

**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  $DEX \times 5\%$  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  $DEX \times 2\%$  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

<i>1D100</i>	<i>Income per year</i>
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.

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#### 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).*

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### 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.