Hits. Find the number of CPs of ability lost (or Weakness points gained) on the table below, and apply the Value Modifier listed there instead of using the Damage Taken column. The character recovers these CPs back with rest, like NRG points, as soon as they stop being exposed to their Susceptibility. If the character has to heal these points back, as if they were Hit Points, double the Value of the Weakness.

CPs Lost/Weakness Gained	Value Modifier
1	-15
2	-10
3-4	-5
5-6	-
7-9	+5
10-14	+10
15-19	+15
20-24	+20
25-29	+25
etc.	etc.

### Unimpressive

The character has a hard time being taken seriously. Choose whether this is because of the way the character looks (old, comical, young, etc), or the way they sound when they speak. This results in a COOL roll penalty whenever the character tries to get a positive reaction from others who see (or hear) them, but don't know them personally. This weakness is worth 5 CPs for each -1 level penalty to the character's COOL roll. This penalty is waived when dealing with characters that haven't seen (or heard) them, or when dealing with individuals whose respect the character has earned.

### Unlucky

The character has bad luck. The Base Value of this Weakness depends on how low the character's Luck Level is. Characters may not take both Luck and Unlucky.

Luck Effect	Base Value
d4	0
d3	5
d2	10
d1	15
d0	20

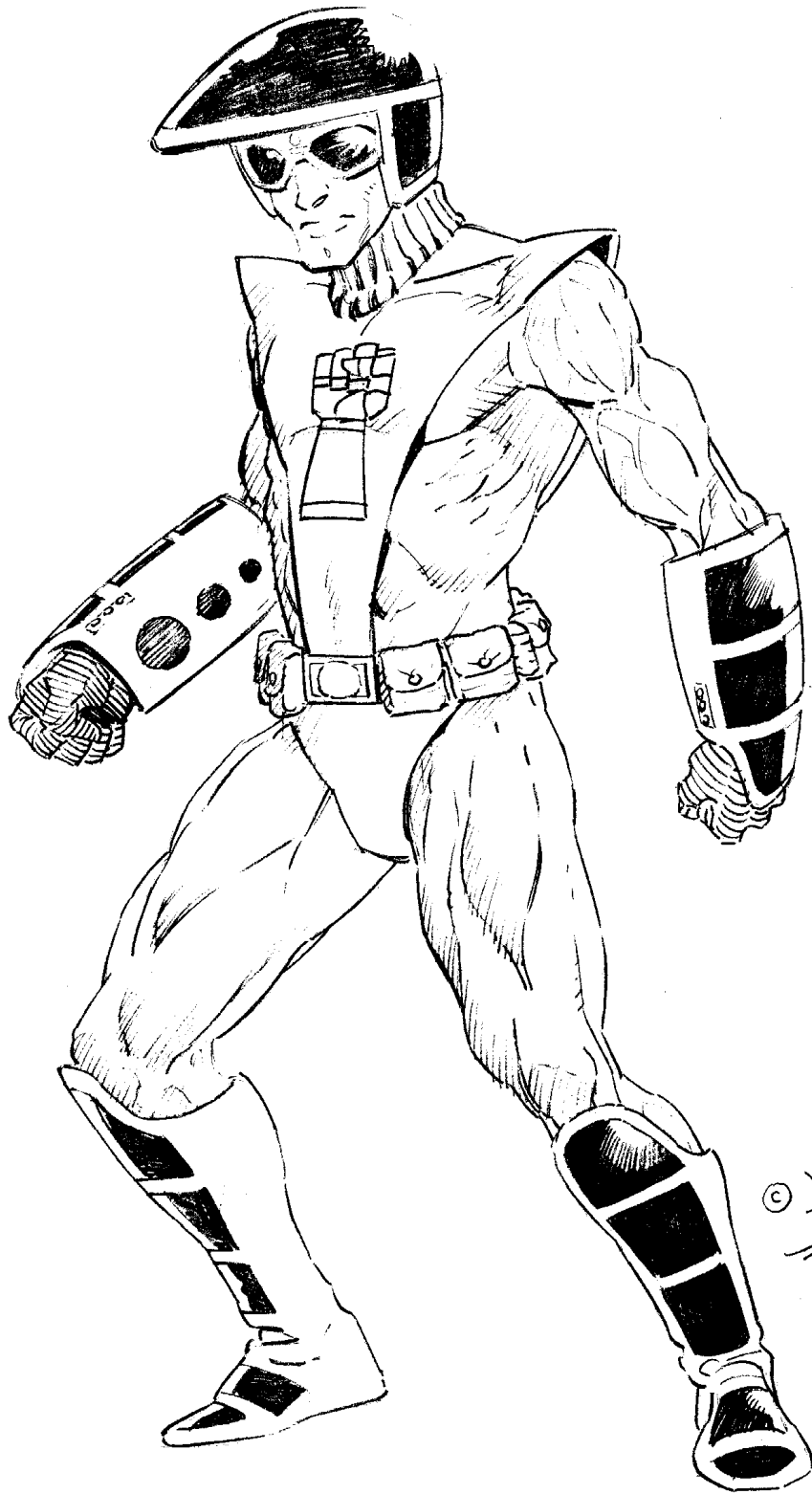
### Vulnerability

The character takes more damage than usual from certain damage types. The Base Value is derived from the rarity of the damage types that he's Vulnerable to, modified by the damage multiple he takes when hit by them. If the character is Vulnerable to a group of damage types, Rarity is based on the chances of encountering any of those types in a given episode.

Frequency	Base Value
Rare	0
Uncommon	5
Common	10
Very Common	15

Damage Multiple	Value Modifier
x1.5	+0
x2	+5
x3	+10
x4	+15

The damage multiplication is only applied after subtracting the character's protection against the attack's damage type.





# 7.0 CORE GAME MECHANICS

## 7.1 The Universal Table

Score	Level	Effect	Value
1	1	d1	.75
2	2	d2	1.5
3			2.25
4	3	d3, 2	3
5			4
6			5
7	4	d4, d2+1	6
8			7.5
9			9
10			10.5
11	5	d6, d4+1, d2+2	12
12			14.4
13			16.8
14			19.2
15			21.6
16	6	d8, d6+1, d4+2, d2+3	24
17			28
18			32
19			36
20			40
21			44
22	7	d10, d8+1, d6+2, d4+3, d2+4	48
23			54.86
24			61.71
25			68.57
26			75.43
27			82.29
28			89.14
29	8	d12, d10+1, d8+2, d6+3, d4+4, d2+5	96
30			108
31			120
32			132
33			144
34			156
35			168
36			180
37	9	2d8-1, d3+6, 8	192
38			213.33
39			234.66
40			256
41			277.33
42			298.67
43			320
44			341.33
45			362.67
46	10	2d10-1, 2d8+1, d3+8, 10	384
47			422.4
48			460.8
49			499.2
50			537.6
51			576
52			614.4
53			652.8
54			691.2
55			729.6

Score	Level	Effect	Value
56	11	2d12-1, 2d10+1, 2d8+3, d3+10, 12	768
57			837.82
58			907.64
59			977.45
60			1047.27
61			1117.09
62			1186.91
63			1256.73
64			1326.55
65			1396.36
66	1466.18		
67	12	3d10-2, d12+8, d10+9, d8+10, d6+11	1536
68			1664
69			1792
70			1920
71			2048
72			2176
73			2304
74			2432
75			2560
76			2688
77			2816
78	2944		
79	13	3d12-2	3072
80			3308
81			3545
82			3781
83			4017
84			4254
85			4490
86			4726
87			4962
88			5199
89			5435
90			5671
91	5908		
92	14	4d12-2	6144
93			6583
94			7022
95			7461
96			7899
97			8338
98			8777
99			9216
100			9655
101			10094
102			10533
103			10971
104			11410
105	11849		
106	15	5d12-2	12288
107			13107
108			13926
109			14746
110			15565
111			16384
112			17203
113			18022
114			18842
115			19661
116			20480
117			21299
118			22118
119			22938
120	23757		

## 7.2 Score

Find an ability score in this column and read across for other pertinent information. For example, a character with a PHYS score of 12 has a PHYS level of 5, a PHYS effect of 1d6 (or d4+1, or d2+2) and a PHYS value of 14.4. Score and Effect are the most commonly used items from the Universal Table, and are recorded on each character's Character Record Sheet.

## 7.3 Effect

Effect dice are rolled to find the degree of success achieved whenever any ability is used. The higher the die roll, the better the result. This is the mechanic that all the of Living Legends rests upon.

Effect rolls are used by themselves, or in competition against opposing effect rolls, or against set difficulty numbers. The die roll determines whether or not any action is successful, and exactly how successful it is.

When a character purchases a power, it may be defined as using any other equivalent Effect roll. For example, a 2d8-1 Power Blast can be taken as a d3+6 or as an 8, or 5 Armor protection could be taken as a d3+3.

Some sections of the rules, particularly Combat, call for mandatory die rolls to determine results. In most other cases, the GM may decide whether or not to call for effect die rolls. Not every activity is important enough to bother with. For example, it can be assumed that the player-characters are able to tie their shoelaces without requiring DEFT effect rolls. Then again, if it were a race to see who could tie them faster, then a DEFT or Shoelace-Tying Skill roll would be called for. In other cases the GM may call for rolls simply to add depth to an otherwise bland situation. It may not really matter that much how well a character cooks breakfast for their companions. Rolling for their Cooking skill effect could simply add interest, and let the GM describe just how delicious (or awful) those pancakes are.

Using the Basic Attribute definitions given above, and any descriptions given for the abilities in the campaign being played, the GM should select which ability should be used in any given situation. In some instances, more than one skill or stat might be appropriate. The GM should decide whether the highest or lowest of the possible scores should be used.

### 7.3.1 Effect Modifiers

Various influences can affect a character's performance. Some of these are specifically stated by the rules (such as weapon modifiers). Others can be awarded (or penalized) by the GM due to situations in the game (example: reducing a character's Cooking skill effect roll because all they have to cook with are rotten onions).

Some effect roll modifiers are simple pluses or minuses. Example: 1d6+2. Roll the die indicated and add or subtract the modifier from the die roll result. Use the final total. Straight modifiers should be used when only the possible degree of success is changed, and not the chances of a fumble (see section 7.35).

Some modifiers add to or subtract from effect levels. Example: 1d6, +2 effect levels = 1d10. Roll the new effect die. Level modifiers should be used when both the degree of success and the likelihood of a fumble are affected (see 4.3).

If both types of modifiers are present, apply both normally. Example: 1d6+2, +2 effect levels = 1d10+2.

### 7.3.2 Setting Difficulty

Using the Effect Significance Table as a guide, the GM can set the difficulty of any task by deciding the minimum die roll result required for that task to be accomplished. For example, a character running across a field wishes to leap over a fence barring their path. The GM rules that this does not require a Remarkable result, only a decent Mediocre roll. Therefore, the GM may decide that the character would have to roll at least a 3 on their DEFT effect (or an appropriate skill) in order to clear the obstacle. Any roll less than 3 indicates failure, but of course the failure would still only be a fumble if the character rolls their minimum effect twice.

Sometimes the primary source of difficulty is the distance between the character and his objective. This is called Range Difficulty. See 10.5, step 3.

When characters act against other characters, ability effect rolls are used instead of set difficulty numbers. The defender rolls the effect of whichever ability they are using to resist, and the number rolled must be beaten by the aggressor.

### 7.3.3 Difficulty Table

The following table can be used to judge the results of any effect die roll.

EFFECT SIGNIFICANCE TABLE		
Die Roll Result	Degree of Success	Effect Significance
1	Poor	Failure; A poor or disappointing performance
2-3	Mediocre	Success, but not a very spectacular success
4-6	Remarkable	Results above and beyond satisfactory
7-10	Superb	The pinnacle of what is believed to be human ability
11-15	Amazing	Success so great that it is almost beyond belief
16-21	Fantastic	At this level, almost no one will believe what they have witnessed. Prepare to be worshiped as a god, but beware; in Living Legends, an actual god might roll even higher!

The effect roll within a given range has significance as well. A 3 is less mediocre than a 2, while a 13 is more amazing than a 12. If the GM wishes simply to know the degree of success of an action, then the character's roll is simply compared against the table above.

### 7.3.4 Lucky Break Rule

Some things are highly unlikely, but nothing is impossible. The GM may occasionally set a difficulty number which is higher than a character's maximum effect roll result. In order to give all characters at least a tiny chance of success in such cases, there is the Lucky Break Rule:

Whenever rolling Effect dice, if a character can achieve the maximum possible result on their roll then they may roll again on the next higher effect roll to try to get a higher result. The best die roll result achieved is used as the final result. Fumbles are only possible on the first of this series of rolls. Lucky Break can be used on any ability rolls, even if only to see how well the character can do.

Here is an example: Osgood's PHYS effect is a d2, and he is attempting to bend a steel bar. The GM has assigned the task a Difficulty of 11. It would be "Amazing" for a typical person to bend that bar -- and poor Osgood is far below average in PHYS. If

Osgood rolls a 2 on his d2 then he may roll again trying to do better on a d3. If he gets 3 on the d3, a 4 on a d4, a 6 on a d6, an 8 on a d8, a 10 on a d10, and an 11 or 12 on a d12 then he has succeeded in bending the steel bar. Whew! That would take quite a bit of luck.

Further, if Osgood managed to get to a d10 and only rolled a 3, his final result would still be the 8 he rolled previously. He would have failed, but his effort would have to be classified as Superb.

### 7.3.5 Fumbles

Characters have a chance of fumbling any skill or dodge effect roll they attempt. Characters have a chance to fumble whenever they roll the minimum possible result on their effect dice. A fumble is checked for by rolling the effect dice again: if a second minimum roll is made, the character has fumbled. For combat skills there is a special table of fumble results, but for the most part a fumble is merely an invitation for the GM to dramatically elaborate on a major mishap. If opposing rolls (see 7.3.2) both fumble then it is up to the GM to decide which fumble happens first, which is more significant, or if they compound each other, and so on.

Straight effect roll modifiers (such as weapon pluses to hit) do not alter the chances of a fumble, since only the unmodified die roll result is used to determine fumbles. A change in effect levels, however, does alter the chances of a fumble since that changes the type of dice being rolled. Large effect rolls can still fumble; for example, a fumble on 3d10 occurs if triple ones are rolled, and then rolled again. Note that in this case the roll is a fumble, but the result is still a three. Similarly, a fumble rolled on 1d6+3 would still have a die roll result of four. These examples show that a fumbled die roll can still produce a successful result. Whatever the results of the fumble may be, the attempted action may still succeed.

### 7.3.6 Pushing

Characters may spend NRG points to push some of their abilities. This simulates brute physical exertion. You can push most any ability where physical exertion is involved.

Pushing costs 1 NRG point per ability per push.

If an ability which involves an Effect roll is pushed, the character gains a +1 bonus to their Effect roll. Pushing an ability that involves a real-life

measurement such as movement rate or carrying capacity doubles that ability. Pushing a movement ability doubles both its acceleration and top speed. For example, a character's movement ability (including its acceleration rate) can be doubled by pushing it.

A character can push more than one ability at one time, but may only push each separate ability once per use.

Characters cannot Push any DEFT, INTL, or COOL roll, or any Secondary Characteristic or Skill roll based on those attributes.

Characters cannot Push any roll that is being generated by someone else, or by a piece of equipment.

Characters cannot Push Luck rolls.

Characters cannot Push any Hit or NRG recovery rolls, or any other roll for an effect generated over a long period of time or while unconscious, incapacitated, or stunned.

Characters cannot Push Wealth rolls.

NRG Recovery is explained in section 10.5.4.3.

### **7.3.7 Multiple Actions**

Characters may attempt more than one action per Action phase, or repeat the same action more than once in the same Action phase. Each extra action reduces the attacker's effect roll on all the actions by one level.

For example, a swordsman with a d8 sword skill may take 3 swings with a d4 effect on each. These three attacks take only one Action to perform.

### **7.3.8 Combined Efforts**

More than one character can work together to solve a problem. A special calculation is made to find their cumulative effect. Characters can lend aid to a project only if they possess an applicable ability.

Take the Values of the applied abilities and add them together. Locate the new total value on the Universal Table and read back to find the cumulative effect die.

If the minimum result is rolled on the group effect dice, do not roll it again to check for a fumble.

Instead, each character involved must roll the effect of the ability they contributed; a minimum roll indicates a fumble by that character with the ability in question.

A shortcut to calculating the combined effect is as follows: It takes two characters of equal effect level to get a combined effect of one level higher; four characters of equal level yield a combined effect of two levels higher; eight equal characters get a combined effect of three levels higher, etc. Whether or not two characters of unequal level get a combined effect higher than that of the better of the two depends on how high a score each of them have within their level.

## **7.3. Multiple Attempts**

If a character or group attempts to beat a difficulty number and fails, the difficulty for that task is raised by one for that character or group to accomplish that specific task. This means that if the GM sets the difficulty for opening a certain treasure chest at 5 and a character fails to open it, the difficulty goes up to 6. It remains 5 for the other characters until they too have tried and failed. The character may try again and again, but if they fail too many times the odds against success will make further attempts futile. When rolling against an opposing die, or rolling unopposed just to see how well a character can do, this penalty for multiple attempts does not apply.

### **7.3.10 Hidden Rolls**

Characters should not always know how well they rolled. For example, characters using Appraise Value skill would know that the estimate given them by the GM was wrong if they rolled the dice themselves and saw that they had rolled low. Whenever the players should not know how well they have done, the GM should roll the dice for them, secretly. The players will have to decide (based on how skillful they know themselves to be and on the GM's description of the results) whether or not they think their impressions are accurate.

The GM can also keep opposing rolls or difficulty numbers secret, if the characters are in a position where they should not know exactly how tough the opposition is.

## **7.4 Level**

Each major step in the Universal Table is a "level". A level 4 DEFT for example refers to a score from 7 to

10 with a d4, d2+1, or 3 effect. To "add an effect level" is to use the effect roll of the next greater level, and to "lose an effect level" is to use the effect roll of the preceding level.

## 7.5 Value

The value column on the Universal Table gives numbers which can be used to translate game statistics into real-life measurements and real-life measurements into game statistics. For example, any object's PHYS can be found by dividing its weight in kilograms by 10 and treating the result as a value on the table, reading across to find the appropriate PHYS score and effect die.

The following formulas are standard conversions for use in Living Legends; they are useful in calculating such things as falling damage and so on. They are not applicable in all situations but give the GM a starting point in determining appropriate game effects.

### Standard Conversion Formulas:

**Mass and weight:** Value = kilograms/10

**Velocity:** Value = (kilometers per hour)/2 (this is used in determining ramming damage)

**Distance:** Value = Meters/2 or Value = Movement Spaces, (a Movement Space = 2 meters). (used for range defense, power range, etc.)

**Time:** Value = Minutes/2 or Value = Rounds x4, Where a Round is 7.5 seconds.

**Temperature:**  $\text{abs}(25\text{-degrees Celsius}) = \text{Value}$ . In other words, each degree of Celsius away from 25 equals one point of Value. This can be used to determine the effects of temperature extremes.

When a calculated value falls between two listed values on the Universal Table, always use the higher of the two values.

### 7.5.1 English to Metric Conversion

1 Kilometer (km) = .62 Miles or 3274 feet

1 Meter (m) = 39.47 Inches = 3.289 Feet

1 Cubic Meter = 35.58 Cubic Feet

1 Kilogram (kg) = 2.2 Pounds

1 metric ton = 2200 Pounds



# 8.0 CHARACTER INTERACTION

## 8.1 INTL Rolls

Characters can make INTL and INTL-based skill rolls (Negotiate, Debate, etc.) in order to try to force NPCs to change their minds. For example, Debate skill could be used in an argument in order to make the audience think that the character is right, or at least more right than their opponent. It could not be used to make the audience feel that the character is a nice person, or that they prefer their ideas, only that they made a good argument.

The target of any INTL -based thought-altering roll is allowed to roll their own INTL effect (or an applicable skill roll) against it. The GM should apply modifiers to either roll to reflect either character's actual knowledge about the topic of discussion, the character's approach, etc.

Player-characters cannot be forced to change their feelings by random dice rolls. Instead, the GM must role-play the NPCs according to their stats and skills. If an NPC has high COOL or skills, the GM must simply role-play them in a more charming or persuasive way.

Use the following chart to help evaluate the appropriate INTL score for non-sentient creatures and animals. Most animals have Heightened PERC; this chart just shows their overall INTL score:

INTL Score	Level of Intelligence
0	inanimate object
1	insect, worm, etc.
2	herbivore
3	carnivore
4	highly intelligent animal: dolphin, Lassie, etc

## 8.2 COOL Rolls

Characters can make COOL and COOL-based skill rolls (Charm, Leadership, Seduction, etc.) in order to attempt to alter the mood of an NPC. For example, a male character could attempt a seduction skill roll in order to make a haughty Amazon Warrior feel sexually attracted to him, but it could not be used to make her think any differently about men in general.

The target of any COOL-based mood-altering attempt is allowed to roll their own COOL effect (or perhaps an applicable skill roll) against it. The GM may apply modifiers to either roll to reflect any positive or negative circumstances, the character's approach, etc. Appearance may be substituted for COOL when attempting Seduction.

Again, player-characters can make up their own minds, and the GM must simply argue better for their more intelligent or skillful NPC's.

## 8.3 Animal Behavior

Non-sentient creatures make COOL effect rolls to determine their mood. An animal's COOL roll can also be used to try to frighten or dominate other characters or creatures.

## 8.4 Reaction Table

Whenever non-sentient creatures are encountered, the GM may roll their COOL effect to find their current mood. This is useful in establishing the creatures' behavior and motivations. Compare the die roll to the table below:

Die Roll	Mood
Fumble	Freezes, and goes into shock. If it snaps out of it, treat as a roll of 1.
1	Flees, fights if cornered.
2	Cautious, holds its ground. Flees if threatened, fights if cornered.
3	Stubborn, holds its ground. Fights if threatened, retreats if it's losing, fights again if cornered.
4-5	Aggressive, seeks a confrontation. Otherwise as a 3
6-7	Openly hostile, attacks. Otherwise as a 3.
8+	Berserk. Attacks and fights to the death.

The Lucky Break rule should be used, to see how hostile the creatures can get. Mood rolls can be adjusted to reflect the circumstances, quality of leadership etc.

This same table can be used to set the morale of NPC sentient creatures and characters, except

that the roll is made only after they've decided to or been forced to enter into combat. Whether or not a sentient wishes to begin a conflict depends on their motivations and the situation at hand. Another modification is that sentient creatures don't necessarily go into shock on a COOL fumble; instead, they "freak out" This might mean shock, or a screaming fit, a heart attack, or even a Berserk reaction.

By interpreting the table in a different light the GM can roll to find an NPC's will power and perseverance. For example, a reporter with d6 COOL might roll a 2 indicating that he'll try to get a story but is easily dissuaded, or a 6, meaning that he'll do everything short of risking his life.

## 8.5 Fame

The FAME rules are used to determine whether any stranger a character encounters has heard of them before.

Glory hound characters who constantly seek out media attention will tend to increase their FAME, while more secretive characters who shun the spotlight will generally keep their fame low. Both of these approaches to fame are reasonable.

### 8.5.1 Gaining Fame

Each time a character receives media coverage, they have a chance of gaining FAME. Usually this occurs at the conclusion of an adventure, but it is also possible to get press coverage at any point during an ongoing investigation.

The chance of gaining a point of FAME from press coverage depends on the character's COOL, their current FAME, and the type of coverage they get. The character makes a COOL roll and a FAME roll. If their COOL roll exceeds their FAME roll, they gain a point of FAME. Media coverage is assumed to consist of a short report on a local television station. If the coverage was much less significant than that, the GM may require the character's COOL roll to be lowered by one or two levels. If the coverage was much more significant (for example, a much longer segment or a short report on a major national network), the GM may allow the character's COOL roll to be increased by a level or two.

### 8.5.2 Losing Fame

At the end of each week of game time during which a character had no adventures whatsoever, the character must make a COOL roll. If the character rolls the minimum possible on their COOL roll, they lose 1 point of FAME.

### 8.5.3 Fame Rolls

When a stranger is encountered, make a FAME roll vs. a difficulty number reflecting how likely it is that the stranger will have heard of you. The Lucky Break rule applies. If they're a resident of your character's home town, for example, then it's much more likely that they'll have heard of than it would be if they were an alien from another galaxy. Use the lowest difficulty that fits.

Difficulty	The stranger is
2	from the same small town, or same neighborhood of a large city
3	from the same small region, or different neighborhood of the same city
4	from the same small nation, or same large region within a nation
5	from the same large nation
6	from a different nation, but they speak the same language
7	of the same species, but they speak a different language
8	of a different species, but from the same planet
10	of a different species, from a different planet in the same galaxy
12	of a different species, from a different galaxy or dimension

These difficulty numbers assume that the stranger's culture has had prior contact with your own. If not, then there is no chance that they will recognize you. These numbers also assume that the stranger is from your own time period. If they're from before your time, there is no chance that they will recognize you. If they're from the future, then the GM should adjust the difficulty up or down, depending on whether your character is destined to be remembered or forgotten.

The GM should make FAME rolls for any new characters the players meet too, giving the players a chance to know something about them.



### 8.5.4 Recognition Rolls

If a FAME roll indicates that a stranger has heard of you, roll the stranger's INTL (or an applicable skill, if any) to determine how much they know about you.

INTL Roll	Recognition
1	Vague. The stranger knows your name and a few rumors about you, but is unsure of your power, costume, etc.
2-3	Basic. The stranger knows your costume, a vague summary of your powers, and rumors about your history and affiliations.
4-6	Extensive. The stranger has a basic knowledge of your powers, history, and affiliations.
7-10	Detailed. The stranger can completely describe you and your history, but is still a little unsure about important numbers (dates, speed, carrying capacity, and so on.)
11-15	Complete. The stranger has encyclopedic knowledge of you, including everything on your character sheet except for your weaknesses and secret personal information.
16+	Insightful. The stranger knows all of the obvious things about you, and has a vague idea of what your weaknesses and personal background might be.

Most law enforcement officers will only be willing to waive the standard superhero ID check (when there's time pressure) if they score a 2 or better on their recognition roll. On a recognition roll of 4 or more, most officers will feel confident enough to waive the ID check as a matter of courtesy. Of course, all of this assumes that the character is a superhero with a good reputation. If the character is a known screw-up, a high recognition roll may lead to \*more\* red tape.

If a character is disguised as someone else, the recognition roll should also be treated as a roll to see through that character's disguise.



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## 9.0 TIME & TRAVEL

There are three main scales of play. Detailed, competitive interactions between individual characters use the Combat System (Section 10) and its sequence of play. Day-by-day travel uses a Travel Scale (section 9.1). And finally, any activities not requiring such detailed sequences of play take place in what is called "Downtime" (Section 9.2).

### 9.1 Travel-Scale Play

Travel scale is used when characters are moving from place to place in the world. Terrain maps are needed to plot movement routes and distances, and to show what terrain and obstacles lie in the characters' paths.

Characters' Movement Rates are their top speed in kilometers per hour. Groups of characters are limited to the speed of the slowest group member. Slow members may be carried or mounted to increase group speed.

Naturally, characters are not expected to maintain their top speed for hours on end. Nor is it expected for characters to travel for 24 hours per day, without stops for rest or food. The table below is used to find the individual or group distance moved per hour of actual travel. Cross-index the travel pace and the terrain factor, and multiply the character's movement rate by the number given to find movement distance in kilometers. Use the terrain factor for the terrain in which movement begins for the hour.

		Terrain Factor									
Pace		1	2	3	4	5	6	7	8	9	10
Slow		.25	.225	.2	.175	.15	.125	.1	.075	.05	.025
Average		.5	.45	.4	.35	.3	.25	.2	.15	.1	.05
Fast		.75	.675	.6	.525	.45	.375	.3	.225	.15	.075

Terrain Factor is a rating of the difficulty of the terrain; 1 = perfectly clear, flat terrain (highway, salt flats, etc.) 10 = extremely difficult terrain (mountain slopes, dense swamps).

A Slow pace is used while searching, sneaking, etc. Increase the characters' effect rolls by +1 level for these and related activities for as long as a slow pace is maintained. A Fast pace is used when characters are in a rush, or in full retreat, etc. Decrease search, sneak, etc. rolls by -1 level during Fast Travel.

If, during Travel-scale play, characters happen to arrive at an interesting place or meet up with other characters or creatures, this is called an encounter. Switch to the Combat System (section 10) or Downtime (section 9.2) in order to resolve the encounter.

### 9.2 Downtime

Downtime is a mode of play with no specific movement or time scale. Maps and playing pieces such as those used in Combat (section 10) may be used to help visualize the situation, but are not strictly necessary. Downtime is particularly

useful when conversation takes place between characters, or when characters are in a friendly town making preparations for an adventure, or any time when they are not particularly competing with anyone or traveling about the world. The GM may have time progress, but this goes at no set rate and is done merely to clock off the time required for the activities taking place. Characters may move and take actions as in combat (section 10), but again there is no set initiative sequence and the actions performed should simply be resolved as necessity requires. If the characters get into a competitive situation, or set out to travel, switch to the Combat System (section 10) or Travel Scale (section 9.1) as required.



# 10.0 COMBAT

## 10.1 Scale

Living Legends uses both English and metric measurements. Conversions can be found in section 7.5.1.

One Round, during which each character gets one Turn, lasts 7.5 seconds. 8 Rounds equal 1 minute. One movement space (1" if 25mm miniature figures are used) equals 2 meters. Movement spaces may be squares, hexagons, or measured off by ruler; this is up the personal taste of the GM.

## 10.2 Initiative

At the start of a Round, all participants roll their REFL (REAC) Effect. This roll determines their Initiative for that Round. The GM finds the highest Initiative rolled and counts down from there. Characters may take their Turns as soon as their Initiative is called, or they may delay. Delaying characters may take their Turn any time, even in the middle of another character's Turn. If 2 delayed characters try to take their Turns simultaneously, the one who rolled the highest Initiative goes first. The character with the highest REFL (REAC) score wins any ties. Dice off if REFL (REAC) is also tied.

## 10.3 The Turn

A Turn is made up of two Phases: a Movement Phase and an Action Phase. They may be performed in either order.

Especially time consuming tasks take longer than 1 full Move or Action to complete. The character is preoccupied and unable to perform any separate Move or any other Action while involved in such a task.

### 10.3.1 Free Die Rolls

At any point the GM may call for characters to make rolls to assist him in resolving situations. These rolls usually don't take any time. Dodging, perception, weapon or shield parry attempts, Luck rolls, etc. are all free die rolls.

### 10.3.2 The Move Phase

Characters may Move up to their Move rate in spaces per turn. Movement cannot be stockpiled for use in later Turns. Simple tasks (like putting on a hat, flipping a switch, opening an unlocked door, etc.) can be performed as part of one's Move, costing one or more inches of movement as determined by the GM. Certain skills are also defined as taking 1" movement to perform; these are also performed on one's Move Phase. Any combination of actual movement and simple tasks may be performed, in any order, up to the limits of one's movement rate.

Weight carried by a character affects their available movement.

Weight Carried	Move Penalty
up to 25% of Capacity	none
up to 50% of Capacity	-25%
up to 100% of Capacity	-50%
up to 200% of Capacity*	-75%

\*Weight in excess of Capacity can only be pushed or dragged, not carried.

Usually only 1 character will occupy a single movement space. In close quarters, 2 characters may cohabit a space (up to 4 back to back) without penalty. If more than 4 characters occupy a single space (up to a maximum of 16 if packed like sardines) the GM should penalize them all by reducing their REFL & DEFT based abilities by 1 or 2 Levels.

#### 10.3.2.1 Acceleration

Acceleration is the rate by which the character can increase or decrease their current speed each turn.

For example, a character with 32" of flight and a 13" acceleration could fly 13" on their first turn of flight, 26" on the second turn, and would hit their top speed of 32" on the third turn of acceleration. Likewise, the character could decelerate from 32"

to 19" on their first turn of deceleration, from 19" to 3" on their second turn of acceleration, and from 3" to 0" on their third turn of continued deceleration.

The 8" of ground movement and the initial leaping ability that all characters get, as well as the initial swimming rate from the swimming skill, are all matched by an equal amount of acceleration. If you add Speed Bonus to those movement abilities without increasing their acceleration to match, you can wind up unable to accelerate to your top speed in one turn with those types of movement, the same as with flight.

### **10.3.2.2 Flight**

Gaining altitude costs twice as many inches of flight under normal gravity, while gaining altitude in zero-G costs the same as lateral flight.

Losing altitude (also known as "falling") costs nothing. Characters who can fly may add their flight movement to their rate of fall (usually 225" per Round). This is called "Power diving". Power diving costs the same as lateral flight.

### **10.3.2.3 Gliding**

Gliding characters are subject to the same rules for diving and hovering as flying characters (see above), except that at the end of each Round they automatically descend their Mass level in inches. For example, a Glider who weighs 80kg automatically drops 4" at the end of every round.

To gain altitude during a phase of movement, gliding characters must roll 2+ on their DEFT-based Gliding skill roll. Each point of success allows the character to ascend 1" if they wish. For each point of failure, they descend an additional 1". These altitude changes don't cost the character any movement. The GM may apply modifiers to the difficulty of the roll to reflect the local thermal conditions.

### **10.3.2.4 Levitation**

Levitating characters spend 1" of movement to ascend 1", but are subject to the same rules for diving as flying characters (see above).

### **10.3.2.5 Leaping**

A character can leap vertically half as far as they can leap horizontally. Leaping has no "acceleration": a leaping character may travel their full horizontal leaping distance immediately, as if their acceleration matched their top speed.

Running leaps gain a bonus to their horizontal distance. If a character moves on the ground before they start their leap, add 1/8 of their current ground speed to the distance that they can leap.

Roll your Jump Skill vs. the range difficulty of the leap (10.5, step 3) to see if you land where you meant to; if not, use the Scatter rule (section 10.5.3.6).

### **10.3.2.6 Long Duration Leaps**

A character falls 225" per phase, so a character's maximum vertical leap/225 equals the maximum number of rounds they can remain airborne. The character can move their full horizontal leaping distance each round they stay on the air.

### **10.3.2.7 Blocking**

A character may attempt to block movement by others through their movement space, provided they are conscious and aware of the intruder, at no Move or Action cost. The intruder must then win a REFL vs. REFL roll vs. the blocker (the blocker wins on a tie). The intruder's Move Phase is ended if this roll fails.

## **10.4 The Action Phase**

An Action is a task too complex or too critical to be treated as simple movement. Pickpocketing, attacking, arguing, and searching are all examples of Actions. A character may perform one Action per turn without penalty, or may attempt a Multiple Action (see section 7.3.7). Actions almost always require a roll to determine their degree of success.

## 10.5 Combat

An attack action is resolved in the following sequence.

- 1) The attacker selects a target. The target must be within the attack's range.
- 2) The attacker rolls their skill Effect for the attack they're using, adding any bonuses for weapon accuracy or etc. If the attacker's roll is a Fumble (7.3.5), roll 1d8 on the Attack Fumble Result table below. Otherwise, proceed to step 3.

d8 Roll	Attack Fumble Result
1	Drop Item. Roll PHYS - item's Mass Effect to find the distance it travels in a random direction. If no item is being carried, result = 5.
2	Endanger Weapon. Your weapon inflicts its own damage on itself. If you are unarmed, YOU take the damage. The weapon's breakpoint applies, as does any armor you have on the body part you attacked with if unarmed.
3	Automatic Miss. If the final result would have been sufficient to hit, you miss anyway. If the final result was NOT good enough, result = 4.
4	Strike Wrong Target. Select another target within range and in the same general direction at random, and roll d4 (instead of your skill) to hit it accidentally. If no other target is available, result = 7
5	Hurt Self. You take 1 point of damage, and your armor (if any) doesn't apply against it.
6	Fall Down. You lose your footing and fall to the ground, prone. If you are flying you lose altitude equal to ½ of your current airspeed, and must check for falling damage if you hit anything. If you're already prone, result = 1.
7	Weapon Stuck. If you hit a target, your weapon gets stuck in it. If you failed to hit anything, your weapon strikes a nearby object and becomes lodged in it. Your damage roll becomes the difficulty you must exceed on a PHYS roll to pull it free; each such attempt takes an Action. If using a ranged weapon, result = 6. If unarmed, result = 2.
8	Roll Twice Again.

- 3) Total the range in game spaces from the attacker to the defender plus target's current velocity in movement spaces, plus attacker's current velocity in movement spaces, and find the Targeting Difficulty on the following table:

Range	Difficulty	Range	Difficulty
1"-2"	1	576"-767"	11
3"-8"	2	768"-1046"	12
9"-18"	3	1047"-1395"	13
19"-35"	4	1396"-1663"	14
36"-74"	5	1664"-2047"	15
75"-131"	6	2048"-2431"	16
132"-191"	7	2432"-2687"	17
192"-298"	8	2688"-3071"	18
299"-383"	9	3072"-?	19
384"-575"	10		

The target's size can modify the effective range of an attack. A man-sized target (1 space tall) has a Profile of 1, while a 2 space tall target has a Profile of 2, and so on. Divide the attack's effective range by the Profile of the target before finding the Range.

Compare the roll to hit against Targeting Difficulty. If the roll to hit does not match or exceed Targeting Difficulty, the attack misses automatically.

- 4) If the target is unconscious, restrained or surprised, the attack hits. A conscious, unrestrained defender who has not been surprised may make a single defensive roll. Choose from among these defensive options:

### Dodge

Any conscious target that isn't being restrained and has not been taken by surprise may attempt to Dodge any attack. Dodge rolls are usually made using the target's REFL (DODG) Effect, but some exceptions to this are noted elsewhere in the rules. If the Dodge roll is successful, the attack misses completely.

### Parry

Certain skills may also be used for defense. All melee combat skills may be used to parry melee attacks if the defender has the appropriate weapon in hand. Shield parries may be attempted against both melee and ranged attacks.

Any physical object may be used to parry melee attacks.

Roll the target's defensive roll. If the defensive roll is a Fumble (7.35), roll 1d8 on the Defense Fumble Result table below. Then proceed to step 5.

d8 Roll	Defense Fumble Result
1	Drop Item. Roll PHYS - item's Mass Effect to find the distance it travels in a random direction. If no item is being carried, result = 5.
2	Armor Damaged. Your armor loses 1 effect level. This applies AFTER you get hit. If you're not wearing any armor, result = 4.
3	Automatic Hit. If the final result would have been sufficient to defend, you get hit anyway. If the final result was NOT good enough, result = 7.
4	Extra Damage. The hit inflicts 50% more damage than usual, round up. If neither you nor what you're parrying with got hit, result = 5.
5	Hurt Self. You take 1 point of damage, and your armor (if any) doesn't apply against it.
6	Fall Down. You lose your footing and fall to the ground, prone. If you are flying you lose altitude equal to 1/2 of your current airspeed, and must check for falling damage if you hit anything. If you're already prone, result = 1.
7	Half Armor. You get only half of your armor's normal protection against this hit, round down. If you're not wearing any armor, result = 4.
8	Roll Twice Again.

**5)** If the attacker's roll exceeds the target's roll, then a hit is scored. If the defender parried and the attack missed, check for breakage.

On a successful unarmed parry, roll the damage for the attack and compare it to the defender's unarmed combat break point. Rolling for damage is explained in step 6. If the damage exceeds the defender's skill break point then the defender takes full damage from the attack. Proceed to step 7.

On a successful weapon parry, roll the damage for the attack and compare it to the Break point of the parrying weapon. Rolling for damage is explained in step 6. If the damage equals or exceeds the Break point the parrying weapon breaks. Any damage beyond the Break point hits the defending character. Proceed to step 7.

On a successful shield parry, roll the damage for the attack and subtract the shield's Armor. Rolling for damage is explained in step 6. Excess damage is deducted from the shield's current Hits. If a shield's Hits are reduced to zero, or if it suffers more than 1/2 of its remaining Hits from a single attack, it breaks and any extra damage hits the defending character. Proceed to step 7.

**6)** Roll damage. Unarmed attacks inflict damage equal to a roll of the attacker's PHYS(STR) effect. Melee weapons do damage equal to a roll of the attacker's PHYS Effect plus weapon bonuses. All other attacks have their own innate damage rolls.

**7)** Deduct the target's Armor protection.

Multiple layers of protection are not cumulative. A character only gets the protection from the toughest layer of protection they have.

**8)** Subtract any remaining damage from the target's Hit Points.

## 10.5.1 Combat Effects

### 10.5.1.1 Knockback

Any attack that causes Hit Point damage can inflict Knockback (KB). KB is optional - it can be waived (before rolling damage) by any attacker unless their attack power has the Can't Hold Back Restriction. Knockback distance in game inches equals the number of points of damage sustained in the attack (after deducting for armor protection) minus the target's Mass effect roll. Results of 0 or less indicate no KB.

If a character is knocked back into an obstacle, compare his remaining inches of knockback with the object's Structural Rating. If KB > SR, then the object takes damage = to the inches of KB remaining. Subtract the damage absorbed by the object from the remaining inches of KB (obviously, the maximum is limited by the Hits of the obstacle). The character continues through the obstacle if any KB remains, or is embedded in it if remaining KB = 0. However, if the object's SR > than remaining KB the obstacle takes no damage, the character is stopped, and he takes any remaining KB as either Blunt or Sharp Kinetic damage depending on what sort of thing he smashed into. Armor may be applied against this.

Certain Powers (Wall Crawling, for instance) can replace Mass for KB resistance. Also, a character braced by holding onto something may use his PHYS to resist KB-- but even if KB is negated, check for Structural Support (see 11.1.1).

A character who takes multiple hits in a single phase does not suffer any KB until the attacks are over; then the KB is totaled from all the attacks (total up the KB results, not the damage taken, for KB calculation).



A character who suffers KB may also be Knocked Down. Roll Acrobatics (DEFT) vs. the number of inches of KB suffered; if the roll fails, the character is Knocked Down. See section 10.5.2.6.1 for rules on getting up again.

### 10.5.1.2 Knockout

If a character takes more than 1/2 of their remaining Hits from a single strike, they are knocked unconscious. If the damage reduces the target's Hits below zero, the excess damage is deducted from their NRG points.

### 10.5.1.3 Mortal Wounds

An attack which carries over into the target's NRG may be mortal. If both hits and NRG are reduced to zero, the target is slain. Otherwise, roll the target's VITL Effect vs. the total number of NRG points they have lost (including NRG used to Push; see section 7.3.6). If the roll fails to exceed the NRG loss, the wound is mortal and the character will continue to lose NRG at a rate of 1 point per minute until they die or receive medical attention.

### 10.5.1.4 Fatigue

A character with Hits but no NRG remaining is Fatigued. Fatigued characters lose 1 level from all rolls except where the effect is being generated by someone else (or by a piece of equipment), Luck rolls, Wealth rolls, Hit or NRG recovery rolls, and any other roll for effects that are generated over a long period of time or while unconscious, incapacitated, or stunned.

Fatigued characters also lose half their Carrying Capacity and half of all their movement rates and acceleration rates. Pushing while Fatigued costs Hit points; Hits spent as NRG are recovered as NRG.

### 10.5.1.5 Intensity Attacks

Intensity attacks do not affect the target's hit points. Roll to hit, roll for intensity, and determine penetration just as if you were making a regular, damaging attack. The victim is affected by the power if any intensity points penetrate, and may make a recovery roll vs. that number of points immediately, and again at the start of each subsequent Round. If the victim's recovery roll matches or exceeds the points that penetrated, the victim recovers. Once the victim has recovered, all of the Intensity points go away. Intensity attacks are not cumulative. Recovery rolls are only made against the single largest number of Intensity points that penetrated.

## 10.5.2 Combat Strategies

### 10.5.2.1 Surprise

A target that is unaware of an imminent attack is considered "surprised". Surprise can be caused by sneaking or trickery on the attacker's part, or inattentiveness on the defender's part.

To surprise a target, roll either an INTL skill roll (for 'trickery') or a DEFT skill roll (for 'sneaking') vs. the target's INTL roll (for 'perception'). The GM may impose die level modifiers on either party to reflect the situation; it should be nearly impossible to surprise someone who is alert and expecting trouble, while it should be easier to achieve surprise against an occupied, inattentive, unsuspecting target.

If the attacker's roll exceeds the defender's, then he has achieved surprise. A surprised target may not employ any conscious defense against the incoming attack. Usually, only Targeting Difficulty will apply.

The surprise advantage is lost as soon as the target is alerted to the attacker's presence. This usually occurs after the first attack is made, even if it is a miss, but an undetectable attack form may allow the attacker to maintain surprise until the first hit is scored. Once the target is alerted, treat the attacker as merely 'Invisible' to the defender until the defender locates him.

### 10.5.2.2 Multiple Attacks

Characters can attack more than once in the same Action phase using the Multiple Action rules (see 7.3.7). Not all weapons can make multiple attacks; a musket must be reloaded after each shot, for example.

### 10.5.2.3 Called Shots

Characters may make 'Called Shots' against specific body parts, reducing the effect level of their roll to hit. To specify a large body area (Arm, leg, torso, head, etc.) or to attack around the armor of a lightly covered target costs one effect level. A small body area (face, throat, hand, knee, etc.) or to attack around the armor of a target with average armor coverage costs two effect levels. A tiny body area (finger, nose, ear, eye, etc.) or to attack around the armor of a heavily covered target costs three levels.

A called shot can have additional effects on the target, beyond simply inflicting damage. Head hits

knock the target out unless they make a PHYS (CON) roll vs. the number of hit points inflicted in the attack. Limb hits disable the limb unless the target makes a similar roll, and they must also make a REFL roll to avoid dropping a held object (on a hand or arm hit) or to keep from falling down (on a leg or foot hit). The GM may call for other rolls to determine the effects of other called shots.

#### **10.5.2.3.1 Attacking Equipment**

Use the Equipment's Length as its Profile if attacking it on its own. Use the Called Shot modifier if attacking it when it's in a character's possession.

#### **10.5.2.4 Aimed Attacks**

Characters can increase their chances of hitting by taking more time to 'Aim'. Doubling the amount of time it takes to make an attack increases the character's Effect roll to hit by one level. For example, a sniper with 1d10 Rifle Skill rolls 1d12 to hit when taking 2 actions to aim, 2d8-1 when taking 4 actions to aim, 2d10-1 when taking 8 actions, and so on. On a multiple aimed attack, the aiming bonus is lost if any of the attacks miss or if the target moves between shots.

#### **10.5.2.5 Cover**

If a target is partially concealed behind cover, the cover may block the attack. After step (3) above, determine the degree of coverage present and roll an appropriate die. For example, if the character is 3/4 covered then roll a d4: a roll of 1-3 indicates that the cover is hit, but on a 4 the attack bypasses the cover (continue from step 4). If the cover is hit, the attacker applies the weapon damage against the cover. Use the Structural Rating rules (section 11.1) to determine whether the attack penetrates. If so, the remaining damage may still hit the target (step 4).

An attacker may make a called shot to attempt to avoid cover between himself and his target. Each -1 level reduction in the attacker's roll to hit divides the available cover by ½.

#### **10.5.2.6 Lying Prone**

While lying on the ground, characters suffer a 1 level penalty to their melee attack, melee defense, and ranged defense rolls. Their 'profile', for purposes of calculating Range Difficulty, is reduced to ¼.

Prone characters may crawl at ¼ of their normal Movement rate.

#### **10.5.2.6.1 Getting Up**

To rise from a prone position, a character must roll 1+ on Tumble skill at the start of their Turn. On a fumble, the character fails to get up. This takes an Action. If the roll is 3+, the character may opt to make it cost their full Movement, instead of an Action. If the roll is 5+, the character may rise from prone at no Movement or Action cost.

#### **10.5.2.7 Pulling Punches**

A character who wants to defeat but not kill his opponent may "pull his punch". PHYS or superpower attacks may be made at lower strength, reducing their damage Effect roll by as many levels as the attacker desires. Attacks made by Equipment cannot be reduced by levels; instead, the character must attempt to 'wing' his target, by declaring a straight minus to be deducted from the damage roll made. Attempts to 'wing' a target may result in no damage being inflicted, if the minus declared is greater than the actual damage roll made. Attempts to "pull" a punch, or "wing" a target must be declared before the damage roll is made.

### **10.5.3 Non-Standard Attacks**

#### **10.5.3.1 Off-Handed and Two Weapon Attacks**

A character can make an attack with each extra hand without suffering multiple attack penalties, but off-handed attacks are clumsy and suffer a penalty of -2 levels. The Ambidexterity power negates this penalty. Calculate multiple attack penalties for each hand separately.

#### **10.5.3.2 Grapple Attacks**

A grapple attack allows a character to grab hold of an opponent instead of doing damage. The target is not restrained in any way, except that they may no longer move if the attacker's weight exceeds the opponent's Carrying Capacity. Characters may also make called shots to grab or pin specific body parts.

While a character has an opponent in their grip, they can "squeeze" to inflict their PHYS (STR) Effect in blunt kinetic damage once per turn, at the cost of one Action. No roll to hit is required. A character may grab and squeeze in one Action by performing a Multiple Attack.

Escaping from a Grab requires a test of strength. Both participants roll their PHYS (STR) Effect. If the victim rolls higher than the character holding them, they break free and may still either Move or Act. If the roll to break free is at least double that of the holding character, then the escapee may take a full turn. A failed attempt to break free takes a full Move and Action.

A Grabbed opponent or object may be thrown: see 10.5.3.4.

### 10.5.3.3 Brawling Weapons

Characters can pick up impromptu weapons such as manhole covers, mail boxes, cars, and ocean liners.

To calculate the damage roll of a brawling weapon, total the weapon's mass and the attacker's carrying capacity. Divide the total by 10 to get a Value, and convert that to an Effect roll on the Universal Table. Increase the Effect roll by one Level if the weapon is sharp or pointed. Increase it by another Level if its Structural Rating is 4 or higher. Decrease it by one Level if its SR is 2 or less.

Brawling weapons may give the attacker a bonus to hit, depending on their length. Consult the following table:

Length in game inches:	Bonus to hit:
up to 1/2"	0
up to 1"	+1
up to 2"	+2
up to 4"	+3
up to 8"	+4
up to 16"	+5

Increase the brawling weapon's bonus to hit by +1 if it's roughly bludgeon-shaped (a lamp-post is, but a car isn't). Reduce its bonus to hit by -1 if the brawling weapon is especially clumsy and hard to wield (for example, an uprooted tree or deflated hot-air balloon would be especially clumsy).

Alternately, you may treat the brawling weapon as an Area Effect attack instead of giving it an accuracy bonus.

An object used as a weapon takes any damage that bounces off the target's defenses.

SAMPLE BRAWLING WEAPONS TABLE							
Object	Mass (kg)	Mass Value	SR	Damage Levels	Length (spaces)	To Hit	Hit Points
Brick	10	1	4	+1	-	-	1
Bus	1920	192	7	+1	4	+3	37
Car	480	48	6	+1	2	+2	22
Chair	15	1.5	4	+1	1/2	-	11
Chair, Folding	10	1	3	-	1/2	+1	7
Chair, Office	30	3	5	+1	1/2	-	11
Desk, Large	240	24	3	-	1	+1	11
Desk, Small	120	12	3	-	1/2	-	7
Dumpster	480	48	9	+1	2	+2	29
Lamp Post	240	24	8	+1	2	+3	29
Mail Box	240	24	8	+1	1	+1	22
Manhole Cover	120	12	10	+1	1/2	-	16
Sofa, Large	240	24	3	-	2	+2	16
Sofa, Small	120	12	3	-	1	+1	11
Telephone Pole	480	48	9	+1	4	+4	37
Television	60	6	4	+1	-	-	7
Truck	960	96	8	+1	3	+3	29

### 10.5.3.4 Thrown Weapons

Characters may throw any object (or other character) that they carry.

The maximum distance that an object may be thrown equals the character's Carrying Capacity divided by the object's Mass (in kilograms). On a "running throw", add 1/4 of the character's velocity to the final maximum throw range.

Roll the character's Throw skill to hit the target or movement space that the object is thrown at. Remember to apply any Brawling Weapon modifiers (see 10.5.3.3). Targeting Difficulty equals the velocity of the throw, which usually equals the distance of the throw (but can be up to the maximum throw range if the character wishes to throw "hard").

If the roll to hit misses, the thrown object scatters (10.5.3.6). If it hits, the damage inflicted equals the Effect of the ((object's Mass/10) + Velocity), treated as a Value. Again, remember to apply any Brawling Weapon modifiers (see 10.5.3.3).

The object itself may take damage from being thrown. Treat the object as if it had suffered Knockback (see 10.5.1.1) equal to the velocity of the throw.

It normally takes an Action to perform a throw. Alternately, the character may carelessly toss an object aside for 1" of movement, requiring no roll to hit. Carelessly tossed objects always scatter (10.5.3.6).

Thrown nets, bolas, and other entangling attacks are intended to wrap the target up so that it cannot move. See the Entangle power for rules on how entangling attacks work.

### 10.5.3.5 Ramming Attacks

An attacker's velocity on impact may increase the damage they inflict in a melee attack. Add the attacker's velocity to their PHYS (STR) Value, and use the matching Effect roll for damage. The attacker takes any damage which does not penetrate the target's defenses.

For example, Space Racer slams into the Jackalope at a velocity of 60. His STR Value is 48.  $60 + 48 = 108$ ; the Effect roll of a 108 Value is a d12, so Space Racer's attack inflicts a d12 in damage.

### 10.5.3.6 Area Effect Attacks

Area Effect attacks, such as grenades, affect every target within an area instead of only one target. Area Effect attacks are aimed at the center of the target area rather than at an individual target. When using an Area attack, a minor variation on the normal combat procedure is used.

The attacker first rolls to hit against the targeting difficulty to the center of the intended target area. Treat the target spot as a man-sized target. If the attack hits, the area effect is centered on the exact location chosen. If the attack misses, the center of effect is moved in a random direction a number of inches equal depending on the attack's targeting difficulty. Consult the following table.

Targeting Difficulty	Scatter Distance
1	1"
2	d2"
3	d3"
4	d4"
5	d6"
6	d8"
7	d10"
8	d12"
9	2d8-1"
10	2d10-1"
etc.	etc.

A roll to hit must then be made against each target within the radius of effect, whether the attack was targeted properly or not. Any unmoving target is hit automatically, as is any target with too little movement to reach the closest edge of the area of effect. Others may make a Dodge roll to escape, which allows them a free move to the closest edge of the area if successful. Depending on the type of attack, the GM may also allow certain types of parrying defenses (shields, etc.). A parrying defender does not move out of the area.

Each target's defense roll is reduced by one level for each inch of movement inch between them and the closest edge of the area. Parrying defenders do not suffer this penalty. Attacker fumbles are ignored; only the initial targeting roll may fumble. Determine damage separately for each target that's hit. Knockback (if any) carries the victim directly away from the center of the area of effect.

An area effect attack power can be used without making it an Attack, at a cost of only 1" of movement. Any targets within the area of effect may attempt to leap clear of it against a mere 1d4 roll to hit.

An Area Effect takes effect once at the moment it is created. If it has Extended Duration, treat it as an Energy Field (see 10.5.3.9).

### **10.537 Autofire**

Automatic weapons allow any number of multiple attacks (10.5.2.2) at no penalty to accuracy, but the damage effect is decreased by one level per extra shot.

For example, a 4 round burst from an Auto. Pistol allows four attacks for a d3 of damage per shot (d8, -3 levels), but the attacker does not lose any levels from their effect roll to hit. All of the targets of an autofire burst must be within 4 game inches of each other. Autofire attacks can be switched back to semi-automatic mode, using the normal multiple attack rules.

### **10.5.3.8 Carried Attacks**

Poisoned arrows, red-hot branding irons, and drugged darts are all examples of carried attacks. Attacks of this kind have special, additional effects beyond their basic weapon damage capabilities. For example, a red-hot brand does extra damage if it touches the target, due to heat.

Carried attacks require only one roll to hit (for the main attack), at the cost of only one Action. A carried attack penetrates the target's protection automatically if the main attack penetrates, but it cannot penetrate at all unless the main attack does. Intensity attacks are not considered to have penetrated unless the target fails their initial resistance roll. Adaptation against the Carried attack's Damage Type completely negates the effects of a Carried Attack, however.

### **10.5.3. Energy Fields**

Energy Fields take effect once at the start of each subsequent Round, and they affect each character or object that enter them once per Round at the moment they enter it.

## **10.5.4 Rest & Recuperation**

### **10.5.4.1 Regaining Consciousness**

A character who is unconscious rolls once at the start of each new round to see whether they wake up. The character rolls their PHYS effect vs. the total number of Hit points and NRG point of damage they have sustained. If the character rolls equal to or better than their damage total, they regain consciousness. Use the Lucky Break rule, but do not increase difficulty if it takes multiple attempts. Also, others may assist; each action they spend allows 1 additional wakeup attempt. A character who wakes up automatically receives one Hit point and one NRG point. A character who regains consciousness may act in that round.

Characters who are unconscious due to Stun damage follow this same procedure (rolling PHYS effect vs. Stun damage rather than vs. Hit & NRG damage), but do not regain any Hits or NRG upon recovery.

### **10.5.4.2 Emergency Medical Attention**

A character bleeding from a mortal wound (10.5.1.3) needs medical attention to stop the bleeding. A character may provide emergency medical attention by making a medical skill roll of 2 or higher.

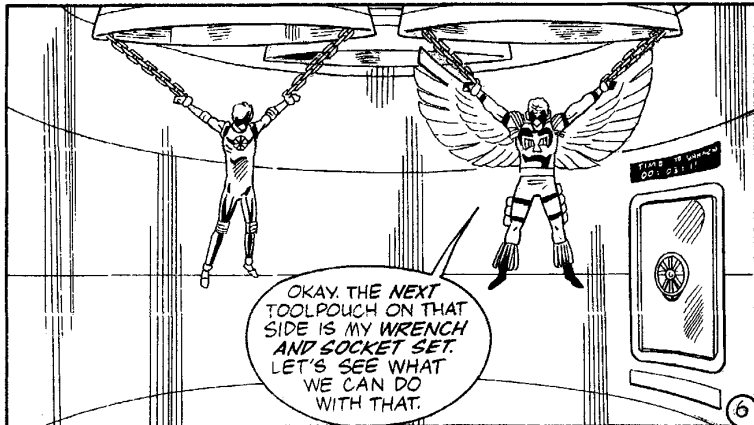
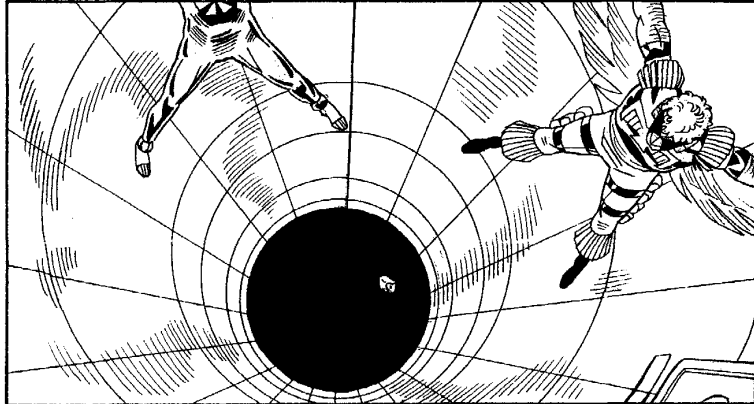
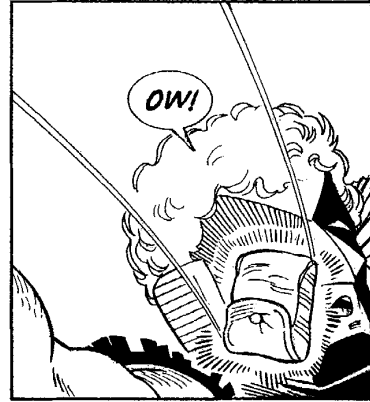
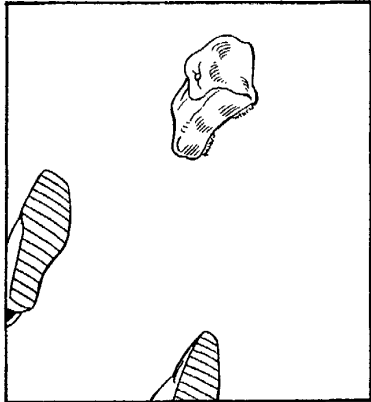
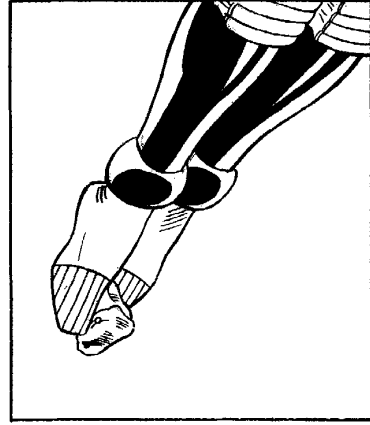
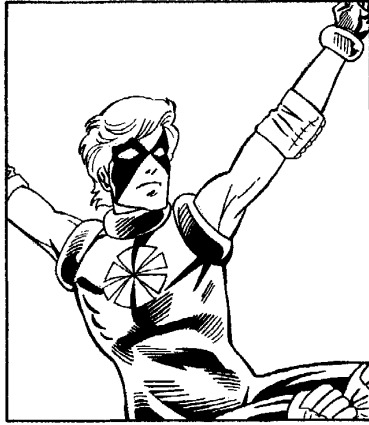
### **10.5.4.3 NRG Recovery**

Normally, all lost NRG points are regained in a night of sleep. If the character sleeps badly, or gets less than a full night's rest, roll their VITL effect to find the number of NRG points regained.

If the character's Hit points have been reduced to zero, NRG is only regained through the Wound recovery rules (below).

### **10.5.4.4 Wound Recovery**

Characters recover their PHYS (CON) Level in hit points per night of rest.



# 11.0 GAME PHYSICS

## 11.1 Structural Rating

Listed below are a number of common substances and their average structural rating scores. Specially reinforced objects can be rated up to 3 points higher, while small pieces or thin sheets can be rated up to 3 levels lower.

Substance	SR	Substance	SR
Bamboo	1	Granite	6
Cloth	1	Machinery	6
Flesh	1	Ballistic cloth	7
Water	1	Bulletproof Glass	7
Clay / Dirt	2	Gold	7
Electronics	2	Marble	7
Glass	2	Lead	8
Ice	2	Bronze	9
Rubber	2	Silver	9
Soft Wood	2	Iron	11
Hard Wood	3	Platinum	12
Plastic	3	Steel	13
Bone	4	Tungsten	14
Brick	4	Titanium	15
Quartz	4	Super-Alloy	16+
Concrete	5	Diamond	18
Aluminum	6	Adamantium	22

An object's Structural Rating is the minimum damage score needed to damage the object. If the damage against an object equals or exceeds the object's SR, then the object takes full damage. Otherwise, it is unaffected.

When SR is used for determining cover in combat (see 10.5.2.5), an object's SR is the number of damage points an attack must do in order to penetrate 9 real-life inches of the material (or about ¼ of a meter). For barriers of different thicknesses, adjust the damage requirement accordingly. Damage done to an object used as cover may be cumulative.

SR can also be used as PHYS Value per 13 liters (approx. 1/2 cubic foot, or a 9" cube). Example: An iron pedestal (SR 11) 2'x2'x4' has a volume of 16 cubic feet, or about 416 liters.  $416 / 13 \times SR11 =$

PHYS Value 352. The pedestal thus has SR 11, 45 hits, and would do 2d8-1 damage to anything it was dropped on; possibly more if it had some velocity behind it.

$$KG / (SR \times 20) = \text{Cubic feet}$$

### 11.1.1 Structural Support

Surfaces (such as the roof of a building) can support weight with a Mass Level up to its own Structural Rating. For example, a concrete roof (SR 6) can support objects weighing up to 240 kg. (Mass level 6). If the Mass Level of an object exceeds the SR of a surface, roll the object's Mass Effect once at the end of every round vs. the SR of the support to see if it breaks.

## 11.2 Falling

The effects of falling are resolved on Phase 0. Characters fall at a maximum rate of 225" per round. If it takes more than 1 round for a character to hit the ground, he takes damage as if he fell 225" regardless of the actual distance fallen. The damage type is generally Blunt Kinetic, though this may vary depending on the type of surface the character falls onto. The ground takes equal damage but does not reduce the amount of damage the character takes on impact, unless the "ground" is a thin barrier and the damage it takes is sufficient to penetrate it.

$$(\text{object's Mass Value} \times \text{inches fallen}) \\ = \text{falling damage Value; use Effect.}$$

A conscious, mobile character can roll Breakfall skill and subtract damage equal to the number rolled. A falling character may also use Armor, if they have it vs. the type of damage taken in the fall. The effects of DEFT and Armor are not cumulative; subtract only the better of the two results.

Attempting to catch a falling character or object takes an action. The catcher must position himself under the object's path and catch it when it falls to him if unable to reach it in midair. Making the catch takes a DEFT roll vs. the effect of the object's Falling Velocity (which equals the inches the character has fallen, to a maximum of 225) as Value. Then roll falling damage, and subtract from it a roll of the catcher's PHYS. Any remaining damage is taken by the catcher; excess damage (and any that is stopped by the catcher's Armor) is taken by the falling object.

## 11.3 Senses

Senses normally operate automatically. A character rolls for Perception on their Intellect Effect (this may be increased through various Powers). The GM should allow a free check on any sense to detect anything that is noticeable & within that sense's ability to detect. Only 1 free check is allowed per turn, using the best sense available. Perception checks may also be called on as an Action, if a character wants to pay special attention or supplement a previous roll. Example: "I run around the corner and look - do I see the Bayou Beast? The GM rolls and responds, "You don't see him". If the player says "He's got to be there - I look again" then he gets another roll, but that's his Action.

Compare the character's perception roll to the DEFT (or Sneak skill) roll of the opponent they're trying to perceive. Targeting Difficulty (10.5, step 3) also applies. The GM may adjust the opponent's roll or the Targeting Difficulty to reflect adverse or helpful conditions.

## 11.4 Asphyxiation

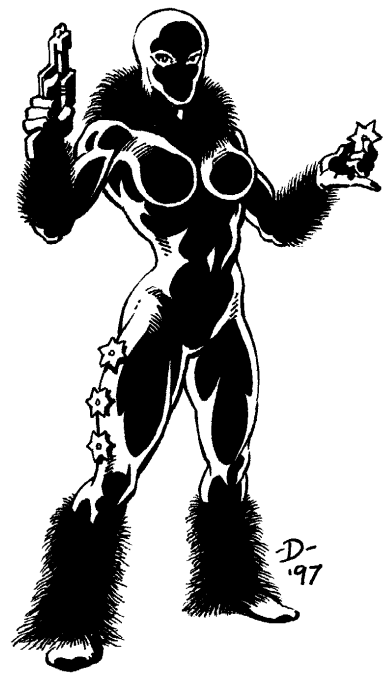
The amount of air in a character's lungs is represented by "breath points". A character uses up breath points each round they go without air. When a character runs out of breath points, they become Stunned.

A character who is not engaged in strenuous activity loses 1 breath point per Round without air. A character who is engaged in strenuous activity loses 2 breath points per Round.

A character can store up breath points equal to their current Hits + their current NRG + a VITL roll if they take a full move and Action to fill their lungs.

A character who doesn't have time to take a big breath will have breath points equal to their current NRG points.

If a character becomes Stunned from asphyxiation, the stun value equals their (PHYS Level x2)-1.





## 12.0 WEALTH

Wealth rolls are a simplified method of determining whether a character can afford any major purchase. The 'cost' of the purchase is reflected by the Difficulty assigned to the roll. If the character rolls the Difficulty or higher on his Wealth Effect then he can afford the purchase. If not, he can't.

Normally only 1 major purchase is allowed per week. A failed attempt does not use up this weekly roll, but it DOES mean that the character cannot afford the thing he rolled for at this time.

It isn't necessary to roll for any purchase where the Difficulty is 3 or more points below the character's Wealth Level. Such purchases are automatic, though only a limited number of them may be made. Use the following table:

Points below Wealth Level	Free Purchases Allowed
3	2
4	4
5	8
etc.	etc.

If over half of the allowed free purchases are made, the character's weekly purchase roll is used up.

Characters may save up for purchases that would normally be beyond their means. Each week that a character's Wealth roll is NOT used, it adds to overall savings:

Unused Wealth Rolls	Savings Effect
2	Wealth +1 Level
4	Wealth +2 Levels
8	Wealth +3 Levels
etc.	etc.

Once the character makes a purchase using his Savings roll, the savings are expended and the character must begin saving again from scratch.

Characters may also buy things on credit. Credit lowers the Difficulty of the purchase, but repeated payments must be made monthly to pay off the purchase. If the character fails to make a payment for any reason, the purchase is repossessed. Making a credit payment counts as a purchase in the week when it is made.

Difficulty Reduction	Monthly Payments Needed
-1	2
-2	4
-3	8
etc.	etc.

In a Superhero campaign, Wealth may NEVER be used to purchase equipment that will be used more than once by the character's superhero identity (vehicles, bases, etc.) - it may only be used to pay for incidental expendable purchases, or for items to be possessed solely by one's pedestrian identity.

### Incidental Expenses Price Lists

Transportation	Difficulty
bus/subway fare	0*
cab fare	1
train fare	1*
car/truck rental	2
limousine/bus rental	3
local airfare	2*
interstate airfare	3*
international airfare	4*

Dining	Difficulty
fast food	1*
restaurant	2*
delivery	2*
fancy restaurant	3+*

Lodging	Difficulty
flea-bag	1*
motel	2*
hotel	3*
resort	4*

Entertainment	Difficulty
video rental	1
movie	1*
live theater/concert	2*
nightclub	1*
host a party (2 people)	0*

Clothing	Difficulty
casual	1
fancy	3
elegant	5
survival	2+
disguise	1+

Communications	Difficulty
pay phone (local)	0
pay phone (long distance)	1+
classified ad	1
full-page ad	3
postage stamp	0
overnight letter	1
package (small)	1
package (medium)	2
package (large)	3+
overnight package	+1
newspaper	0
telegram	1
magazine	1
book	1+
fax transmission	1
radio commercial	4
television commercial	5

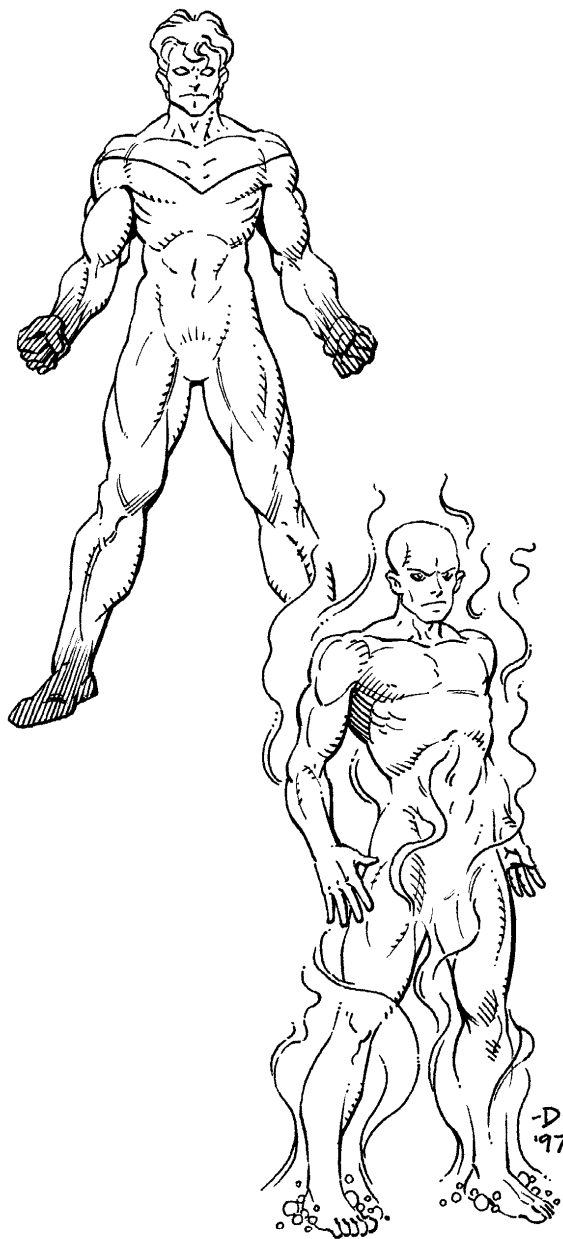
Medical Care	Difficulty
routine checkup	2
emergency care	4+

Charity	Difficulty
dime fer a cup o' java?	0
charity banquet	3*

\*Difficulty given is for 1 person; x2 people per +1 Difficulty.

Any other costs may be found by using actual dollar cost/100 as Value, and using Level as Difficulty.

It is not necessary to check for basic upkeep costs. Income, Treasure, and Rewards are presumed to pay for basic upkeep and maintain current Wealth. CPs spent on Wealth represent saving, investing, and so on.



## 13.0 LUCK

A character's Luck effect roll is used by the GM to help determine how well the character is favored by random chance. The GM should make luck rolls for characters as an aid in deciding what happens to them, when nothing is planned and no other skills apply. Example: a character is trapped unarmed in a dead-end corridor. Assuming the GM has no preconceptions of what the character might find there, the character searches the floor for loose stones that might be used as weapons. A Luck roll is made; a low roll can be interpreted to indicate that there are no loose stones, while a high roll could inspire the GM to say that there's a handy little rock pile in the corner. On a very high roll, the GM might even wish to go so far as to have the character find something even more useful, hidden under one of the loose stones.

Luck can also be rolled whenever the GM thinks up a particularly nifty or unpleasant thing which might happen to any character, and is unsure whether to have the thing occur.

Luck rolls cannot be used to rewrite the GM's planned adventure. They can be used to override the normal rules system, but only if the GM feels it would be appropriate. And they are a very handy tool in any situation where things might go either way.



# 14.0 RUNNING A CAMPAIGN

## 14.1 Scenario Design

## 14.2 Experience Points

Experience points are the means by which players can expand and increase the capabilities of their characters. EPs are spent in the same manners as the CPs from which a character is constructed. Experience points ("EPs") represent on-the-job training. Characters earn EPs by having experiences which test their limits.

### 14.2.1 Awarding Experience Points

From an average game session, during which the player-characters face and defeat obstacles or enemies which are just about their match, each character should receive 1 EP. If the enemy or obstacle was less than their match, or if they failed to overcome something which they should have triumphed against, no EPs should be awarded. Success (which may mean mere survival) against opposition which is beyond their expected abilities could earn 2,3, or even 4 EPs per character; but the situation must be truly earth-shattering for 3 EPs to be earned, and the fate of the universe itself must hang in the balance before 4 EPs are awarded! EPs are given out per game session, not per "adventure" if the story line takes more than one session to complete.

As can be seen, the GM's handling of the game, in terms of the challenges presented to the players, can drastically affect the rate at which EPs are earned. GMs should strive to present players with "average" level scenarios (average meaning equal to the current ability of the player group), diverging from this only as necessity and good storytelling dictates.

#### 14.2.1.1 Tagged EPs

The GM can award extra experience in the form of tagged EPs. A tagged EP can be awarded to character(s) who rely heavily on a single ability throughout the course of a game session, or who have been forced to make due without having a particular useful skill. Example: a group of characters stranded in a desert, especially if they have no skill to begin with, could each be awarded a tagged EP in Desert Survival. Or

perhaps only one character in the group has Medical skill, and had to use it a lot; that character could get a tagged EP in Medical Skill. Tagged EPs should only be awarded when the GM feels they are deserved, and then never more than one tagged EP per character per game session.

The GM should also monitor the way in which players spend their EPs. Players should not be allowed to spontaneously develop new powers or make other drastic changes to their characters without GM approval, and such major developments ought to be rationalized and supported by events in the game. For example, a character trapped in a prison cell should not normally be allowed to spend EPs to acquire a weapon. However, if the character already has appropriate skills, and the player rationalizes his character's actions as "makeshifting" a weapon, and the GM agrees and feels the development might be dramatically appropriate, then the GM should allow it. Discourage players from straying from their character concept. Players often wish to acquire defenses against certain attack forms immediately after being exposed to them for the first time. Try to help the player find a way to develop a defense that works within their initial character conception. It is always better for players to spend points in such a way as to make their characters better versions of what they were supposed to be in the first place. At the same time, some initial character concepts will turn out to be flawed. Guide players in that predicament in spending their EPs to flesh out their character and make it more viable.

### 14.2.2 Group Experience

PCs in a group may wish to contribute some of their initial CPs or earned EPs into a group fund. Group funds may be used to buy bases, vehicles, communication devices, etc. for the group as a whole. Any skills required to operate such group equipment are automatically General to all characters contributing to the fund. The GM may even wish to gift the group with a certain number of CPs for their group fund, representing funding from outside the group.

## 14.3 Opponent Design

### 14.3.5 Villain Motivations

This table is an aid to the GM when creating supervillain opponents.

d10 Roll	Motivation
1	Insanity: This villain is insane. Roll again, twisting the result to make it very extreme and deeply irrational. For example, if you reroll and get "Carnage", then perhaps the villain wants to destroy the entire world.
2	Vengeance: Something was done to this villain that they think was unjustified. The villain wants to pay back the ones he thinks are responsible.
3	Dystopian: The villain's world-view drives them to establish an evil, oppressive government, religion, or other authoritarian institution.
4	Thrill Seeker: The villain is mainly driven by the thrill of accomplishing daring crimes.
5	Anarchist: The villain enjoys inflicting harm on authoritarian institutions.
6	Prejudice: This villain hates and despises some racial or ethnic group, wishing to undo their accomplishments and subjugate them to his will.
7	For Hire: The villain has no particular motivation of his or her own. But they've got a reputation for being good at crime, leading other criminals to employ them.
8	Egotist: The villain suffers from the delusion that she has a grand destiny, and deserving of wealth and power.
9	Publicity Seeker: The villain loves to be talked about, to have his picture in the paper, to collect newspaper clippings and watch TV coverage of his own crimes.
10	Carnage: The villain loves to destroy things, preferably ancient, famous, or venerated things.

