Magic World
Play-Aids

QUICK CHARACTER SET-UP & PREVIOUS EXPERIENCE

WARRIOR

Roll needed to gain Warrior experience: add all characteristics together and roll that number or less on D100.

Benefits:

3 weapon skills each at a percentage equal to the character's STR+INT+DEX divided by 3 and multiplied by 5.

Jumping skill at same percentage as previous benefits.

Ride at DEX x 5%.

Ring mail (4 point) armor as well as leather armor.

Horse.

Money: D100 times INT in silver Crowns.

ROGUE

Roll needed to gain Rogue experience: none.

Benefits:

Short Sword and Dagger skills equal to STR+CON+INT+POW+DEX, rounded up to the nearest 5%.

Jump, Climb, Listen, Hide, Spot Hidden, and Move Quietly at the the same percentage as the previous benefits.

Cut Purse and Fine Manipulation at DEX x 5%.

Money: D100 times INT in silver Crowns.

SAGE

Roll needed to gain Sage experience: INT x 5 or less on D100.

Benefits:

One Sage skill of choice plus Literacy, each at INT x 5%.

Three Sage skills of choice at INT x 3%, rounded up to the nearest 5%.

Money: D100 times INT in silver Crowns.

Drawbacks:

A Sage can raise only Sage skills, Listen, Spot Hidden, and one weapon skill of choice past his or her DEX x 5%.

SORCERER

Roll needed to gain Sorcerer status: INT+POW+1 per100 silver Crowns given to Guild as a roll on D100. The roll may be tried once per game year.

Benefits:

Four spells, Staff, Dagger, and one other weapon of choice at INT x 3% (round up to the nearest 5%).

Memorization training so that the character can learn a number of spells equal to half his or her INT, fractions rounded up.

Literacy skill at 50%.

Money: D100 times INT in silver Crowns.

Drawbacks:

May not increase in weapons skills past DEX x 4% (round up to nearest 5%). To increase past this limit he must roll INT or less on D100 on each try.

Money: D100 times INT in silver Crowns.

SKILL LIST

Skill Name	Bumpkin (BRP)	Warrior	Rogue	Sage	Magician
		Starting Percentage as a . . .			
Climb	55	55	S+CO+I+P+D*	45	45
Cut Purse	05	05	DEX x 5	05	05
Fine Manipulation	05	05	DEX x 5	05	05
First Aid (healing)	45	45	45	INT x 5**	45
Hide	55	55	S+CO+I+P+D*	55	55
Jump	45	S+I+D/3 x 5	S+CO+I+P+D*	45	45
Linguist	00	00	00	INT x 5***	00
Listen	45	45	S+CO+I+P+D*	45	45
Literacy	00	00	00	INT x 5***	50
Lore	00	00	00	INT x 5***	00
Mechanical Arts	00	00	00	INT x 5**	00
Move Quietly	25	25	S+CO+I+P+D	25	25
Mercantile Arts	00	00	00	INT x 5***	00
Philosphy	00	00	00	INT x 5***	45
Ride	25	DEX x 5	25	25	25
Spot Hidden	25	25	S+CO+I+P+D*	25	25
Swim	20†	20†	20†	20†	20†
Throw	45	45	45	45	45

* STR+CON+INT+POW+DEX.

** If chosen as specialty. The Sage may take three of the skills in which he did not specialize, at INT x 3, rounded down. If the skill is First Aid (healing art), his ability is either INT x 3 or is 45, whichever is higher.

† If a D100 roll equal to or less than POW x 3 succeeds, the character's Swim percentage equals his DEX x 5.

Superworld
Play-Aids

FIREARMS

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

*Range for snubnosed weapons, including sawed-off shotguns, is only 5 meters. Base chance at twice the given range is half the chance given. At three times the given range, chance is one-fourth of that given, etc. Sawed-off shotguns have no ability to hit past 5 meters.
† An automatic weapon is fired in bursts of 3. Roll 1D3 to see how many rounds hit the target, then roll each damage individually. Only the first of the rounds will impale if an impaling roll (1/5 of the needed roll to hit) is rolled.

POWERS

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

Future-World Play Aids

WEAPONS TABLE

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

* see ENC rule.
** Autoguns and Support guns can fire one shot or a burst of three shots at the discretion of the character. If firing a burst, roll 1D3 to see how many hit. If an impaling roll is made, only the first bullet impales.
† LOS means line of sight; the target must been seen to be fired at with these missiles.
†† A photon grenade blinds anyone within the specified radius for 1D6 melee rounds unless the attacked character makes a luck roll. Special equipment and circumstances may modify this result at the discretion of the referee.
Range – all ranges given are in meters.
Energy Used – the weapon must use this many points from a tacpack generator if the user is not discharging the regular ammunition. The energy cost is per shot: an Autogun or Support gun firing three shots must use three times the energy shown.
Semi-portables – the semi-portable's base chance is 20% if on a tripod or other mount; 5% if hand-held.

EQUIPMENT TABLE

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

WORLDS of WONDER

LOCATION OF CHARTS AND TABLES IN WORLDS OF WONDER

WEAPON & ARMOR EQUIVALENCIES

ATTACK	Future*World						Magic World			Superworld		
	Blaster Armor	Blaster Screen	Laser Armor	Laser Screen	Projectile Armor	Projectile Screen	Armor	Counter-Magic	Protection Spell	Electromagnetic Armor	Kinetic Armor	Radiation Armor
Future*World												
Blaster	yes	yes	no	no	no	no	no	yes	no	yes	no	no
Force Sword	no	yes	no	no	yes	no	yes	yes	no	no	no	no
Laser	no	no	yes	yes	no	no	no	yes	no	no	yes	no
Projectile	no	no	yes	yes	yes	yes	yes	no	yes	yes	no	no
Magic World												
Blast Spell	no	no	yes	yes	no	no	no	yes	yes	no	no	no
Fire/Frost	yes	no	no	no	yes	yes	yes	yes	yes	no	no	no
Lightning	no	yes	yes	yes	no	yes	no	yes	no	yes	yes	no
Melee Weapons	no	no	no	no	yes	yes	yes	no	yes	no	no	no
Superworld												
Cold Projection	yes	no	no	no	no	yes	yes	no	yes	no	yes	no
Heat Projection	yes	no	no	no	no	yes	yes	no	yes	no	yes	no
Lightning Projctn.	no	yes	yes	no	no	no	no	yes	no	yes	no	no
Projectile Weapns.	no	no	yes	yes	yes	yes	yes	no	yes	yes	yes	yes
Radiation Projctn.	no	no	yes	yes	no	no	yes	no	no	no	no	yes
Sonic Projection	no	no	no	no	yes	yes	yes	yes	yes	no	no	no

(header spanning rows: DEFENSES)

This table shows the relations of weapons and armor between the games Future*World, Magic World, and Superworld. Read the left-hand colum (Attack) to find the attack used, then follow the line of that attack across the table to the column showing the armor worn by the target. If the entry reads **yes**, the armor absorbs its normal points of the damage hitting the target. If **no**, the armor has no effect in lessening that type of damage.

FUTURE*WORLD ARMOR: each type of this world's armor protects against all types of attack with varying degrees of efficiency. If the chart shows that Laser, for instance, is effective against a certain type of attack, subtract the Laser Armor component of the armor from the damage done by that attack.