

### SAMPLE CHARACTER FAILINGS

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

### SAMPLE POWER MODIFIERS

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

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

### EXPLANATION OF POWERS

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

### THE POWERS

#### ABSORPTION

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

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

#### EXAMPLE

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

#### Special Notes

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

#### Types of Energy

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

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

#### ADAPTABILITY

Cost to Buy – 1 Hero Point per level

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

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

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

#### ARMOR

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

Energy Cost – None\*

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

**EXAMPLE**

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

**Types of Energy**

There are three types of energy to be armored against:

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

**\*Special Notes**

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

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

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

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

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

**Special Notes**

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

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

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

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

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

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

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

Superpowers use energy in one of two ways:

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

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

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

**EXAMPLE**

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

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

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

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

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

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

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

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

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

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

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

The Darkness effect will dissipate in ten melee rounds.

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

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

<b>POWERS</b>		
<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.