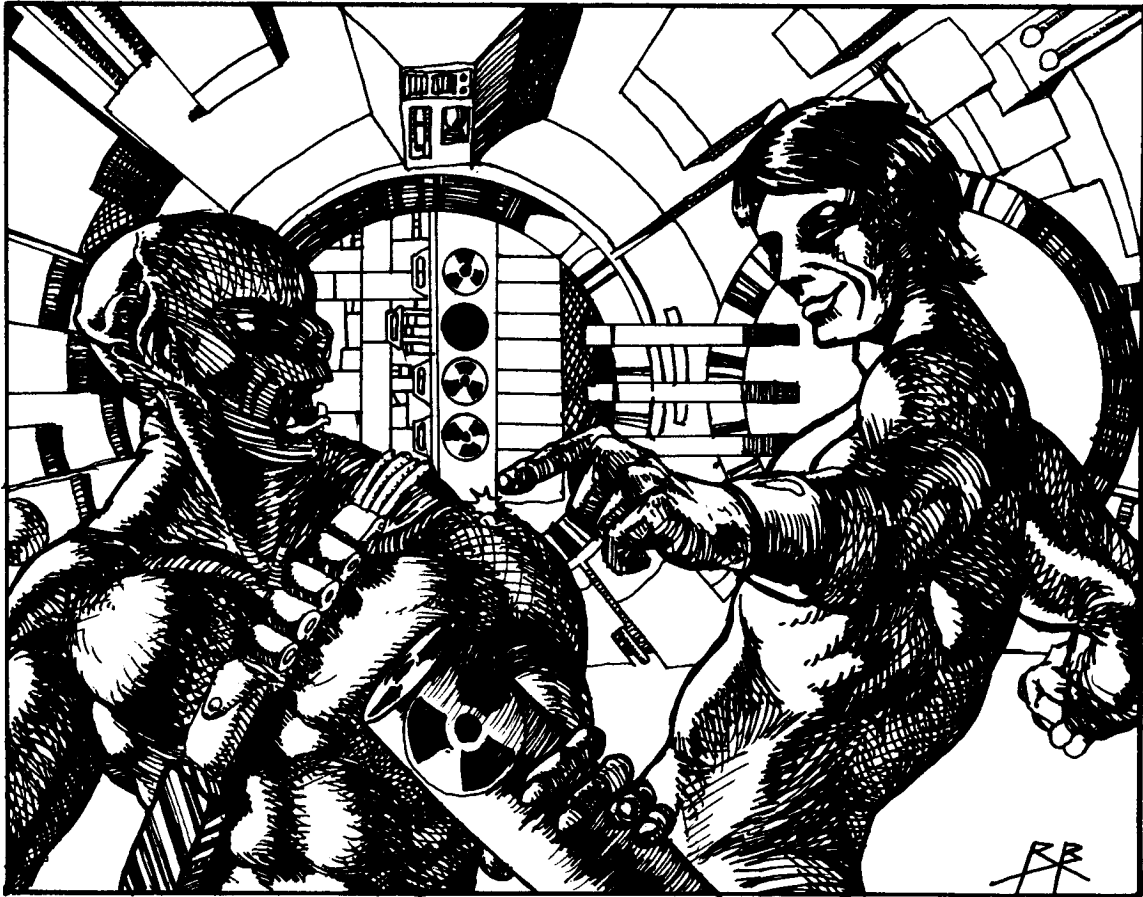


Superworld



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

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Printed in the United States of America

Superworld is a portion of the boxed set of games, Worlds of Wonder: TM applied for.

II. The Setting

RATIONALE

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

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

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

TIME FRAME

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

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

III. Creating a Superhero

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

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

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

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

ASSIGNING SUPERPOWERS AND SKILLS

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

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

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

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

EXAMPLE

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

ENERGY SUPPLY

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

EXAMPLE

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

SUPERPOWERS

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

EXAMPLE

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

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

SUPER CHARACTERISTICS

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

EXAMPLE

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

SUPER SKILLS

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

EXAMPLE

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

DISABILITIES

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

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

EXAMPLE

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

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

LIMITS OF CREATION

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

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

INCREASED HERO POINTS

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

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

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

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

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

DISABILITY POINTS

Disabilities which provide extra Hero Points fall into two categories:

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

OTHER DISABILITIES

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

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

SAMPLE CHARACTER FAILINGS

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

SAMPLE POWER MODIFIERS

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

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

EXPLANATION OF POWERS

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

THE POWERS

ABSORPTION

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

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

EXAMPLE

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

Special Notes

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

Types of Energy

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

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

ADAPTABILITY

Cost to Buy – 1 Hero Point per level

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

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

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

ARMOR

Cost to Buy – 1 Hero Point per point of protection per energy type
Energy Cost – None*

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

EXAMPLE

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

Types of Energy

There are three types of energy to be armored against:

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

***Special Notes**

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

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

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

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

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

Special Notes

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

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

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

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

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

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

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

Superpowers use energy in one of two ways:

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

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

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

EXAMPLE

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

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

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

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

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

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

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

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

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

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

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

The Darkness effect will dissipate in ten melee rounds.

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

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

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



FIREARMS

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

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

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

EXAMPLE

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

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

GAS PROJECTION

Cost to Buy – 3 Hero Points per level

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

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

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

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

There is no effect if the resistance roll is successful.

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

GRAVITY PROJECTION

Cost to Buy – 3 Hero Points per level

Energy Cost – 3 energy points per level used

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

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

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

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

INSUBSTANTIALITY

Cost to Buy – 20 Hero Points per level

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

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

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

EXAMPLE

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

INVISIBILITY

Cost to Buy – 1 Hero Point per level

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

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

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

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

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

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

LEAP

Cost to Buy – 1 Hero Point per level

Energy Cost – None

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

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

MARTIAL ARTS

Cost to Buy – 20 Hero Points per level

Energy Cost – None

Each level of this power allows the user to:

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

EXAMPLE

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

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

Special Notes

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

MINDBLOCK

Cost to Buy – 1 Hero Point per level of block

Energy Cost – 1 energy point per level per melee round

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

EXAMPLE

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

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

PERCEPTION

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

Energy Cost – 3 points per level used per melee round

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

REGENERATION

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

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

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

Energy Cost – 1 energy point per CON point changed per activation
Each level of this ability allows the character to change himself to one other shape. Each shape the character wishes must be bought separately with another level's worth of Hero Points.

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

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

SILENCE

Cost to Buy – 3 or 4 Hero Points per level

Energy Cost – 3 energy points per level

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

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

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

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

The Silence effect will dissipate in ten melee rounds.

SIZE CHANGE

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

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

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

EXAMPLE

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

Special Note

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

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

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

SNARE PROJECTION

Cost to Buy – 3 Hero Points per level

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

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

SPEED

Cost to Buy – 20 Hero Points per level

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

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

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

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

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

STRETCHING

Cost to Buy – 3 Hero Points per level

Energy Cost – None

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

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

EXAMPLE

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

Special Note

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

EXAMPLE

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

SUPERSENSES

Cost to Buy – 3 Hero Points per level

Energy Cost – None

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

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

EXAMPLE

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

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

EXAMPLE

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

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

EXAMPLE

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

TELEKINESIS Cost to Buy – 1 Hero Point per level

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

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

EXAMPLE

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

Special Notes

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

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

TELEPATHY Cost to Buy – 1 Hero Point per level

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

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

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

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

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

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

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

TELEPORT Cost to Buy – 1 Hero Point per level

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

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

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

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

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

Energy Cost – None

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

WIND PROJECTION Cost to Buy – 3 Hero Points per level

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

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

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

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

Special Notes

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

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

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

X-RAY VISION

Cost to Buy – 3 Hero Points per level

Energy Cost – 1 point per level

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

EQUIPPING THE HERO

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

COMMONPLACE ITEMS

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

SPECIAL VEHICLES

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

SUPERPOWERED EQUIPMENT

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

MODERN WEAPONS

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

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

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

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

POISON/DRUGS

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

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

OTHER EQUIPMENT

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

CAPTURED EQUIPMENT

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

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

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

USE OF CHARACTERISTIC ROLLS

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

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

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

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

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

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

SECRET IDENTITIES

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

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

SALARIES

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

HERO INCOME

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

FREE TIME

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

ACTUAL JOBS

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

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

THE INDEPENDENTLY WEALTHY HERO

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



IV. Combat

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

GAME SEQUENCE

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

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

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

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

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

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

GRAPPLE

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

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

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

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

PARRYING A FIST ATTACK

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

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

PULLING PUNCHES

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

EXAMPLE

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

SMASH ATTACK

Flying characters, acrobatic characters, and characters using Speed have the ability to smash into a foe, using the impact of their hurtling bodies to do extra damage.

Roll 2D6 for every 10 SIZ points or fraction thereof of the character to determine the damage to the target. Roll 1D6 damage for every 10 SIZ points for damage to the attacker. The attacker will be able to move up to half of his normal movement beyond the target after the impact.

KNOCKBACK

In comicbook superhero combat, the bodies fly with great abandon. To simulate this, any time a character is hit by any damage at all, whether or not it penetrated his armor or absorption, the character must make a roll of his SIZ against the number of points of damage on the resistance table. If unsuccessful, he is knocked away from the direction of the attack 1D10 meters.

EXAMPLE

Captain Stormcloud zaps the despicable Dr. Dread. This mighty blow does 28 points of damage (of which only four get through the good doctor's armor and force field). Dr. Dread must then make a roll of his SIZ of 9 against the 28 points of damage, a 05% chance. He rolls a 62, missing the roll, and the referee rolls 1d10, getting 10. Dr. Dread goes flying 10 meters away from Captain Stormcloud.

SECONDARY KNOCKBACK

If a character suffering knockback runs into another character in his line of motion, the remaining distance to be traveled by the original knockbacked character is divided in two, and both characters travel that distance. The second character also takes 1D6 kinetic energy damage for every 10 SIZ points of the original knockbacked character.

KNOCKBACK INTO OBJECTS

If a character is knocked into an object like a wall, chair, door, window, etc., roll 1D6 for every 10 SIZ points of the character, add 1D6 for every 5 points of kinetic armor (or fraction thereof) the character is wearing (unless it is a force field or a parrying object) and add 1D6 for every 2 meters (or fraction thereof) left in his knockback to travel. If the total rolled is higher than the Hit Points of the object, it is broken and the character goes through it and stops his motion. If it does not break the object, the object takes the rolled damage and the character stops in front of it. In either case, the character takes half the rolled kinetic damage.

LIFTING, BREAKING, AND THROWING OBJECTS

In superhero combat, numerous items inhabiting the local environment will be picked up, broken through, or hurled at the hero or villain by his opponent. You may assume that every 10 points of SIZ an object may have will give 1D6 of damage if it is used to hit an opponent. The ability to pick up an object is demonstrated in *Basic Role-Playing*, and involves matching the STR of the character against the SIZ of the object on the resistance table.

The ability to lift an object does not mean it can be thrown. To throw an object more than 3 meters, it must have no more SIZ than the thrower has STR. For each point of SIZ less than STR, add 1 meter to the range.

Breaking an object involves doing damage to it until it has no more SIZ points. For large objects, like brick walls, the SIZ points given actually involve a small, man-sized portion of the

wall. If that is destroyed, you can assume that the rest of the object is still intact, and a similar act of destruction will be necessary for further removal of the object.

The Size of Objects table gives the SIZ points of various objects commonly encountered in superhero combat.

SIZE OF OBJECTS			
<i>Object</i>	<i>SIZ</i>	<i>Object</i>	<i>SIZ</i>
Glass window	7	Chair	5-10
Automobile	60	Desk	20
Medium truck	120	Table	10-15
Tank	150	Console	10
Brick wall	30	Potted plant	6
Steel girder	25	Lamp post	25
Vault door	80	Manhole cover	5
Glass door	15	Fighter plane	80
Small plane	40	Jet liner	100
Concrete wall	30	Fire hydrant	10
Home interior wall	15	Home exterior wall	20
Home door	10	Heavy home door	20

FIREARM COMBAT

In the modern world of superheroes, projectile weapons are available everywhere. *Basic Role-Playing* and *Magic World* combat can be used for *Basic Role-Playing* archaic weapons, but firearms will take some special rules.

There are four basic firearms skills. The chart on Page 6 gives a number of different weapons to choose from, but any pistol can be used with handgun skill, any rifle with rifle skill, etc.

All missile attacks are resolved before hand-to-hand attacks.

FIGHTING AT A DISADVANTAGE

1. **IN THE DARK** – A character who cannot see in the dark but who must fight in the dark is reduced to one-fifth his normal chance with the weapon in his attack and parry (except for grappling attacks).
2. **ON THE GROUND** – A character who has been knocked down cannot stand unless left alone for a melee round. Fighting from the ground, his normal attack chance is cut in half and his opponent has an extra 20% chance of hitting him. The parries of both fighters remain the same.
3. **BY SURPRISE** – If hit unexpectedly or from the rear with no warning, a character is twice as easy to hit. That is, his opponent has double his normal chance of hitting (96-00 is still a miss), and his critical (see *Magic World*), impale, and fumble (see *Magic World*) chances are based on the adjusted chance of hitting. The surprised opponent has no attack, parry, or dodge against the attack on that turn.

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

4. **MOVING TARGETS** – When using a Projection, missile weapon, or thrown object against a moving target, an airborne target, or one using partial shelter, the chance of hitting is reduced to one-half normal chance. These fractions are cumulative. If a character shoots at a target while the character is moving, the character's attack is also halved.

EXAMPLE

Captain Stormcloud, flying on patrol, finds himself confronting the deadly Dr. Dread. He has improved his skill at throwing lightning bolts until he is 80%. He dives on the evil doctor.

Dr. Dread sees him coming and immediately takes evasive action by ducking among the roof tops. He is airborne, moving, and partially sheltered, so Captain Stormcloud's ability to hit is reduced by half for the moving to 40%, half again by the airborne target to 20%, and half again by the shelter of the roof tops to 10%. He wisely decides to hover in place, so he does not reduce his chance of hitting by another half by moving himself.

RESULTS OF DAMAGE

A character or villain is unlikely to be able to stand and fight until he suddenly takes all the damage possible (is reduced to zero Hit Points) and keels over. This rule allows for the effects of damage short of total incapacitation.

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

LIFE AND DEATH

In the world of comic book superheroes, death is a rare visitor, though damage from a single energy bolt might destroy all the Hit Points a character has. In Superworld, someone who is totally unconscious can even be revived to a semblance of health if proper First Aid is applied. Our heroes are made of stern stuff.

If a character is damaged to below his Hit Points, his player can attempt a roll of his CON x 5%. If successful, the character is unconscious and can be revived with repeated applications of First Aid until he has positive Hit Points again.

If the roll is failed, the character is badly damaged. He must be taken to a hospital or some similarly-equipped place. There, he will recover at a rate of 1D4 Hit Points a day until fully recovered.

However, if the character is reduced to below twice his Hit Points, he is critically damaged and must make a CON x 5% roll or die immediately. If successful, he must still be taken to a hospital or similar installation and he will recover at a rate of 1 point a day.

EXAMPLE

Caught in a gigantic fireball generated by Dr. Dread, Captain Stormcloud is damaged for 27 of his 20 Hit Points. His player rolls his CON x 5% and gets 96, too much even for a CON of 20. Stormcloud has to be rushed to a hospital and treated for -7 Hit Points. If he had lost 40 or more points in the fire and failed the roll, he would be dead.

Anyone active enough to want to be a superhero will have the background to start the game at the skill levels for Jumping, Climbing, Move Quietly, Hide, Listen, Spot Hidden Item, Fist, and Throw shown in *Basic Role-Playing*.

OTHER SKILLS

The super-character also will have a number of skills normal to twentieth-century man. These skills are:

GENERAL KNOWLEDGE – This is the equivalent of a high school education as absorbed by a student with good teachers and a yen to know. The beginning character has an ability equal to his INT x 4% (rounded up to the nearest 5%) of recalling a significant item of history, physical science, mechanics, trivia, etc., which might be helpful on a case. Esoteric math, physics, biology, etc., would not be known in this manner.

DRIVE A CAR – Any character with a DEX greater than 6 will know how to drive a car in the usual traffic conditions and have a 25% chance of succeeding with spectacular maneuvers like jumping the car over obstacles, taking winding mountain roads at high speed, etc. This also includes the ability to choose the right car for the job.

FLY A PLANE – The beginning character has a 5% ability to fly a plane. This is the ability to fly a common, single-engine, private plane. No jets and/or superliners without extra training. Training may be acquired by taking the secret identity craft of pilot.

CRAFT – One of many crafts may be the source of a hero's income or just a hobby. If the character is already a craftsman of this type, his ability is equal to his INT x 5%. If not, ability is at 5%. Some useful crafts are carpenter, smith, electrical engineer, mechanic, electronic technician, plumber, metal worker, machinist, pilot, and medic.

SCIENCE – This is the scientific background for a character. If the character has a secret identity indicating knowledge of one field of science, his starting ability is INT x 5%. If he has no such background, his ability is 0% with the complexities of the science. General Knowledge supplies basic scientific information one gets from a high school education.

Some sciences are computer programming, chemistry, physics, general forensics, social sciences, psychology, occultism, systems analysis, medicine, oceanology, archaeology, and astronomy.

DISGUISE – The skill of taking on another identity and fooling the visual scrutiny of others. A successful roll on this skill means it will pass casual inspection. For more careful observations, the referee must make a ruling based on the observer's Spot Hidden Item abilities and how well he might know either the disguised person or the person as whom he is disguised. Basic ability with this skill is 5%.

LANGUAGES – A character may take one Hero Point to learn to read, write, and speak a foreign language at a rate of INT x 3% (round up). A second Hero Point will allow an ability of INT x 5%. Further investment in that language will increase the skill by 5% per Hero Point.

FINE MANIPULATION – This is the skill of manipulating and repairing small items, opening locks, setting and disarming traps, etc. All characters have a beginning ability of 5% with this skill.

SWIM – This is the skill of staying afloat and moving in a chosen direction in the water. Any character making a roll of POW x 5% or below has this skill at 50%. All others have it at 20%. This roll must be made for every hour the character is in the water, or any time he wishes to perform a special maneuver in the water.

ACROBATICS – This is the skill of doing tumblers, backflips, wire-walking, or ropeswinging to get in and out of otherwise inaccessible areas and/or try to get out of the way of people shooting or swinging at the character. A successful roll means the person attacking the acrobat must roll at half his normal chance. This is cumulative with the half reductions for airborne, moving, or partially-covered opponents.

V. Skills

The super-character comes from a background in which most of the skills of *Basic Role-Playing* are still valid. The noticeable differences have to do with use of weapons and First Aid.



VI. Supervillains and Other Monsters

The main foe of the superhero is the supervillain. Supervillains are warped superheroes. They are created just the way a superhero is, with the use of Hero Points, but they get two advantages:

1. Supervillains get 10 extra Hero Points as a character failing because they are constantly hunted by superheroes and law enforcement groups.
2. There is no limit to the number of extra Hero Points they may get from psychological frailties. Most supervillains are emotional basket cases anyway.

COMMON TRAITS OF SUPERVILLAINS

1. They are almost never interested in petty crime. Their purpose is generally grand and superambitious, usually involving the eventual conquest or destruction of the world, or some similar scheme.
2. They are generally arrogant and only associated with others of their kind grudgingly, with a great potential for breakup unless one member of the group uses his overwhelmingly dominating personality to keep the others in line.
3. For reasons best deciphered by the Comics Code, supervillains never simply kill a foe. The captured hero is placed in a death trap of great ingenuity and complexity, and the hero must think his way out of it (and there is always a way out). This can be especially entertaining when only a referee and one player are involved.

THE SUPERVILLAIN TEAM

If a group of supervillains actually agree to cooperate, they can be the deadliest opponent any group of superheroes can have. In such a case, the superheroes should have a numerical edge, or a well-coordinated group of villains will simply smother them.

NORMAL PEOPLE

In the world of superheroes and supervillains, it is sometimes easy to lose track of the fact that there are normal people in the world, too, yet the random action of the normal person may affect the success or failure of the hero or villain. In *Superworld*, there are four grades of normal people:

1. **THE CITIZEN** – This is the normal man-on-the-street, whose main function in hero-villain battles is to get out of the way, call the police, scream, and generally dress the stage for the confrontation. Referees adding citizens to a scenario may assume that they have a 9 in each characteristic or, if variety is sought, take 63 characteristic points and distribute them among the seven characteristics.
2. **THE HENCHMAN** – This is the crook, a flunky, bodyguard, etc., of the main supervillains. Mostly he is hero fodder to help the villain get away when hard-pressed, but occasionally he will get in a lucky shot or lucky punch when the hero has gotten cocky and failed to keep an eye on him. Since supervillains don't take just any gutter-sweeping into their service, the referee may assume that all henchmen have 10 points in every characteristic or he may distribute 70 characteristic points wherever he pleases among

the characteristics of the henchman. Reducing INT and CHA by 2 and adding 2 to STR and DEX is common. They are generally 60% with fist and 40% with handgun.

3. **THE OFFICER** – This title actually encompasses well-trained police forces, the military, MPs, special security guards, etc. Due to their physical requirements and training, they may be assumed to have 11 in every characteristic, or a total of 77 characteristic points. They generally have Fist at 75%, Handgun at 50%, Nightstick (mace) at 50%, and a Spot Hidden Item of 50%.
4. **THE OPERATIVE** – These are the secret agents, the SWAT teams, the Special Forces soldiers, and the elite bodyguards of supervillains. They have a 12 in every characteristic, or a total of 84 characteristic points to be worked into their description. They generally have fist at 75%, kick at 75%, Martial Arts at level 1, handgun at 75%, rifle at 50%, auto-weapon at 50%, and most of the other skills at 50%. They often wear up to 4 points of kinetic armor. Operatives can be deadly, and the hero or villain shouldn't turn his back on them for a minute.

While the general run of citizens, henchmen, and officers can be left as described, the operatives should have care taken with them. Every superworld has its quota of exotic, acronym-named, organizations. Each of these organizations has its own operatives, each with its distinctive weaponry, distinctive uniforms, distinctive characteristics, and distinctive skills.

VII. Superworld Scenario

In the last week, the nefarious Dr. Dread has been looting electronic supply houses throughout your town. With careful detective work, the local police force has managed to track him down to a warehouse in the industrial section of town.

Your character is being asked to go in after him. Dr. Dread is known to have a few supervillain allies and some henchmen. There are three superheroes available to join you in rousting the villain, if you don't have anyone else to support you.

CAPTAIN STORMCLOUD is a well-known archenemy of Dr. Dread. Fast and strong, he puts out a mean lightning bolt. He will be eager to join your attack.

STR 25 CON 20 SIZ 12 INT 14 POW 16 DEX 20 CHA 15
HERO POINTS – 130

MOVE – 24/500 meters

HIT POINTS – 20

ARMOR – Kinetic 12; Radiation 12.

ABSORPTION – Electromagnetic 18.

ENERGY POINTS – Personal 160.

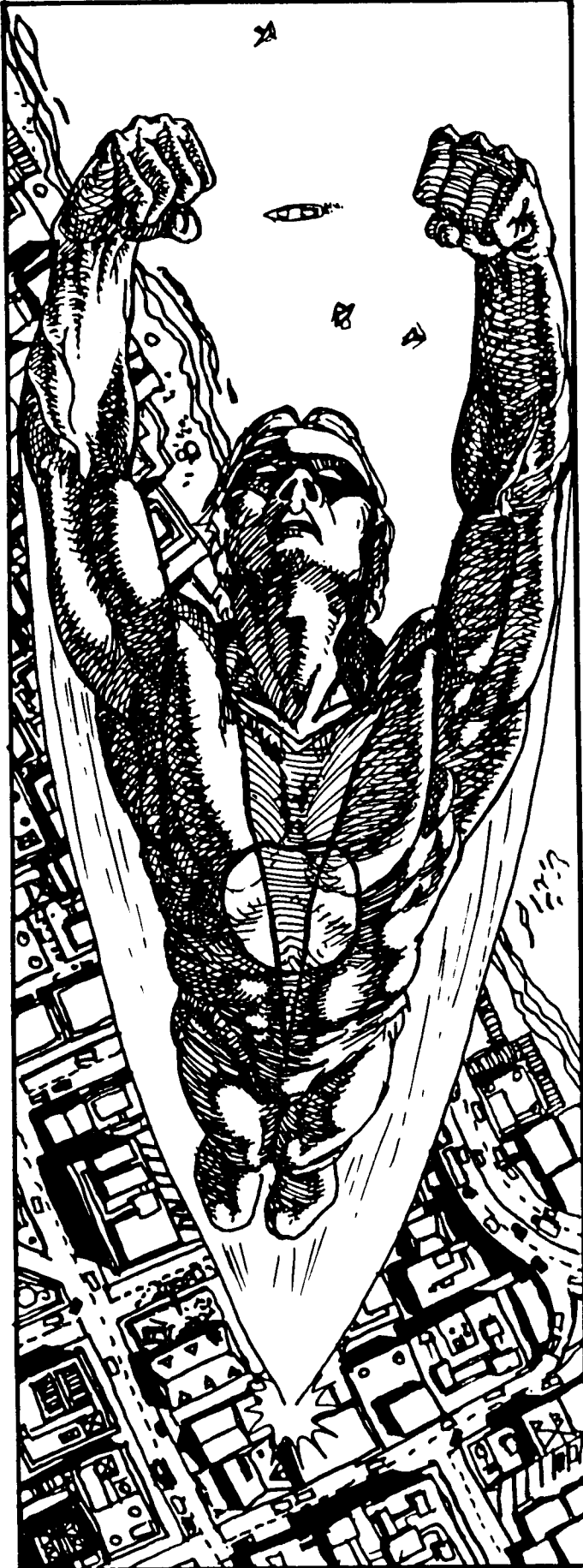
WEAPON	Range in meters	Attack	Damage
Lightning Bolt	15	45%	6D6
Fist		50%	1D3+1D6

POWERS (cost in Hero Points) – Flight 30 (30), Absorb Electromagnetic Energy 18 (18), Energy (Lightning) Projection 6 (18), Kinetic Armor 12 (12), Radiation Armor 12 (12).

SKILLS – Acrobatics 15%; Listen 15%; Photography 70%.

DISABILITIES (bonus points) – minus 20% Spot Hidden Item (4); minus 30% Listen (6); lose 10 energy points every melee round in watery conditions (10).

FURY, the Martial Artist, is deadly with her fists and always ready for a scrap. She has heard that her old sparring partner, the Mighty Mauler, is one of Dr. Dread's sidekicks, and is anxious for another bout with the behemoth.



STR 15 CON 20 SIZ 12 INT 15 POW 20 DEX 22 CHA 15
 HERO POINTS - 109
 MOVE - 24 meters
 HIT POINTS - 20
 ARMOR - Kinetic 6.
 WEAPON

	Attack	Damage	Parry
Fist	75%	1D3+1D6+6	75%

POWERS (cost in Hero Points) - Leap 2 (2); Martial Arts 3 (60).
 SKILLS - Acrobatics 20%.
 DISABILITIES (bonus points) - Moral code versus killing (5); +1 damage from each die of gas attack (3).

FLARE is an enigmatic figure. His flame is always burning, and no one has seen his face. He talks knowledgeably about the terrors of hell, and of following the righteous path to avoid going there. If asked whether he has been there, he will say "Yes."

STR 25 CON 20 SIZ 14 INT 13 POW 14 DEX 14 CHA 10
 HERO POINTS - 121
 MOVE - 24/500+ meters
 HIT POINTS - 20
 ARMOR - Kinetic 10; Electromagnetic 10; Radiation 10.
 ABSORPTION - Heat 20.
 ENERGY POINTS - Personal 60.
 WEAPON

	Range in meters	Attack	Damage	Parry
Heat Projection	15	55%	4D6	
Fist		60%	1D3+2D6	60%

POWERS (cost in Hero Points) - Absorb Heat 20 (20); Flight 30 (30); Kinetic Armor 10 (10); Electromagnetic Armor 10 (10); Radiation Armor 10 (10).
 SKILLS - Throw 55%; Fist 60%; Hide 15%; Listen 15%; Move Quietly 5%; Spot Hidden Item 5%.
 DISABILITIES (bonus points) - minus 20% Spot Hidden Item (4); minus 40% Listen (8); minus 20% Move Quietly (4); minus 30% Hide (6); flame continually burns and forbids a normal life (10).

LAIR OF DR. DREAD

Dr. Dread, Mighty Mauler, and Blackflash live in the "offices" labeled 1, 2, and 3, respectively. The fourth office is a small laboratory, heavily shielded but currently not in use because Dr. Dread's experiments are completed.

During the day, three of Dr. Dread's followers are also present, helping assemble the machine for the nefarious doctor's project. Two of them are everyday henchmen; the third qualifies as an operative.

JOE THE HENCHMAN is mostly there for muscle. He carries a heavy pistol, but is not very good with it. However, he is both strong enough for 1D6 damage bonus with his fist and quick enough to get in a few blows.

STR 15 CON 14 SIZ 13 INT 8 POW 8 DEX 13 CHA 3
 MOVE - 24 meters
 HIT POINTS - 14
 WEAPON

	Attack	Damage	Parry
Fist	50%	1D3+1D6	50%
Heavy pistol	25%	1D10+2	

MAC THE HENCHMAN relies on his weapons, as he is not very good with fists. He is a laboratory technician, and Dr. Dread's chief assistant.

STR 8 CON 10 SIZ 10 INT 13 POW 9 DEX 13 CHA 7
 MOVE - 24 meters
 HIT POINTS - 10
 WEAPON

	Attack	Damage	Parry
Fist	50%	1D3	50%
Heavy pistol	60%	1D10+2	

SKILLS - Lab Technician 65%.

OSCAR THE OPERATIVE is hired muscle, there strictly as a guard. During the day he stays on the catwalk and keeps his tommygun ready for invaders. At night, he is gone and Blackflash occupies that position. Blackflash naps during the day.

STR 15 CON 14 SIZ 12 INT 11 POW 9 DEX 14 CHA 9
 MOVE – 24 meters
 HIT POINTS – 14
 ARMOR – Kinetic 4.
 WEAPON

	Attack	Damage	Parry
Tommygun	60%	1D10+2	
Fist	75%	1D3+1D6+2	75%
Kick	65%	2D6+2	60%

POWERS (cost in Hero Points) – Martial Arts 1 (20).
 SKILLS – Spot Hidden Item 55%; Listen 75%.

Of Dr. Dread's followers, only Blackflash knows that he is working on a Telepathy machine of approximately 50 POW, capable of affecting 500 POW points of minds at once. With such a machine he could control City Hall, demanding incredibly blackmail. And this is only a prototype: he hopes eventually to put a similar machine into orbit, capable of controlling the entire world!

DR. DREAD is a frustrated research scientist, whose grants were always cut off just as he was making spectacular discoveries. In his fifties when he suddenly found himself making major breakthroughs, he invented his armor and developed the heat ray and force field armor with which it is equipped.

STR 15 CON 18 SIZ 9 INT 17 POW 17 DEX 18 CHA 10
 HERO POINTS – 126
 MOVE – 24/500 meters
 HIT POINTS – 18
 ARMOR – Kinetic 4 + 20 (FF); Electromagnetic 20 (FF); Radiation 20 (FF).
 ENERGY POINTS – Battery 170.
 WEAPON

	Range in meters	Attack	Damage	Parry
Heat projection	15	70%	6D6	
Fist		70%	1D3+1D6	70%

POWERS (cost in Hero Points) – Kinetic Armor 4 (4); Kinetic Force Field 20 (10); Electromagnetic Force Field 20 (10); Radiation Force Field 20 (10); Energy (heat) Projection 6 (18); Leap 7 (7); Flight 9 (9); Infravision 1 (3); Ultrasonic Hearing 1 (30).
 SKILLS – Spot Hidden Item 50%; Physics 95%.
 DISABILITIES (bonus points) – Villain (10); ugly (5); bloodthirsty (5); arrogant (5); powers all in armor that must be turned on (5); obvious prevention of turning on power (5).

Dr. Dread's main muscle is the **MIGHTY MAULER**. Mauler is reputed to have been a normal man who was experimented on by unscrupulous scientists. He is also reputed to have destroyed the men who experimented on him. He is not terribly bright, and feels Dr. Dread is the greatest boss in the world because he takes care of all of Mauler's decision-making. He will fight to the death for Dr. Dread, an unreciprocated loyalty.

STR 46 CON 20 SIZ 20 INT 8 POW 13 DEX 15 CHA 6
 HERO POINTS – 116
 MOVE – 24 meters
 HIT POINTS – 20
 ARMOR – Kinetic 12; Electromagnetic 12; Radiation 12.
 WEAPON

	Range in meters	Attack	Damage	Parry
Fist		95%	1D3+4D6	75%
Throw	3	90%	varies	
Grapple		45%	varies	

POWERS (cost in Hero Points) – Leap 10 (10).
 SKILLS – Climb 70%; Jump 80%; Move Quietly 5%; Listen 5%; Spot Hidden Item 5%.
 DISABILITIES (bonus points) – Villain (10); Spot Hidden Item maximum 5% (4); Listen maximum 5% (8); Move Quietly maximum 5% (4).

The third supervillain in the warehouse is the criminal mercenary known as **BLACKFLASH**. He gets his name from the void of blackness left behind momentarily when he teleports. No one knows where he got his unique armor, because he has never been captured.

Somehow, he has always managed to teleport away from every disaster he has participated in, and more than one hero has been sorry he met the light gun of Blackflash. Blackflash's main allegiance is to himself.

STR 25 CON 16 SIZ 14 INT 18 POW 15 DEX 16 CHA 12
 HERO POINTS – 138
 MOVE – 24/500 meters
 HIT POINTS – 16
 ARMOR – Kinetic 15.
 ABSORPTION – Cold 20.
 ENERGY POINTS – Battery 150.
 WEAPON

	Range in meters	Attack	Damage	Parry
Light gun	15	65%	6D6	
Dark gun	15	65%	Darkness 3	
Fist		70%	1D3+2D6	70%

POWERS (cost in Hero Points) – Teleport 28 (28); Flight 14 (14).
 SKILLS – Spot Hidden Item 30%; Throw 65%.
 DISABILITIES (bonus points) – Villain (10); arrogant (5); coward (5); 10 points of STR takes energy to activate (5); flying takes energy every melee round (7).
 SPECIAL – Light gun and dark gun are same weapon.

During the day, Dr. Dread and his three henchmen are awake and working. At night, the three henchmen will have gone home and Mauler and Blackflash will be on patrol. The chance that either of the two supervillains is awake at any time during the day depends on whether every member of an invading party makes a successful luck roll. Each failure means that one of the villains happens to be awake at that time. At night, there is a similar chance that Dr. Dread is working late and or that one of the henchmen has stayed over to help out.

The main machinery for the telepathic projector is in the truck. A few assemblies on the workbench are vital, and if destroyed, Dr. Dread has only the sketchiest notes and it will set his project back many months. A complete set of plans for the main machine and the principles it is based on is in the upstairs laboratory, and this would give other scientists enough clues to build a shielding device.

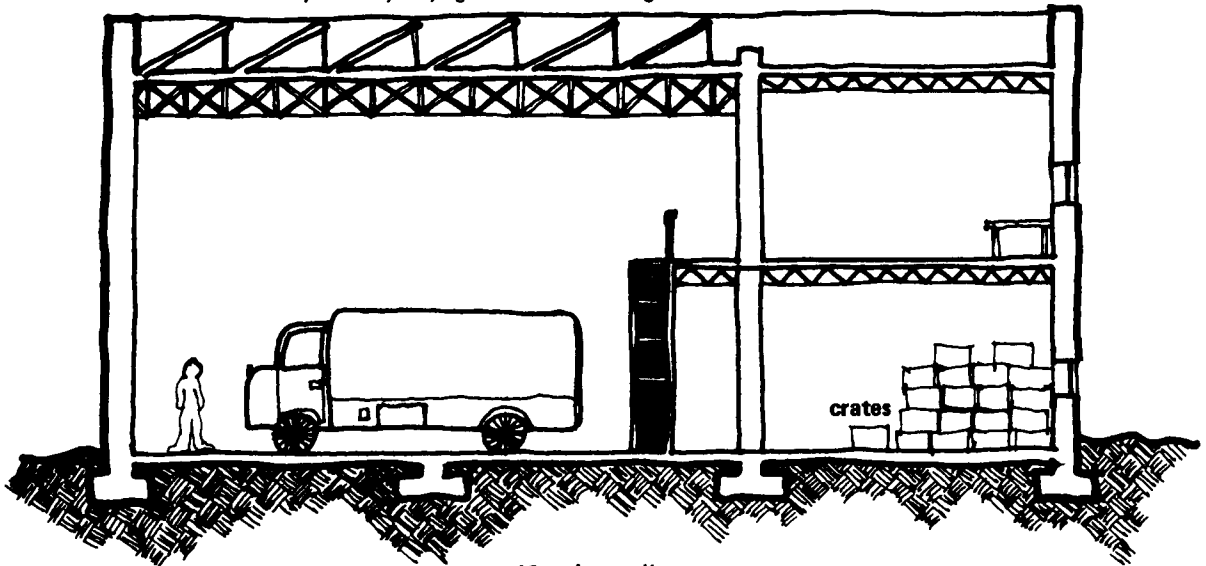
WORKING WITH THE SCENARIO

This provides only the bare bones of an adventure against Dr. Dread. The entire group of bad guys is probably enough to defeat the heroes, so the referee might want to include a SWAT team to back up the superheroes. Alternately, different villains entirely could be put in the warehouse, and the heroes could find themselves fighting a group for which they are unprepared. (If Dr. Dread gets away with his machine, what can the heroes do next?) For a bit more tension, the referee can postulate that the machine is seconds away from completion when the heroes burst in. Can they keep Dr. Dread from making the connections which will make them mindless zombies forever? There are many possibilities for just this small scenario. We hope that the referee will find it an inspiration for many years of gaming pleasure in *Superworld*.

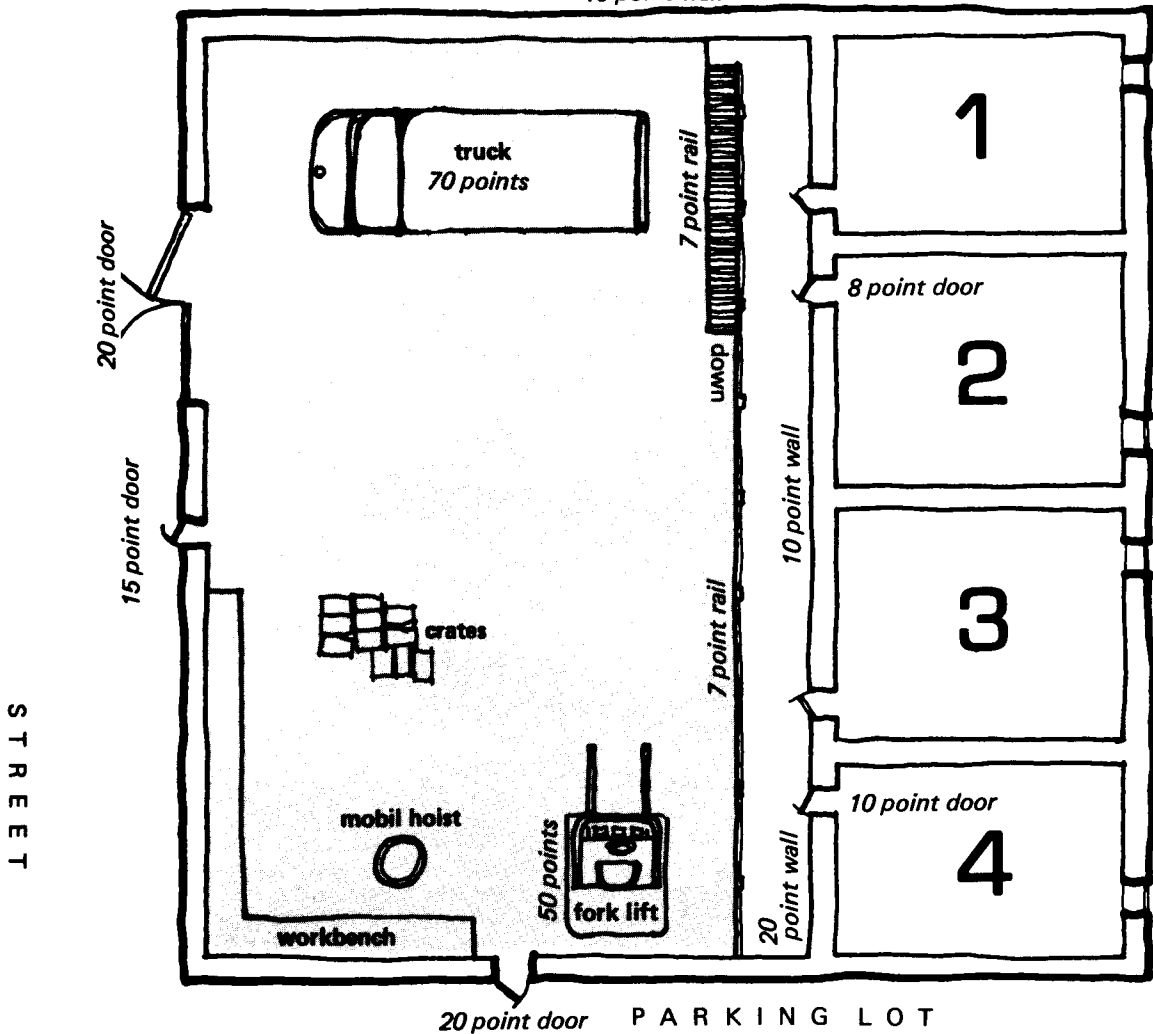


The Warehouse

lit in daytime by skylights with frosted glass



40 point wall



20 point door PARKING LOT

designer's notes for SUPERWORLD

By Steve Perrin

My ideas for a game like *Superworld* were sitting on a back burner for years, ever since I had dived into a copy of *Superhero 2044* (first edition) and came out terribly confused and bewildered. I have a large file full of contradictory notes on a superhero game.

Some of the notes became obsolete after I co-authored the *RuneQuest*® rules and realized that we had the potential for a universal set of RPG rules. The basics of the system could be applied to anything. However, at that point in my enthusiasm, Greg Stafford looked at the recently released *Villains and Vigilantes* (FGU) and decided that the world did not need more than two superhero RPG's.

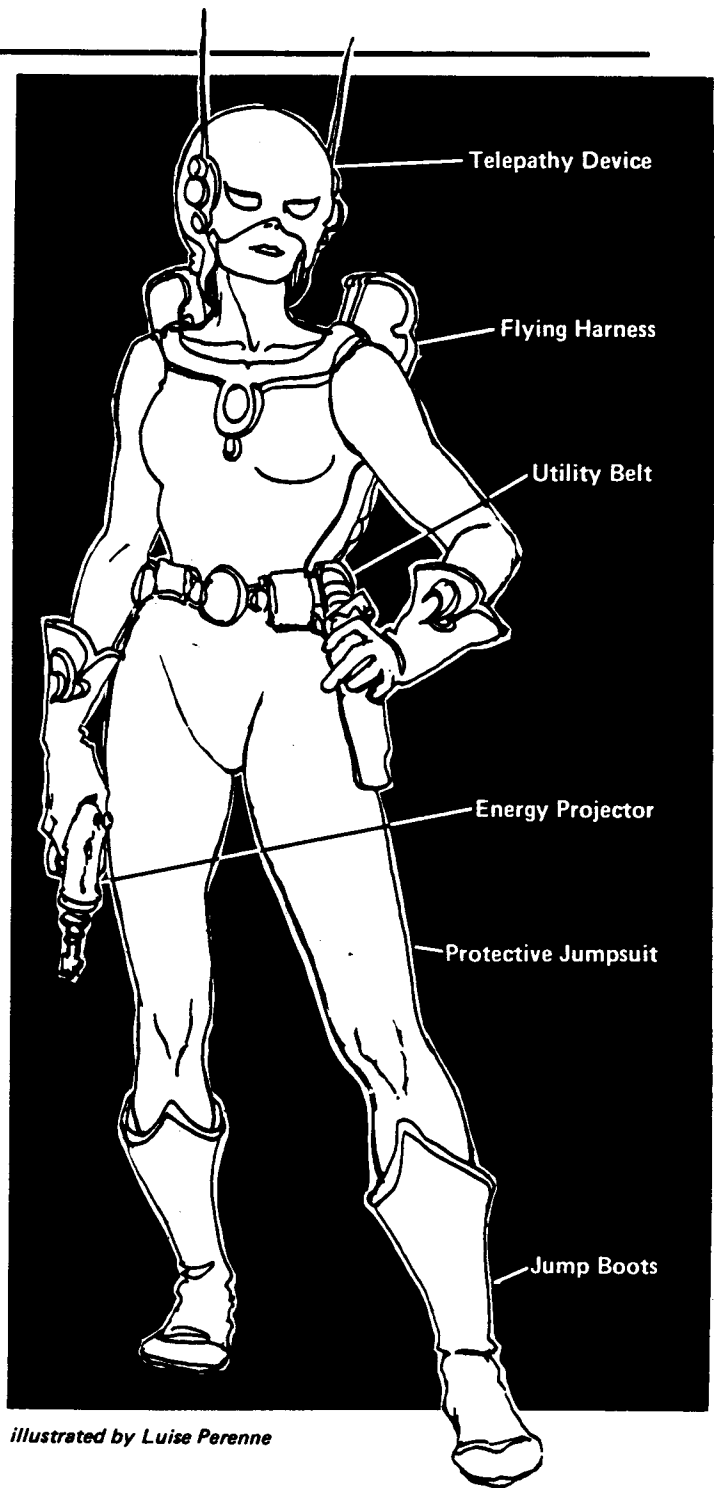
A year later, when Greg said that he needed backup for *Basic Role-Playing*, I volunteered to at least help with the creation of several mini-games which would spin off from *BRP* to complete it in the direction of one type of game or another. I was already working on my *D&D*-flavored *RQ* campaign set on the North Shore of an unnamed continent, so a *Magic World* game based on the concept of separate classes of magicians and fighters and other types came easily.

The question of what the other books would cover was up in the air for months. Science fiction? Historical? Age of Sail? Superheroes? Vikings? Wait a minute, let's go back to that superhero idea...

The end result was a go-ahead for the superhero game I had wanted to do for years. By this time, I was working full-time for the Chaosium, so, paradoxically, my time was not as available as it might have been. There was still a lot to do with the other projects coming down the track, like *Thieves' World*, *Stormbringer*, and *Call of Cthulhu*. Still, I managed to keep a *Magic World* campaign going for several months, and toyed with *Future World* (waiting for Gordon Monson to come up with the central concepts I later wrote into the game) and *Superworld*.

The Source of the Powers

Initially, the idea had been to have three sorts of character. Supertypes had natural powers, and would have as many as their POW points would allow. Gadgeteers were superheroes who depended on inventions, and got the number of their powers from the number of INT points they had. Acrobats depended on great skill use, and their points came from their DEX. It rapidly became clear that this would not work. No hero in comic books today is so single-track



illustrated by Luise Perenne

in his superpowers. Batman is an Acrobat, but he has gadgets. Spiderman is a "natural" powered type, but has gadgets. Iron Man is a gadgeteer with skills. It was obvious, once again, that "character classes" were not going to work for showing "reality".

I switched the rules so that POW alone bought powers, and rapidly discovered through a few games and character-building sessions that no one's Power would give enough points to buy the variety of powers possessed by most comic book heroes, no matter how I costed them out. Something else was needed.

Hero Points, based on the total characteristic points of the rolled character, had two benefits. First, it was a mechanic already being used in another fashion in *Magic*

*World and Future*World*. Second, it gave enough points with which to create interesting heroes.

From there it was simply a matter of costing things out and trying to balance the powers. Changes took place right up to the last type set, and still other things could have been done. Game design is always a matter of tearing the manuscript out of the hands of the tearful writer, who is bitterly protesting, "If I could keep it just two more weeks, it will be perfect ..." It will never be perfect.

Still, I appreciate the chance to do this article and present some after-the-last-minute changes that further play has brought out. For those people who have wondered why Martial Arts is such a useless power, or why anyone would use Armor when Absorption is available, or why there were rules for Smash attacks when they did no real damage, or why anyone would want great strength when he could do the same damage with a "kinetic blast" at 1/3 the cost ... The following corrections, additions, and errata are for you.

ERRATA

All corrections and changes are shown in italics.

ABSORPTION – Page 4 *Cost to Buy – 2 Hero Points/Level*
Energy Cost – None

Each level of Absorption gives the character the ability to absorb (as per the original description).

Special Notes: ADD *If a character has both Armor and Absorption for the same type of energy, Absorption works first.*

Types of Energy: CORRECTION *The types of energy are the same as given for Armor.*

Modifiers: ADD *To simulate the abilities of various well-known heroes, the player may want to modify this power with the 'does not have normal attribute' modifier, giving extra hero points for the character's powers. One example is to have Kinetic Absorption not absorb any kinetic damage but fire.*

CHARACTERISTICS – Page 5 *Cost to Buy – 1 Hero Point each 3 points of STR or SIZ.*

Limit: ADD *No more Hero Points may be spent on a characteristic than the original value of the characteristic. Thus, a character with an INT of 10 cannot increase it past 13, a character with a STR of 10 cannot increase it past 40, and a character with a CON of 10 cannot increase it past 20.*

DENSITY – Page 5

CORRECTION: Each level of increase adds *one-half* the character's SIZ and STR to those characteristics again. Each level also slows the character's normal movement by two meters and gives him one point of armor against each of the three types of energy.

ENERGY PROJECTION – Page 5

CLARIFICATION: The basic chance to hit with an Energy Projection is equal to the character's Throw ability.

FLIGHT – Page 5 *Cost to Buy – 1 Hero Point per Level*
Energy Cost – 1 point per melee round

Each level of Flight moves 1 SIZ point at *100 meters per melee round when maneuvering, or 500 meters per melee round in straight flight. Maneuvering implies doing anything except going from point A to point B in a straight line. If the character is looking for a target, intending to land and punch someone, etc., he may only travel 100 meters that round, or 25 if he intends to do something else in the same round.*

It is also possible to go slower or even hover. To fly at all, a character must have one level of Flight for each of his SIZ points. If he wishes to carry anything, he must have additional levels of Flight equal to the SIZ of the carried item and the STR to carry the item.

For each level of flight over that necessary to carry the SIZ flying, the character may go *an extra 20 meters per melee round in maneuvering flight, or 100 meters per melee round in straight speed flight, or an additional 5 meters and perform another action.*

If the power is used in conjunction with Speed, the character may make a full flying movement and then perform an action, perform two flying movements, or perform an action and then make a full flying movement.

GRAVITY PROJECTION – Page 7 *Cost to Buy – 1 Hero Point per Level*
Energy Cost – 1 Energy Point per Level

Each level of this radiation power will alter the weight of *one SIZ point* of an object within 15 meters of the user. It will either double or halve the object's weight. Each additional level will either affect a further *SIZ point*, increase the range by 15 meters, double the current weight of that *SIZ point* again, or halve the current weight of the *SIZ point* again.

A character involuntarily under double or half weight conditions *affecting his entire body* has only half his normal chance with melee and Throw maneuvers because of his unfamiliarity with his current weight. *His movement is slowed by 1/2 if his weight is doubled, decreased to 1/4 normal if quadrupled, etc.*

INSUBSTANTIALITY – Page 7 *Cost to Buy 20 Hero Points per level*
Energy Cost – 1 per point of SIZ per level per melee round

ADD *However, one insubstantial character may use kinetic force on another insubstantial character.*

LEAP – Page 7 *Energy Cost – 1 per level used*

MARTIAL ARTS – Page 7

Each level of this power allows the user to:

1) Add *1D6* of damage to any successful fist, kick, or grapple attack.

2) Avoid *1D6* of damage from any one melee, missile, or projection attack in a *melee round* if a parry is made. The *1D6* points are also subtracted from the damage for determining a knockback.

NEW-POWER: RECHARGE – Page 8 *Cost to Buy – 1 Hero Point*
per level
Energy Cost – None

This power has the sole use of replenishing energy at a rate of one point per level used. This replenishment is not automatic. It is an action and the character must spend a full melee round performing the action without using any other powers or moving more than 6 meters. Speed cannot be used in the same melee round with this power.

SPEED – Page 8

REVISION – 2nd paragraph

Each level of Speed used in a *melee round* also reduces an attacker's chance to hit with missile, projection, or *melee by 10%*. Thus, if the Mighty Mauler with an attack chance of 60% is trying to hit the Yellow Streak, who has a Speed of 3, *three levels of Speed reduce Mauler's attack to 30%*.

When a character is performing an action under Speed, he does it at his usual DEX, just as he would normally. However, his Speed still gives him the reduction of others' chances to hit him. *These reductions are taken before reduction for partial cover, using acrobatics, and being airborne, but the usual movement reduction does not apply in this case.*

SNARE PROJECTION – Page 8 *Energy Cost – 3 energy points per level*

TELEPORT – Page 9

ADD – He must teleport to an area he *can see* or is very familiar with.

ADD – *A teleporter may move 1/4 his normal movement, 50 meters, and still perform another action such as an attack in one melee round. A teleporter with the Speed power can only teleport once during a melee round, and that counts as an action, not as a movement, unless coupled with another action as above.*

WIND PROJECTION – Page 9 *Energy Cost – 3 Energy Points per level*

NEW RULES – Optional

Power Advantages

It is possible to gain advantages for a power by paying a higher price for it.

NO ENERGY USE ADVANTAGE

A character may buy any power but a projection so that it will use no energy. The cost is twice the normal cost of the power. Thus, Insubstantiality, normally 20 points, can be bought as using no energy for 40 points per level.

PROJECTION ENERGY REDUCTION

A character may buy a projection power so that it will cost only one point of energy per level used, instead of three, by paying twice the normal price of the power. Thus, a character with a 5D6 projection can use the power for 5 energy points, instead of 15, by paying 30 Hero Points for it initially.

RADIUS EFFECT

A character can buy a radius effect for a projection power at twice the cost of the power for a 2m radius volume. A level of the power can be used to increase the radius by one meter, as well as the usual increase of range or damage. Using a radius effect on a target cancels the defensive value of Dodging, Acrobatics, Martial Arts, maneuvering in flight, or Speed, though Flight and partial cover still have their normal effect. A power bought with radius effect can still be used against a single target normally.

COMBINED ADVANTAGES

If a character wishes to buy both energy reduction and radius effect for a projection, he must first purchase the power at 6 points a level for the radius effect, then pay a further 6 points a level for the energy reduction.

SMASH ATTACK –Page 12-13

REVISION – Starting ability with a Smash attack is 10%, and it can be increased either in creation of the character or through experience like any other skill. Roll 1D6 for every 5 SIZ points of the

attacker or fraction thereof to determine the damage to the target. Characters with a SIZ of 1 or less do not get this damage. Roll 1D6 damage for every 10 SIZ points of the attacker for damage to the attacker. In addition, a character using flight may add 1D6 for every 3 levels of Flight he has over the minimum necessary for flying; a character using Speed may add 1D6 for every level of Speed he has. In both cases, this damage applies both to attacker and target.

Unlike all other forms of attack, a character may make a full move and then strike with a smash. A character must move at least 4m in a straight line for every 1D6 of damage done in a smash.

FIGHTING AT A DISADVANTAGE – Page 14

ADDITION

5. EVADING TARGETS -- A character using the special abilities of Martial Arts and/or Speed subtract their reductions *before* the attacker's chance is cut in half for flying target, partial cover, or anything else. □



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

Superworld

Character Name _____ Sex _____ Age _____

Secret ID _____ Occupation _____ Income _____

STR	_____	Damage	_____	ARMOR	=====	HIT POINTS	=====	PERS. ENERGY	=====	BAT. ENERGY	=====	
CON	_____			Kinetic	_____	01	02	03	04	_____	_____	
SIZ	_____			Radiation	_____	05	06	07	08	_____	_____	
INT	_____	Idea	_____	E-Magnetic	_____	09	10	11	12	_____	_____	
POW	_____	Luck	_____	ABSORPTION	_____	13	14	15	16	_____	_____	
DEX	_____	Dodge	_____		_____	17	18	19	20	_____	_____	
CHR	_____	Persuasn	_____		_____	21	22	23	24	_____	_____	
Total	_____				_____	25	26	27	28	_____	_____	
						35	34	33	32	31	30	29

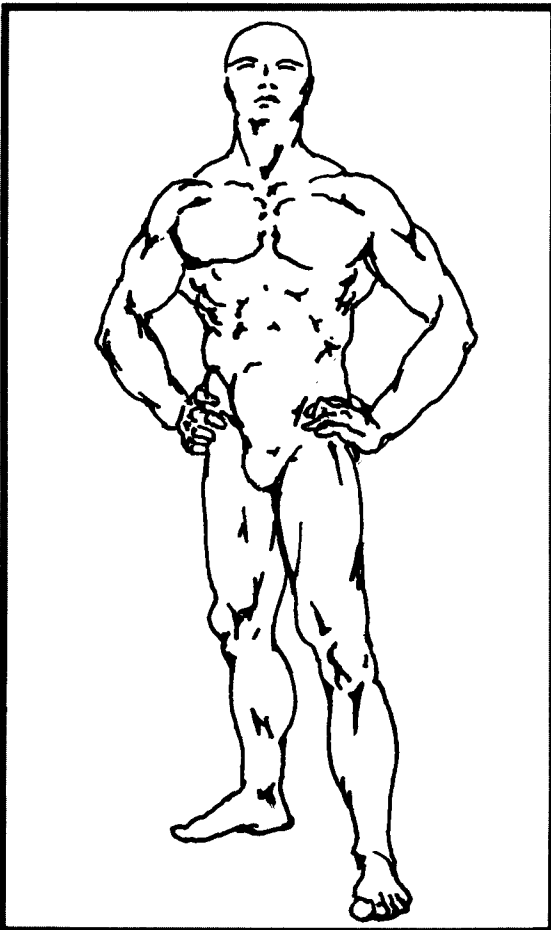
SKILLS

- Acrobatics (05%) _____
- Climb (55%) _____
- Drive (25%) _____
- Fine Manipulation (05%) _____
- First Aid (25%) _____
- Fist (50%) _____
- Fly Plane (00%) _____
- Grapple (25%) _____
- Hide (55%) _____
- Jump (45%) _____
- Knowledge (INTx4%) _____
- Listen (45%) _____
- Move Quietly (25%) _____
- Swim (25%) _____
- Throw (45%) _____

LANGUAGES

_____ / _____
 _____ / _____

CRAFT/SCIENCE



DISABILITIES

Hero Points --- = --- + ---

SPECIAL NOTES

EQUIPMENT

POWER / WEAPON

Description	Level	Attk%	Damage	Parry%	Range	Buy/Use
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____

OTHER