

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.

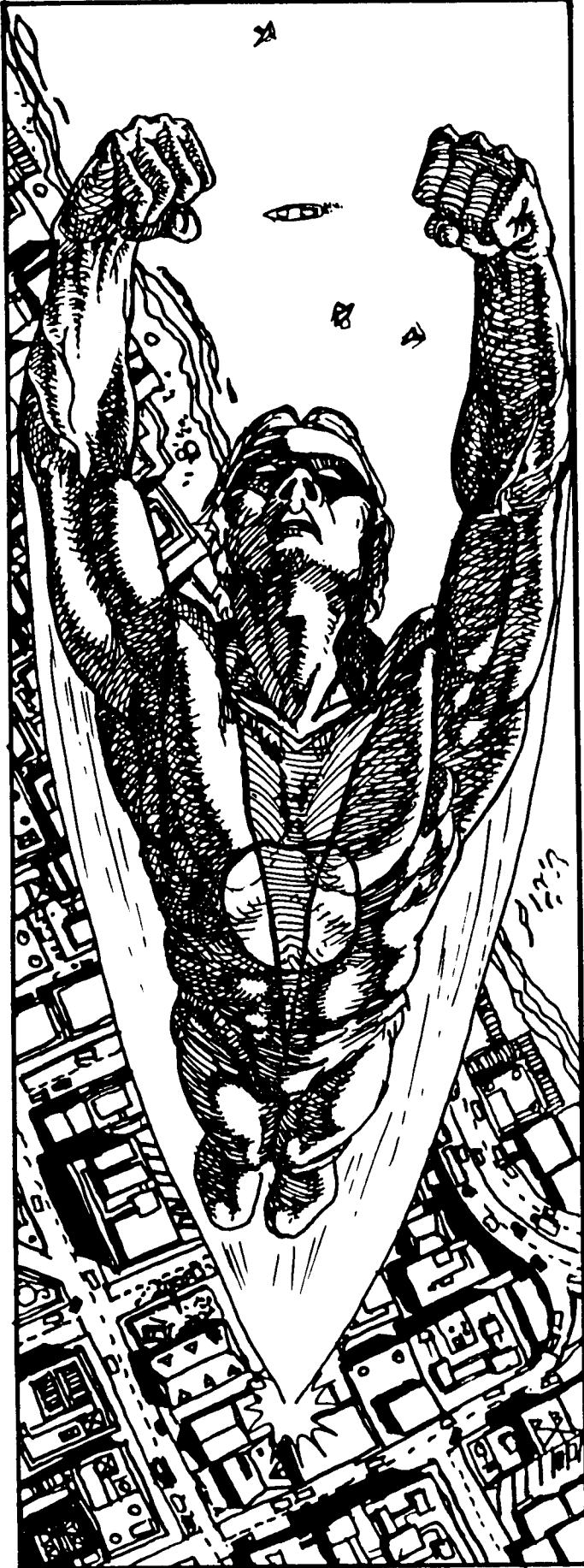
WEAPON	Range in meters	Attack	Damage
Lightning Bolt	15	45%	6D6
Fist		50%	1D3+1D6

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*.

