

CHAMPIONS

COMPLETE



DEREK HIEMFORTH

CHAMPIONS COMPLETE

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INTRODUCTION

PRETEND — THE UNIVERSAL GAME

You've already played the game you now hold in your hands.

So has every child on the planet. Probably every child who ever lived.

Maybe you didn't use exactly the rules and terminology presented here. Maybe you didn't use papers or dice. Maybe you didn't play it with superheroes. Maybe you didn't even play it with others, if there were no siblings or playmates around. But you played it just the same.

Because at its core, *Champions* is the oldest and most universal children's game: Pretend. Cops and Robbers. Cowboys and Indians. House. War. Probably all the way back to Cavemen and Predators.

Yes, even Superheroes and Supervillains. Every kid who ever played Pretend, tying a towel around his neck and jumping off the living room sofa shouting "Up, up, and away!" was – in a sense – playing *Champions*.

Unfortunately, there's another universal truth about Pretend: people *stop* playing it as they get older...

FROM CHILD'S PLAY TO GROWN UP PASTIME

Why do they stop? Two main reasons: Competition and Conflict.

As we get older, other forms of fiction – watching or reading about fantastic adventures, instead of imagining and creating them yourself – compete more and more for our increasingly-limited entertainment time. Most comic book, novel, television, or movie adventures have many more characters than you and your young friends could think up and act out on your own, and the stories are usually more complex and interesting (because they aren't written by seven year olds).

The other issue is that Pretend lacks a good way of resolving things. "Ha-ha! I shot you!" "No you didn't! You missed me!" "Nuh-uh!" "Yuh-huh!" What began as fun turns into a squabble, because the players have no way to determine what happens (other than arguing about it). Eventually, we tire of bickering, and wander off to do something else (probably to sit down in front of the TV).

THE BEST OF BOTH WORLDS

Essentially, a *Roleplaying Game* (RPG) aims to fix those two problems, and make playing Pretend fun again.

It addresses the problem of disjointed storylines with too few characters by placing one of the participants in the role of *Gamemaster* (GM). The GM is similar to the author of a book, or the screenwriter of a movie, but with one enormously important difference: he doesn't create the main characters, or determine their actions. The GM sets the stage (creating the backstory, the current plot of the antagonists, and the world around the characters), and controls the actions and responses of the supporting cast and adversaries (*Non-Player Characters* or *NPCs*).

The other participants (usually called "Players") take on the roles of the main characters (also called *Player Characters* or *PCs*). They define their characters' histories, abilities, and personalities (with guidance from the GM, like actors working with a director). And when the story unfolds (*i.e.*, when the game is played), the Players choose what the main characters say, how they say it, how they react to the things that happen to and around them, and so on. The Players are the actors and co-authors. The stories everyone creates together are known as *adventures*, and the entire fictional world and series of adventures is called a *campaign*.

An RPG addresses the issue of conflict by turning the pure roleplaying of Pretend into an actual *Game*, with dice and rules, so you *can* resolve what happens when the hero shoots at the villain (for example). "Ha-ha! I shot you!" (*rolling of dice*) "Missed me, super-fool!" "You diabolical fiend! I'll get you next time!"

In this aspect of the RPG experience, the Players make decisions for their characters, and the GM controls the actions of the other characters and the world as a whole. The GM also acts as the game facilitator, overseeing the action, settling any rules questions, making sure the rules are followed (or deciding when it would be more fun if they *weren't* followed just this once), and so on.

Champions is a tabletop RPG. This means the participants describe the actions of their characters, and verbally act out dialogue, but generally don't act things out physically. In that respect, it's more like radio drama than a TV show or a movie. But hey... if you want to tie that towel around your neck and jump off your sofa, we certainly won't stop you. "Up, up, and away!"

CHAMPIONS AND THE HERO SYSTEM

Champions is an RPG for playing out the sorts of adventure stories featured in comic books, from astonishing superheroes with powers and abilities far beyond those of mortal men, to grim urban vigilantes determined to clean up the streets. It was first published by Hero Games in 1981, with scores of peripheral products published since then, including several revisions of the rules engine (most recently in 2009). The current rules set represents the Sixth Edition of the game.

The rules engine at the heart of *Champions* is called the *HERO System*, and products intended for use with the *HERO System* also work with *Champions*. From a game system perspective, "*Champions*" and "*HERO System*" mean the same thing.

Since comic book stories can encompass virtually any kind of story element – from magic to super-science; wizards to gunslingers – the rules also have to accommodate anything. They can't work for only *some* stories; they have to work with *any* story.



Therefore, *Champions/the HERO System* is a “universal RPG.” You can use the rules to guide the action of tales from any fictional genre. See *Playing Other Genres* (page 221), or other books published for use with *Champions/the HERO System*, for some suggestions.

OTHER PRODUCTS AND RESOURCES

Rather than giving you a list of specific products (that would be outdated almost as soon as it was published), your central resource for All Things *Champions* is the Hero Games web site at <http://www.herogames.com>. It features:

- An Online Store where you can purchase other books compatible with *Champions*, such as expansion books, campaign settings, genre guides, equipment compendiums, and so forth
- A Free Stuff section with supplemental materials you can download
- The *Hero Designer* software, which turns character creation into a matter of a few keystrokes and mouse clicks (available in the Online Store)
- The Hero Games Message Board: one of the friendliest, most enthusiastic fan communities in gaming

AUTHOR'S INTRODUCTION TO CHAMPIONS COMPLETE

Bernard of Chartres was reportedly the first to say, “...we are like dwarfs upon the shoulders of giants...” Bernard, I know exactly what you mean. If it's a lucky man who finds a hobby he loves, then it's a lucky man indeed who gets the opportunity to make an impact upon such a hobby.

I came to *Champions* as a player during the era of the Third Edition (1987 to be exact), and fell in love with the game. Though I was avid RPG player for many years prior, *Champions* soon became my go-to system of choice, and the rules engine powering all my campaigns as a GM.

Gaming led to game writing, and I was fortunate enough to see my work published in books for my favorite RPG, including the *Champions* supplements *Champions Battlegrounds* in 2003, and *Vibora Bay* in 2004. During the development of the Fifth (Revised) and Sixth Editions of the rules, I was honored to participate by consulting in a small way, as one of the “5ER Five” and the “Sixth Edition Technical Advisory Committee (SETAC).”

Despite my history with the game, however, I must admit to starting this project with a certain feeling of “Who exactly do I think I am, to follow the likes of George MacDonald, Steve Peterson, Rob Bell, and (especially) Aaron Allston and Steven S. Long?” Those men have some of the most impressive RPG resumes in the history of the hobby, and are definitely the giants upon whose shoulders this dwarf now stands. But though I may not have their resumes, I think I *can* match their love for *Champions* and the *HERO System*, and their desire to see it thrive.

The *Champions Complete* project began with a clear game plan: to boil down the Sixth Edition *HERO System* rules engine into a condensed, lean format that retains all the flexibility and power it's known for, and then slide that engine into the best vehicle around for superhero roleplaying. I think the plan succeeded; now it's time for the rubber to meet the road.

Fire her up. Kick the tires. Take her for a spin around the block. Then let's hit the highway and really see what she can do. Atomic batteries to power! Turbines to speed!

Be A Hero!
Derek Hiemforth
July 2012

CORE CONCEPTS AND GAME BASICS

CORE CONCEPTS

A few Core Concepts underlie the entire *Champions* rule set, and affect how the whole game functions. The better you grasp these, the easier understanding and working with the rules will be. The concepts in this section always apply unless explicitly stated otherwise. Reading this book from start to finish, some terms appear here that haven't been defined yet; just file those away in your mind for future clarification, or refer briefly to the noted pages for more information.

LARGER-THAN-LIFE

Like the source material that inspires it, *Champions* games aren't designed to be particularly "realistic." Instead, the aim is to simulate the larger-than-life "reality" of comic books.

The primary goal of *Champions* is helping the players have fun. Succeeding at outlandish tasks is usually more fun than failing, and surviving dangerous situations tends to be more enjoyable than dying. *Champions* characters (even characters without superpowers) are more likely to succeed and are more "danger worthy" than people in the real world. The game's secondary goals include internal consistency and verisimilitude (having the *appearance* of reality), but within the larger context of stories that are inherently unrealistic to at least some degree.

There are optional rules in this book (and other books by Hero Games) that make a *Champions* campaign grittier and more "realistic" if desired (useful for campaigns featuring two-fisted mystery men or non-superpowered urban street vigilantes, for example). But the main thrust of the rules is larger-than-life.

CREATIVE FREEDOM

Champions is designed to free up *your* creativity and let you create the type of character, ability, weapon, spell, or any other thing *you* want. This flexibility and *Creative Freedom* is a hallmark of *Champions* – one of the things that truly sets it apart from other roleplaying games.

For example, rather than the game system defining a "Lightning Bolt," and then every Lightning Bolt on every character, in every campaign, for every player, having that same effect, *Champions* gives you the tools to create a Lightning Bolt the way *you* think it should work. There's information in this book and various supplements to show you how Hero Games would do it, if you want to know or want to save yourself some time and effort, but you don't *have* to use that information if you don't want to.

You construct your character using Character Points (referred to as "CP"), which you use to "purchase" abilities and attributes for him, and you can typically "spend" CP on whichever abilities and attributes you choose. *Champions* doesn't define characters within specific "classes" containing a pre-set group of abilities, nor is there a requirement that a certain percentage of CP be spent on Characteristics and another percentage on Skills, or the like.

YOU CAN CHANGE ANYTHING

And the freedom doesn't stop there. You won't find many phrases in this book like "at the GM's discretion" or "if the GM allows" or "with special permission from the GM" because *all of those are assumed at all times*. For example, the rules just state that Special Powers can't be bought in a Power Framework. They don't add "unless the GM gives special permission" or the like, because it's assumed; the GM can *always* give special permission. Likewise, even though nothing in the rules implies that the *Stealth* Skill is optional in any way, that doesn't automatically mean every GM must permit any character to buy Stealth.

Every campaign is unique, and if a GM thinks his game will work better – be more fun for all involved – by allowing something the rules as written don't allow, then he is absolutely empowered to allow it. Likewise, if disallowing something normally allowed would be better, or if some rule in the system would suit his game more if it worked differently, then he can certainly make those changes.

GAME MECHANICS AND SPECIAL EFFECTS

Champions explains Game Elements (a general term including Characteristics, Skills, Powers, and so on) in terms of game mechanics: a certain number of CP buys so many dice of Blast; a successful Stealth Skill Roll reduces opponents' Perception Rolls by this much; Striking Appearance gives a character that much bonus to appropriate Skill Rolls and Presence Attacks; and so forth. The rules explain how a Game Element works and what it does in game system terms; but they don't explain exactly how it works, what it does, what it looks like, what it's made of, or the character's rationale for having it in game-world terms. It's up to you to provide those details – in other words, you decide what its Special Effect is.

For example, the text of Blast just describes it as a way to inflict damage at range. It doesn't mention whether the attack is made of fire, lightning, magic, "pulson particles," rubber bullets, plasma, or something else. That choice is up to you. Likewise,

the text of Stealth just describes it as an ability that makes a character better than usual at being unperceived. It doesn't mention why or how the character does this. One character might have Stealth because he's a sneaky ninja who excels at moving quietly in the shadows, while another might have it to represent some odd power that makes others naturally overlook him.

Most roleplaying games don't work this way. Instead of letting you choose the Special Effects of a power and create the power the way you want, they give you a list of powers and abilities, and you have to pick from what they offer. For example, in some games you might find "Lightning Bolt" listed among the powers you can choose from. In *Champions*, you'll find generic Powers like Blast, Drain, Flash, and Killing Attack, any of which you can use to create your own "lightning bolt" power, depending on what you want it to do in the game.

This has important ramifications for how you create your character and his abilities. To get the most enjoyment out of *Champions* – to take advantage of the enormous creative freedom it offers – you have to Reason From Special Effects. In other words, you have to do three things:

1. Decide what sort of ability you want to create by choosing the ability's Special Effect. At this step, don't think about the rules. Instead, focus on what you want the ability to be and do: "I want my character to shoot spider-like super-webbing;" "I want my character to fire lasers from his eyes."

2. Decide what game effect you want that ability to have. Think about what you expect the character to do with the ability in the game. Does he use it to hurt people? To move around the battlefield? To make another character tired and weak? To protect himself from energy attacks?

At this step, you need to think in rules terms. Think about what a laser power does generically: it causes damage to people and objects. What types of Powers in *Champions* cause damage? The Attack Powers. Therefore, you want to use the rules for one of the Attack Powers to create a laser power.

3. Put 1 and 2 together, combining your ability idea with your knowledge of the rules to build the ability you want. All you have to do is decide which Game Elements work best for the effect you have in mind. Think of the *Champions* rules as a set of building blocks, then choose the right ones to build what you have in mind.

This may sound complicated, but it's really pretty simple. It's actually more complicated to describe the process than to do it, and the more you do it, the easier it becomes. The Powers section of the book (page 42) contains a couple of examples of the process in action.

Sometimes, a Game Element (particularly a Power) receives minor benefits and drawbacks because of its Special Effects. These minor modifiers don't change the cost. For example, a character with Fire powers can help keep his friends warm if they're trapped in a freezer. While the character could buy this ability (as a form of Life Support), the effect is so minor the GM should allow him to do it without paying CP for it – it's just an "indirect benefit" of his chosen Special Effect.

However, if the Special Effect provides a major benefit (something useful on a frequent basis, or that the character exploits in combat) you have to pay CP for that (to buy an Advantage, for example). Conversely, if the Special Effect significantly restricts an ability, you can save CP by taking a Limitation for it. See *You Get What You Pay For* below for more on this idea.

YOU GET WHAT YOU PAY FOR

One of the most important general principles underlying the *Champions* rules is *You Get What You Pay For*. For the average gaming group, the rules as written are reasonably "balanced," if two abilities have a roughly equal effect during the game, they should have a roughly equal cost. Because most campaigns based on comic books involve a lot of combat and action, abilities important in those situations tend to cost more. That's why, for example, a mere 1d6 of Blast (5 CP) costs the same as being financially Well Off, having an Eidetic Memory, or even being Immortal. It's not that those abilities are valueless; in fact, over the course of a character's life, they're probably much more valuable than a Blast 1d6. But they don't have more impact *during the game*, and therefore don't cost more CP.

This also means that characters should only pay CP for things that actually have an effect in the game. If a character uses something a lot in the game, he should probably pay CP for it. (One general exception is when *all* characters get the same thing for free, such as a game where no character pays CP for weapons and armor.) The opposite point is equally true: an ability that *doesn't* have a significant impact on the game, *shouldn't* cost CP (or the GM should reduce the cost to reflect its utility). For example, if your character's background makes him an expert on the courtship rituals of South American spiders, the GM should allow you to simply add that Knowledge Skill at no cost. It adds flavor, but it's highly unlikely to affect the outcome of many adventures.

BASE, ACTIVE, AND REAL POINTS

Three important terms in *Champions* are *Base Points*, *Active Points*, and *Real Points* (also called "Base Cost," "Active Cost," and "Real Cost").

The Base Points in an ability is the unmodified point cost of that ability – its cost before any Advantages/Adders or Limitations are applied. The Active Points is the point cost after all Advantages and Adders are applied, but before any Limitations. The Real Points is the final cost of an ability after Advantages, Adders, and Limitations have *all* been applied.

Example: *Kinetik* has a *Supersonic Finger-Snap Power* built as *Blast 3d6*, with the Advantage "No Normal Defense (+1)," and the Limitations "No Range (-½)" and "Gestures (-¼)." This power has 15 Base Points (the cost of Blast 3d6 before any Advantages, Adders, or Limitations), 30 Active Points (the cost after the NND Advantage, but before the Limitations), and 17 Real Points (the cost after applying the Advantage and both Limitations).

Core Concepts and Game Basics

These concepts are most commonly used in dealing with Powers, but every Game Element that costs CP technically has a Base Cost, an Active Cost, and a Real Cost (even though all three are usually the same value when dealing with elements like Skills and Perks). Different parts of the rules use these three concepts in various ways, as noted throughout.

NO ABSOLUTES

With a few minor exceptions, the *Champions* rules as written don't have any "absolutes." There's no guaranteed way to hit another character with an attack, no foolproof way to avoid an attack, no total immunity to any phenomenon or type of damage.

This is for two reasons. First, absolutes tend to unbalance roleplaying games and create problems during play. Second, even in the comic books and movies that inspire *Champions* campaigns, "absolutes" are rarely absolute. When one supposedly exists, often the whole point of the story is for the heroes to find a way to avoid or bypass the "absolute"... which means it wasn't really an absolute after all.

GAME BASICS

Before proceeding to the meat of the rules, you should familiarize yourself with some of the game's basic mechanics and concepts. This section also serves as a short summary of the rules that you can refer to while playing the game.

Throughout the book, four icons call attention to rules or concepts for specific reasons:

: Notes elements that can be more effective in certain circumstances than might be immediately apparent.

: Notes elements that can substantially alter a GM's storyline; the GM should carefully consider the impact before permitting them in a scenario.

: Notes that the associated rules/concepts are intended primarily for Superheroic campaigns.

: Notes that the associated rules/concepts are intended primarily for Heroic campaigns.

ROLLING DICE

Champions uses six-sided dice (d6) to resolve combat, the use of Skills, and similar situations. The number before the "d6" notation indicates how many dice to roll; for example, 12d6 means 12 dice; 2d6+1 means roll two dice and add one point to the total. There are generally two kinds of dice rolls: Success Rolls and Effect Rolls.

SUCCESS ROLLS

Success Rolls call for you to roll 3d6, and the lower you roll, the better. You use Success Rolls to determine whether or not a character accomplishes a task successfully, such as whether your

Fire Blast hits your enemy or whether your Lockpicking Skill lets you unlock a door. Success Rolls – including Characteristic Rolls, Perception Rolls, and Skill Rolls – require a result equal to or less than some number in order to succeed. This is written in the text with a minus sign (-) after the number. For example, a Skill your character performs successfully on an 11 or less roll is written 11-. A result of 3 (three ones) on a Success Roll always succeeds; a result of 18 (three sixes) always fails.

An *Attack Roll* (page 144) is a special kind of Success Roll where you may not always succeed if you roll below your target number (or fail if you roll above it). It's still considered a Success Roll because you're checking for success, you're rolling 3d6, and rolling lower is better. See *Attack Rolls And Combat Values* (page 144) for more detailed information.

EFFECT ROLLS

Effect Rolls call for you to roll some number of dice based on the effect, and the higher you roll, the better. You use Effect Rolls to see how much effect something has, such as how much damage an attack causes. Effect Rolls typically call for you to total the pips shown on the dice. However, sometimes you total them by counting BODY in the same manner used for Normal Damage Attacks (see *Determining Damage*, page 156).

MEASURING TIME AND SPACE

See *Characters And The World* (page 131) for more detailed information on time, Actions, scale, and Movement.

TIME

The game treats time differently depending on what's happening. Out of combat (*Noncombat Time*), time isn't meticulously measured. Hours, days, or weeks of game time may pass in only a few minutes of real time, as the GM and players describe what's happening in the events of the adventure and campaign. In combat (*Combat Time*), time is very precise, measured second-by-second with exact actions and results, because so much can happen in only a few seconds.

Combat Time breaks down into Turns, each of which lasts 12-seconds (called Segments). A character gets a number of Actions per Turn equal to his Speed (SPD), and the Segments he gets those Actions on within the Turn are called his Phases. For example, a SPD 5 character has 5 Phases each Turn – 5 Segments on which he can act. The *Speed Chart* (page 137) indicates the Phases for each SPD.

The *Time Chart* (page 136) puts various time increments on a scale useful for comparing different amounts of time.

ACTIONS

Actions come in four lengths: Full Phase Actions, Half Phase Actions, Zero Phase Actions, and Actions which take No Time:

- *Full Phase Actions* require a character to use his entire Phase, and include moving more than half of his meters of Movement (a "Full Move") or recovering from being Stunned.
- *Half Phase Actions* require only half of his Phase (so he could perform two of them in a single Phase), and include

moving up to half his meters of Movement (a “Half Move”) or standing up after falling.

- *Zero Phase Actions* don't use up any time, can be performed at the beginning of a Phase or after taking a Half Phase Action, and can't be performed after an attack; turning a Power on or off is a Zero Phase Action.
- *No Time Actions* can be performed whenever a character wishes (even if he doesn't have a Phase or has already acted in a Phase), and include making a Presence Attack or making a roll at the GM's request.

Attack Actions are a special kind of Action. Most attacks are Half Phase Actions, allowing a character to attack after a Half Move or other Half Phase Action. But once a character makes an attack, that's the last thing he can do in that Phase. So if a character attacks *before* making any Half Moves or other Half Phase Actions, then the attack ends his Phase. Any action the rules describe as an “Attack Action” works this way as well, whether the effect is literally an “attack” or not.

SCALE AND MOVEMENT

Things involving distance, including Movement and the Range of Powers, are measured in meters (abbreviated “m”). For example, a character with Flight 20m can fly up to 20m as a Full Move.

CHARACTER POINTS (CP)

A character defines everything he can do, from his ability to lift heavy objects to his ability to use superpowers, by “purchasing” Game Elements with Character Points (usually referred to as just “CP”).

CHARACTER CONCEPT

When creating a character, the first thing you need is a character concept. This is your central idea of the character you wish to play: his personality, his abilities, his history, his profession, his motivation, and so on. The clearer the character's “profile” in your mind, the easier it will be to choose the right Game Elements to translate that character idea into *Champions*. It's also important to check with the GM about the nature of the campaign, to make sure your character idea fits in.

SUPERHEROIC VS. HEROIC

Champions campaigns fall into one of two types: Superheroic or Heroic. These campaign types affect how many CP you build characters on, and what you can do with those CP.

Most *Champions* campaigns are *Superheroic*. In a Superheroic campaign, characters tend to start with more CP, and can usually buy Powers or any other character abilities with few restrictions.

In a *Heroic* campaign, characters tend to start with fewer CP, and more restrictions on spending them. For example, characters in a Heroic campaign might be able to buy Characteristics, Skills, Perks, Talents, and only Powers that extend abilities all characters have by default (like Running or Swimming); if they can buy other Powers at all, they're likely to be heavily restricted by power level or usage requirements.

Champions campaigns featuring non-superpowered characters (such as two-fisted masked mystery men, a team of agents using high-tech gadgetry to battle supervillains, or vigilantes fighting organized crime) tend to be Heroic campaigns.

Another important difference affects buying equipment. In Superheroic games, characters are generally required to pay CP for virtually anything they want to have or be able to do. Equipment like weapons, armor, vehicles, and bases are “purchased” with CP rather than money, and this may extend even to mundane items like cameras, radios, flashlights, and the like. In Heroic games, characters do *not* have to pay CP for ordinary gear. Instead, they acquire it in the context of the game, by paying money for it, receiving it from their organization, building it using their own skills, and so forth.

This *doesn't* mean a Superheroic character can't grab a flashlight from a table, or even an enemy's weapon in combat, and use it briefly – no mystical force prevents him from acquiring equipment. The difference is, a Heroic character who needs a flashlight goes to the corner store, buys one for \$5, and keeps it in his pocket for future use in every adventure from then on. A Superheroic character can also buy the flashlight from the store and use it briefly, but he can't then tuck it in his utility belt to use again and again, unless he *also* pays CP for it.

STARTING CP

The GM determines how many CP you can use to build your character, based on factors such as the campaign's scope and the type of characters it features. See the Character Types Guidelines Table for suggestions (including typical CP for normal, everyday people for comparison).

CHARACTER TYPES GUIDELINES TABLE

Character Type (example)	CP	Complications
Normals		
Standard normal	25	15
Skilled normal	50	25
Competent normal	100	30
Heroic		
Standard (elite agents)	175	50
Powerful (urban vigilantes)	225	50
Very Powerful (mystery men)	275	50
Superheroic		
Low-Powered (youthful superheroes)	300	60
Standard (important superheroes)	400	75
High-Powered (nation's greatest superheroes)	500	75
Very High-Powered (world's greatest superheroes)	650	100
Cosmically Powerful (galactic superheroes)	750+	100+



TEMPLATES

A Template is a group of abilities and requirements common to all characters fitting a particular profile (such as a species, a culture, a profession, an organization, or the like). Templates can provide easy guidance for creating characters that have the appropriate abilities.

GMs create or approve Templates, and ensure they include the necessary Game Elements. For example, a species Template for aliens who are stronger-but-less-agile than humans should include extra STR and sell back some DEX; a cultural Template for characters who grew up in a society that revolves around barter could include *Trading Skill*; a professional Template for a Military Officer might include a *Fringe Benefit* Perk for rank and a *Social Complication* for being subject to orders; and so on.

When creating Templates, keep in mind that they should be applicable to *all* characters who fit the defining profile. For example, even though the Ackálian alien species is very warlike, and might train all their young in *Tactics*, *Tactics* shouldn't be part of the Ackálian *species* Template; it would be part of an Ackálian *cultural* Template (since Ackálians raised in another society might not learn *Tactics*).

Most Templates include just a few critical core abilities/requirements, plus a few peripheral abilities that include room for customization. For example, a Template might include two or three Skills that *all* characters with the Template have, then include 9 CP for the character to select three more Skills from a group of eight choices.

Templates are only intended to be guidelines for designing characters, and don't need to encompass everything a character fitting the profile can do. They typically shouldn't include *Psychological Complications*.

WHAT NOT TO SPEND CP ON

Characters should spend CP on anything that's likely to have an effect during the game, including Characteristics, Skills, superpowers, and so forth. Characters typically don't spend CP on:

- 1. Anything the GM agrees probably won't ever have an effect on the game.** For example, a Knowledge Skill reflecting specific expertise on the courtship rituals of South American spiders.
- 2. Anything the GM needs to make an adventure work.** For example, a cutting-edge scientist who's friendly with one of the heroes doesn't have to be listed as a Contact on the hero's character sheet just because the GM wants the scientist to get the hero involved in an adventure. The key here is that the *gamemaster* wants the scientist to know the hero; if the *player* wants the scientist to know the hero, so the hero can call on him as a resource when he wants to, then he *does* need to buy a Contact with the scientist.
- 3. Anything that *all* characters get for free, including Everyman Skills (page 22) or other "Everyman abilities."** For example, the GM might decide that characters don't have to pay CP for mundane equipment, or that all characters get 2 points of Mental Defense for free.

ROUND-OFFS AND MINIMUM COST

Whenever something in the rules requires multiplication or division, handle round-offs as follows: results ending in .1 to .4 round down to the next whole number, results ending in .6 to

.9 round up to the next whole number, and results ending in .5 round up *or* down, whichever is to the advantage of the Player Character. For example, when calculating the cost of a Power, it's to the character's advantage if the Power costs fewer CP, so a .5 in a cost would round down; if a Combat Maneuver halves a character's DCV, it's to the character's advantage for his DCV to be as high as possible, so a .5 in that calculation would round up.

Regardless of the rounding rules, anything not covered under What Not To Spend CP On costs a minimum of 1 point, even if the final cost is 0.4 or less.

SELLING BACK GAME ELEMENTS

All characters receive some amount of a few Game Elements “for free,” including the Base Value of Characteristics; base levels of Running, Leaping, and Swimming; Everyman Skills; and normal human Senses. Characters can “sell back” these Game Elements for the same CP value as it would cost to buy/increase them by the same amount. For example, a character who reduces his DEX to 8 gets 4 more CP to spend elsewhere, a character who sells back an Everyman Skill gets 1 CP (but doesn't have the 8- roll with the Skill), and so forth.

Characters can sell back Characteristics to a minimum of 1. Running/Leaping/Swimming can be sold back to 0m if the character lacks that movement ability entirely. If an Everyman Skill is sold back, the 1 CP gained must be “paid back” before that Skill can be purchased later. See *Lacking Normal Senses* (page 134) for selling back normal Senses.

DORMANT GAME ELEMENTS

If a Game Element truly doesn't exist in any characters in a campaign (such as END in a game that doesn't use Endurance, or OMCV, DMCV, and Mental Defense in a campaign with no Mental Powers at all), the GM should declare that Game Element *Dormant*. It doesn't exist at all for purposes of that campaign, and characters can neither buy it nor sell it back.

COMPLICATIONS

Complications (page 124) are disadvantages, hindrances, flaws, and difficulties that affect a character, such as being afraid of fire or having a secret identity. They allow you to develop your character's background, provide ways for the GM to work him into adventures (“plot hooks”), and give the character a chance to show what it means to be a hero by overcoming personal obstacles.

Each Complication has a point value depending on its severity. When setting the total number of CP you can use to build your character, the GM will also set a number of points in Complications for the character to define.

EXPERIENCE POINTS

After play begins, characters improve abilities, and acquire new ones, by earning and spending *Experience Points* (page 130). The GM awards Experience Points for participation and success in adventures, and you spend them just like CP.

CHARACTER

ABILITIES OVERVIEW

There are five things characters can buy with CP: Characteristics, Skills, Perks, Talents, and Powers.

CHARACTERISTICS

Characters have seventeen *Characteristics* (page 13) such as Strength, Intelligence, and Speed, which represent basic physical, mental, and combat capabilities common to most characters. Several Characteristics have *Characteristic Rolls* (page 13) with a value of $9 + (\text{Characteristic}/5)$ or less. The GM may ask for a Characteristic Roll when it's not clear whether a character can perform some task (such as an INT Roll to recall some obscure bit of knowledge).

SKILLS

A character's *Skills* (page 22) represent ability in areas that are typically learned or practiced, such as flying a plane, investigating a crime scene, or knowing about some subject like particle physics or superhero comic books. Most Skills have a *Skill Roll* and most Skill Rolls are based on a Characteristic, just like Characteristic Rolls (though Skill Rolls can be improved independently of each other or their Characteristic).

PERKS

Perks (page 36), represent special resources a character has access to, such as wealth, contacts, privileges, and so on.

TALENTS

Talents (page 39) are unusual abilities such as unique attributes, bizarre skills, and other uncommon effects. Think of them as a sort of “halfway step” between Skills and Powers.

POWERS

You can create any ability you can think of – flying, shooting laser beams from the eyes or webbing from the wrists, changing into an elephant, calling forth a djinni, or countless other things – using *Powers* (page 42). You also use Powers to construct equipment like weapons, armor, and vehicles.

POWER MODIFIERS

Applying *Power Modifiers* (page 94) to a Power alters its behavior and cost. *Adders* and *Advantages* improve the Power's capabilities or effectiveness, while *Limitations* restrict it or make it less useful. Adders and Advantages increase a Power's cost, and Limitations reduce it.

POWER FRAMEWORKS

There are two kinds of *Power Frameworks* (page 122): Multipowers and Variable Power Pools. Power Frameworks group Powers so they cost fewer CP, but also include restrictions on when and how the character can use those Powers.

CASUAL USE OF ABILITIES

A character can make Casual Use of any ability that he uses as an attack (typically STR or an Attack Power). This means the character uses the ability without conscious effort as a Zero Phase Action. If the ability has Limitations or other restrictions that make it take more time or effort than normal to use, then a character cannot use it Casually. An ability can only be used Casually against an unresisting target (such as a door or a wall) or to escape from a Grab, Entangle, or the like. A character can only use an ability Casually once per Segment, and can only make Casual Use of a single ability in a Segment.

When a character uses an ability Casually, he uses it at half effect (or less, if he prefers). For example, a character with Blast 12d6 has a “Casual Blast” of 6d6; a character with STR 50 has a Casual STR of 25; and so on. Using an ability Casually costs END as normal, but only for the amount of the ability he’s using (i.e., he would pay END for a 6d6 Blast, not 12d6). If desired, the GM can extend this rule to trivial non-attack uses of Powers, such as a character using his Fire Blast to light candles.

COMBAT OVERVIEW

Champions combat is simple, but flexible. You can use the combat rules to perform just about any action or attack you can think of.

INITIATIVE

We saw in Actions (above) that Speed determines how often a character can act. Initiative (page 137) determines when he can act. Actions in each Phase take place in order of DEX (or EGO, for Mental Combat) from highest to lowest.

ATTACKS

A character’s Combat Value (page 144), or CV, determines his chance to hit targets in combat, and to avoid being hit. In all combat except Mental Combat, two Characteristics measure Combat Value: Offensive Combat Value (OCV) indicates the character’s ability to hit his opponents, and Defensive Combat Value (DCV) is his ability to avoid being hit. Offensive Mental Combat Value (OMCV) and Defensive Mental Combat Value (DMCV) do exactly the same as OCV and DCV, but in Mental Combat.

To attack, you make an Attack Roll (page 144). Add 11 to your OCV, and subtract the result of the Attack Roll from that total. That indicates what DCV you can hit. If the target’s DCV is less than or equal to that, you hit him; if it’s higher, you missed. An MCV Attack Roll works exactly the same way, but for Mental Combat, and substituting OMCV for OCV, and DMCV for DCV.

DOING AND TAKING DAMAGE

If your character hits his target with an attack, the attack does damage. See Determining Damage (page 156) and Taking Damage (page 157) for more detailed information on the following topics.

STUN AND BODY DAMAGE

There are two basic types of damage: STUN damage and BODY damage. Taking STUN damage can knock a character out; taking BODY damage causes injuries and can kill him. Most types of attacks cause one or both types of damage, including Blasts, Killing Attacks, and punches. Some, such as Mental Blasts, only cause STUN damage.

NORMAL AND KILLING DAMAGE

Another important distinction is between Normal Damage attacks and Killing Damage attacks. As the names imply, Killing Damage is deadlier. Normal Damage and Killing Damage are calculated differently and applied to defenses differently.

DEFENSES AGAINST DAMAGE

Characters have defenses which protect them against damage. All characters have Physical Defense, or PD (which protects against physical attacks like punches and clubs) and Energy Defense, or ED (which protects against energy attacks like lightning bolts or fire). PD and ED are Normal Defenses; they protect against Normal Damage. The character subtracts his defenses from the STUN and BODY damage done to him, and applies the remainder (if any) to his current STUN and BODY.

Normal Defenses offer no protection against the BODY of Killing Damage. For that, characters need Resistant Defenses, such as Resistant Protection.

THE EFFECTS OF DAMAGE

If a character loses more STUN from a single attack than he has points of CON, he becomes Stunned (dazed and unable to act). He must spend a Phase to recover from being Stunned before he can act again.

If a character loses all of his STUN from one or more attacks, he’s Knocked Out (unconscious) and completely unable to act. Characters regain lost STUN by taking Recoveries. For each Recovery taken, the character adds the value of his Recovery (REC) Characteristic to both his current STUN and END.

If a character loses BODY, he’s injured; if he loses all his BODY, he begins to bleed to death. When he reaches negative his BODY total (for example, -10 BODY for a character who normally has 10 BODY), he dies. Characters heal BODY damage at the rate of REC in BODY per month.

CHARACTER CREATION

CHARACTERISTICS

Characteristics represent attributes all characters possess, such as physical strength, intellect, and willpower. Each of the seventeen Characteristics has a numerical value indicating the character's aptitude with that attribute, and the higher a Characteristic value is, the better the character is with that trait.

BUYING CHARACTERISTICS

Each Characteristic starts at a Base Value all characters get for free. See *Selling Back Game Elements* (page 11) for characters with lower than the base values.

TAKING LESS THAN THE FULL AMOUNT

When an ability costs 1 CP for more than 1 "unit" (such as END, STUN, or Movement Powers that cost 1 CP per +2m), the character may voluntarily accept less than a full unit if desired, but the cost is the same as buying the whole unit. For example, an END of 35 costs 3 CP; an END of 36, 37, 38, or 39 costs 4 CP, just like an END of 40 would.

CHARACTERISTIC ROLLS

In situations where it's unclear whether a character can perform a particular action, the GM can call for a *Characteristic Roll* to determine success or failure. Characteristic Rolls are Success Rolls where the target number to roll below for success is: $9 + (\text{CHAR}/5)$

Example: *Witchcraft (INT 18) vaguely recalls reading something about a particular spell in a mystic grimoire, but she can't remember the details. The GM calls for an INT Roll to see if Witchcraft can dredge up the memory. Her INT Roll is $13 - (9 + [18/5])$, so if she rolls 13 or less on 3d6, she successfully remembers what she read.*

Typically, only STR, DEX, CON, INT, EGO, and PRE have associated Characteristic Rolls.

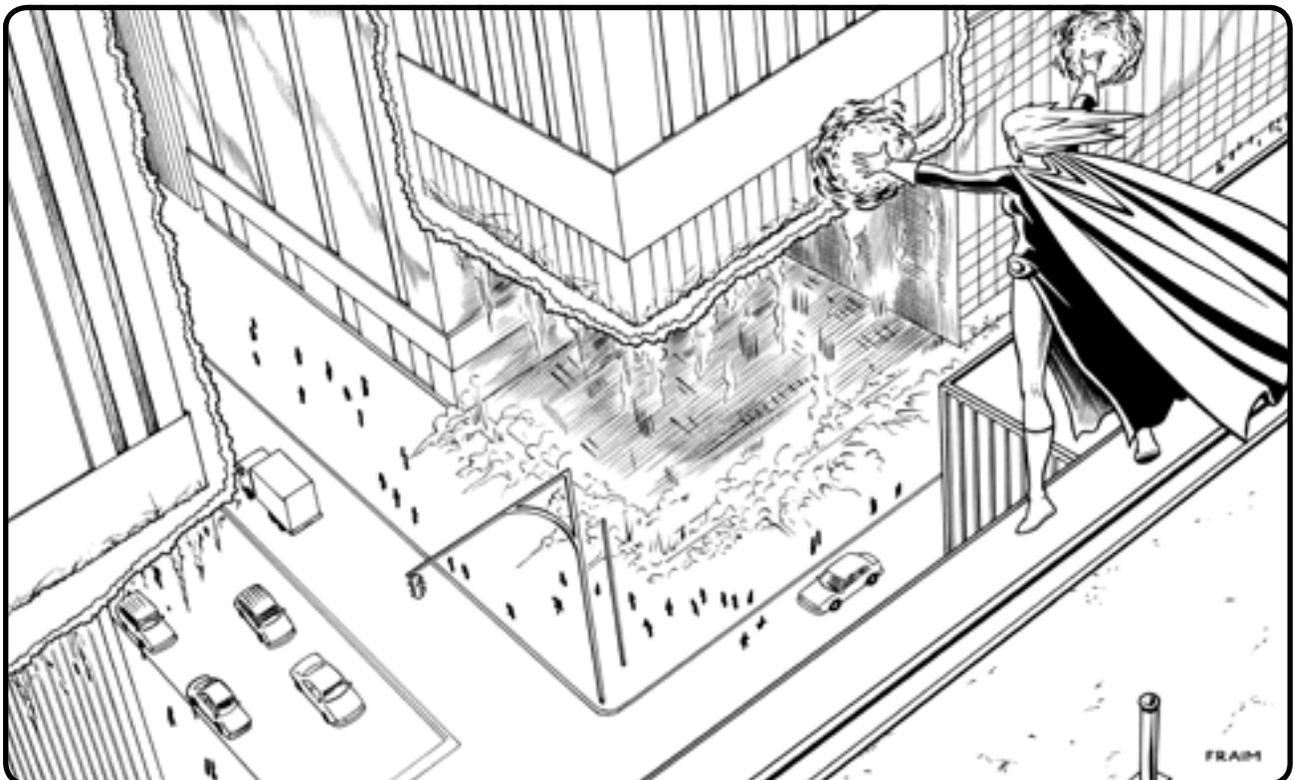
The Characteristic descriptions below note possible uses for various Characteristic Rolls. Beware of requiring Characteristic Rolls too often; overuse may slow down play or rob players of control over their characters.

STRENGTH (STR)

Base Value: 10

Cost: 1 CP per +1 STR

Represents the character's physical power: how much damage he does in HTH Combat; how much weight he can lift, carry, and throw; how hard it is for another character to break free of his grasp, and how easily he breaks free from another character's grasp; and so forth. The Strength Table shows specifics; as you can see, each 5 points of STR increases base HTH damage by 1d6 and doubles lifting capacity.



Character Creation

STR ROLLS

Most often, you'll want to find out the effect of exerting STR because the character's STR is being contested by another character's STR (or by some other opposing force the GM assigns a STR value to). In those situations, each character rolls his damage dice from STR (see the Strength Table) and counts the Normal Damage BODY; the character with the higher BODY total wins the contest.

Use the standard Characteristic Roll type of STR Roll for situations that aren't easily quantified in terms of lifting an amount of weight or causing an amount of damage, and aren't contests of STR (see above), but nonetheless seem like applications of a character's physical prowess.

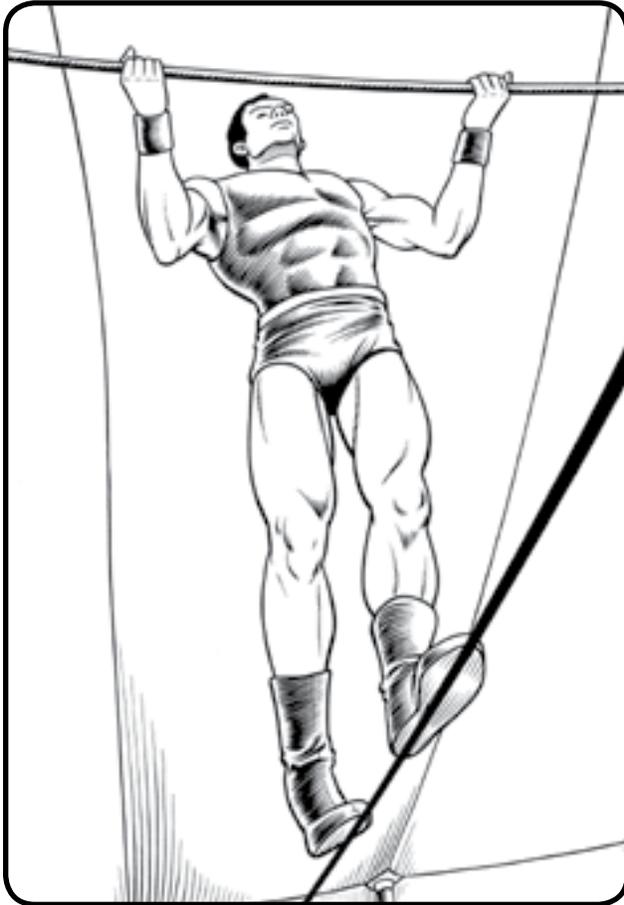
STRENGTH TABLE

STR	Lift (kg)	Damage	Throw	Lifting Example
0	0	—	0m	—
1	8	—	2m	Most HTH Combat weapons, most guns, shot put
2	16	—	3m	Tavern bench
3	25	½d6	4m	Full suitcase, TV set, bicycle
4	38	½d6	6m	Small refrigerator, plate armor
5	50	1d6	8m	Adolescent human, recliner
8	75	1½d6	12m	Brass bed, washing machine
10	100	2d6	16m	Adult human
13	150	2½d6	20m	Refrigerator
15	200	3d6	24m	Two men, piano, motorcycle, boar
18	300	3½d6	28m	Medium floor safe
20	400	4d6	32m	Chariot, grizzly bear
23	600	4½d6	36m	Sailboat, cow, horse
25	800	5d6	40m	High-speed racing car, horse and rider
28	1,200	5½d6	44m	Compact economy car, medium missile
30	1,600	6d6	48m	Typical sedan or coupe, large missile
35	3,200	7d6	56m	Minivan, SUV, light-duty pick-up truck
40	6,400	8d6	64m	Heavy-duty pick-up, large SUV, small jet, large elephant
45	12.5 tons	9d6	72m	Freight truck without trailers, jet fighter, subway car
50	25 tons	10d6	80m	Freight truck and trailers (unloaded), frigate, small standing stone
55	50 tons	11d6	88m	Freight truck and trailers (fully loaded), bulldozer, tank
60	100 tons	12d6	96m	Space shuttle, blue whale
65	200 tons	13d6	104m	Statue of Liberty
70	400 tons	14d6	112m	Trawler, large starship
75	800 tons	15d6	120m	Drilling rig
80	1.6 ktons	16d6	128m	Small bridge
85	3.2 ktons	17d6	136m	Loaded freighter (ship)
90	6.4 ktons	18d6	144m	Destroyer
95	12.5 ktons	19d6	152m	Small cruise ship
100	25 ktons	20d6	160m	Large bridge, castle

Lift: The maximum amount of weight a character can lift just off the ground, stagger with for a step or two, then drop (assuming a solid lifting surface).

Damage: Normal damage in HTH Combat.

Throw: Distance of a Running Throw; a Standing Throw is ½ this distance, and a Prone Throw is ¼ this distance (see *Throw*, page 152). For Throwing, the STR listed on the chart is the *extra* STR – the STR a character has beyond the STR needed to lift the object.



STR 0

At STR 0, a character does no STR damage when striking without a weapon, unless he uses a Maneuver that adds damage (such as a Martial Strike). A STR 0 character must succeed with a STR Roll in order to perform any Action that uses STR, such as aiming an attack, pulling a trigger, or using a Power with the *Gestures* Limitation.

STR 0 characters also have difficulty moving their own weight. This makes them half DCV, and they move at half the normal rate when using any Movement Power with Special Effects based on muscle power; this usually includes Running, Leaping, and Swimming, and often includes Flight, Swinging, and Tunneling. For every 2x mass a character has above the standard human mass of 100kg, these effects on DCV and Movement Powers begin 5 STR points sooner.

STR AND ENDURANCE

STR costs Endurance to use. A character only has to pay the END cost for his STR once per Phase, regardless of how many different ways he uses it in the Phase, as long as no more than one of those ways is a STR-based attack; he must still pay END for each STR-based attack separately.

Example: *Ironclad (STR 60) uses his STR to break out of an Entangle, then uses it to punch a foe for 12d6 in the same Phase. This costs him 6 END total; even though he used his STR two different ways, only the punch was an attack. On the next Phase, he uses Multiple Attack to punch two foes for 12d6 each. This costs him 12 END, because both uses of STR are attacks.*

COMBINED STR

When two or more characters combine their Strengths to accomplish some task (such as a group of rescuers trying to lift a collapsed wall off of a trapped bystander), add their lifting capacities together, and use the Strength Table to determine their “group STR.”

ADVANTAGES FOR STR

A character generally purchases Advantages for STR as *Independent Advantages* (page 95). If a character buys an Advantage that affects how his STR does damage (such as *Armor Piercing* or *Penetrating*), and buys it on only part of his STR (such as a STR 60 character buying *Armor Piercing* on up to 40 STR), then he must voluntarily limit his STR to no more than the STR he bought the Advantage for, or he can't use the Advantage.

DEXTERITY (DEX)

Base Value: 10

Cost: 2 CP per +1 DEX

Represents a character's agility and reaction time. Many important Skills are DEX-based. Actions in Combat typically occur in order of the highest DEX to the lowest.

DEX ROLLS

Use DEX Rolls for tasks that test a character's agility, reflexes, or fine motor control. However, DEX Rolls should not substitute for Agility Skills; the results of a successful DEX Roll should never be as good as results gained from successful use of an appropriate Agility Skill.

DEX 0

At DEX 0, a character loses control of his reactions, and must attempt a DEX Roll every time he wants to perform any action requiring physical movement (including things like walking, aiming an attack, or using any Power with the *Gestures* Limitation). Failure means he cannot perform the action that Phase.

CONSTITUTION (CON)

Base Value: 10

Cost: 1 CP per +1 CON

Represents a character's health and hardiness. A character's CON determines how easily he's Stunned in combat (page 158)

CON ROLLS

Use CON Rolls when a character has to perform a feat of physical hardiness or stamina. This might include resisting poisons or diseases, enduring grueling labor under harsh conditions, and so forth.

CON 0

At CON 0, a character must attempt a CON Roll every time he wants to perform any action that causes him to expend END for any purpose. Failure means he cannot perform the action that Phase.

Character Creation

INTELLIGENCE (INT)

Base Value: 10

Cost: 1 CP per +1 INT

Represents a character's intellect, reasoning, memory, perceptiveness, and ability to learn. INT serves as the basis for Perception Rolls and many important Skills.

INT ROLLS

Use INT Rolls when a character faces an intellectual task not represented by a Skill, or when he attempts to remember something or figure something out. INT Rolls are particularly useful when the player is stuck on a problem, but his substantially smarter character might be able to solve it.

INT 0

At INT 0, a character must attempt an INT Roll to make any sort of decision, or process new information of any kind. Failure means he cannot change what he was doing, or act on the new information in any way.

EGO (EGO)

Base Value: 10

Cost: 1 CP per +1 EGO

Represents a character's willpower and general strength of mind. EGO resists Mental Powers and interrogation, and helps with tests of willpower.

EGO ROLLS

Use EGO Rolls when a character faces a test of willpower. This includes things like passing up temptation, resisting intimidation, overcoming the effects of a Psychological Complication, or pressing on despite unfavorable odds.

EGO 0

At EGO 0, a character must attempt an EGO Roll each Phase. Failure means he must follow all orders given to him from any source, and he may initiate no actions of his own. Success means he is free (that Phase) to reject orders, and to initiate his own actions.

PRESENCE (PRE)

Base Value: 10

Cost: 1 CP per +1 PRE

Represents a character's charisma, force of personality, bravery, and leadership qualities. PRE allows characters to impress or awe others and the resist the effects of another character's high PRE.

PRE ROLLS

Since Presence Attacks (see below) simulate the effects of trying to impress or frighten someone, PRE Rolls aren't used frequently. However, you can use them to help determine a character's reaction in situations that don't involve specific Presence Attacks.

PRE 0

At PRE 0, a character must attempt an PRE Roll to take any offensive action, or to remain in the face of anything even remotely threatening. Failure means he can take defensive actions only, or flees.

PRESENCE ATTACKS

Powerful individuals are impressive. Some can be so overwhelming that they make others stop and listen, or even obey commands. *Champions* simulates this effect with *Presence Attacks*.

A Presence Attack is an attempt to influence the target(s), and it can have very useful effects. It affects everyone who can clearly perceive the character performing it, provided it's intended for them. For example, ordering a villain stop and surrender won't cause innocent bystanders to stop fleeing, and urging bystanders to clear the area won't influence the villain or his henchmen.

PRESENCE ATTACK TABLE

Presence Attack is	Effect of Attack
Target's PRE	Target is impressed. He hesitates enough so that the attacker may act before him this Phase, or receives +5 PRE only for purposes of resisting contrary Presence Attacks made that Phase.
Target's PRE + 10	Target is very impressed. He hesitates as above, and only performs a Half Phase Action during his next Phase. He considers very deeply what the attacker says, and may comply with requests or obey orders which seem worthwhile to him. He receives +5 PRE only for purposes of resisting contrary Presence Attacks made that Turn.
Target's PRE + 20	Target is awed. He will not act for 1 Full Phase, is at ½ DCV, and possibly will do as the attacker commands. If he's friendly, he's inspired and may follow the character into danger; he will comply with most requests and obey most orders. He receives +10 PRE only for purposes of resisting contrary Presence Attacks made that Turn.
Target's PRE + 30	Target is cowed. He may surrender, run away, or faint. He is at 0 DCV, and will nearly always follow commands. If he's friendly, he becomes inflamed, and will follow the character into any danger, comply with virtually any request, or obey virtually any order.

Most Presence Attacks are based on intimidation or fear (“Surrender or die!”). However, characters can use them to evoke and manipulate other emotions too, such as commanding attention, inspiring ally morale, or getting assistance.

A Presence Attack is an Effect Roll, with 1d6 for each 5 points of the attacker’s PRE, plus or minus any dice for circumstances (as shown on the Presence Attack Modifiers Table). Compare the result to the target’s PRE, and check the Presence Attack Table.

A Presence Attack itself is a No Time Action. However, if the character wishes to perform an Action along with the Presence Attack, such as punctuating an order with a violent action or power exhibition, that Action takes the amount of time it normally does. Repeated Presence Attacks against the same targets are less effective (-1d6 on the second attack, -2d6 on the third attack, and so on).

ALTERNATE DEFENSES

For some Presence Attacks, the GM might allow Characteristics other than PRE to serve as the target’s defending trait if desired/logical. For example, EGO might allow a character to resist doing something he’d be opposed to.

PRESENCE ATTACKS AND INTERACTION SKILLS

Presence Attacks are most applicable to crisis situations like combat (to make an opponent hesitate or surrender) or time-critical situations where quick decisions or actions are needed. Except for the combat effects specifically defined in the Presence Attacks Table, the GM determines exactly how long the effect of a Presence Attack lasts. As a rule of thumb, a “Greater than PRE” effect lasts no more than a Turn, and each +10 level of effect beyond that equates to one step down the Time Chart.

When time isn’t as pressing, Interaction Skills allow a more sophisticated and longer-lasting range of effects. Characters versed in Interaction Skills may sometimes get bonuses to similar Presence Attacks (for example, a character with *Oratory* can make better Presence Attacks against large groups than characters without that Skill). In general, Presence Attacks are “quick-fixes” to behavior, while characters need Interaction Skills to cause more lasting changes.

PRESENCE ATTACK MODIFIERS TABLE

Modifier	Situation or Character’s Action
-1d6	Inappropriate setting
-2d6	Very inappropriate setting
-1d6	In combat
-1d6	At a disadvantage
-3d6	Covered
<i>Presence Attack conflicts with target’s Psychological Complications</i>	
-1d6	Moderate Psychological Complication
-2d6	Strong Psychological Complication
-3d6	Total Psychological Complication
<i>Negative Reputation relevant or contrary to Presence Attack</i>	
-1d6	8- Reputation
-2d6	11- Reputation
-3d6	14- Reputation
-4d6	Extreme Reputation
-1d6 to -3d6	Presence Attack runs against existing moods
Varies	Character has an appropriate <i>Positive Reputation</i> Perk (page 38)
<i>Presence Attack agrees with target’s Psychological Complications</i>	
+1d6	Moderate Psychological Complication
+2d6	Strong Psychological Complication
+3d6	Total Psychological Complication
<i>Presence Attack is punctuated with a violent action</i>	
+1d6	Violent action
+2d6	Extremely violent action
+3d6	Incredibly violent action
<i>Quality of Soliloquy</i>	
+1d6	Good soliloquy
+2d6	Excellent soliloquy
+3d6	Incredible soliloquy
+1d6	Character makes appropriate Interaction Skill Roll
+2d6	Character makes appropriate Interaction Skill Roll by half or more
+1d6	Target is Surprised
+1d6	Exhibiting a Power or superior technology
+1d6	Appropriate setting
+2d6	Very appropriate setting
+2d6	Target is in partial retreat
+4d6	Target is in full retreat/has been captured
+1d6	Need (character appealing for help genuinely seems to need it)
+1d6	Logic (statements are extremely logical and well thought out)

Character Creation

OFFENSIVE COMBAT VALUE (OCV)

Base Value: 3

Cost: 5 CP per +1 OCV

Represents a character's accuracy in combat; it's used to make Attack Rolls. See *Attack Rolls And Combat Values* (page 144) for using and modifying OCV, including OCV 0.

DEFENSIVE COMBAT VALUE (DCV)

Base Value: 3

Cost: 5 CP per +1 DCV

Represents a character's evasiveness in combat; it's used to oppose Attack Rolls. See *Attack Rolls And Combat Values* (page 144) for using and modifying DCV, including DCV 0.

OFFENSIVE MENTAL COMBAT VALUE (OMCV)

Base Value: 3

Cost: 3 CP per +1 OMCV

Represents a character's accuracy in Mental Combat; it's used to make Mental Attack Rolls. See *Attack Rolls And Combat Values* (page 144) for using and modifying OMCV, including OMCV 0.

DEFENSIVE MENTAL COMBAT VALUE (DMCV)

Base Value: 3

Cost: 3 CP per +1 DMCV

Represents a character's evasiveness in Mental Combat; it's used to oppose Mental Attack Rolls. See *Attack Rolls And Combat Values* (page 144) for using and modifying DMCV, including DMCV 0.

SPEED (SPD)

Base Value: 2

Cost: 10 CP per +1 SPD

Determines how many Phases a character has each turn, and on which Segments they occur (see *Combat Time*, page 136). SPD is limited to a maximum of 12 (higher SPDs serve only to resist Drain SPDs and similar attacks).

At SPD 0, a character is frozen in place, unable to move or take any other Actions. He has DCV 0, and any penalties for targeting the character's specific Hit Locations are halved. He can only take Post-Segment 12 Recoveries, and all Constant Powers shut off.

PHYSICAL DEFENSE (PD)

Base Value: 2

Cost: 1 CP per +1 PD

Represents a character's ability to withstand damage from physical attacks. Characters subtract PD from the STUN and BODY damage rolled on Normal Damage physical attacks (such as punches and clubs). See *Taking Damage* (page 157) for more information.

ENERGY DEFENSE (ED)

Base Value: 2

Cost: 1 CP per +1 ED

Represents a character's ability to withstand damage from energy attacks. Characters subtract ED from the STUN and BODY damage rolled on Normal Damage energy attacks (such as electricity or fire). See *Taking Damage* (page 157) for more information.

RECOVERY (REC)

Base Value: 4

Cost: 1 CP per +1 REC

Represents how quickly a character recuperates from exhaustion and injury.

RECOVERING

Characters use REC to regain lost STUN and expended END. This is known as "Recovering" or "taking a Recovery."

When a character Recovers, add his REC to his current STUN and END totals (to a maximum of their full values, of course). Characters get to Recover in two situations: Post-Segment 12; and when they choose to Recover as a Full Phase Action.

POST-SEGMENT 12 RECOVERY

After Segment 12 each Turn, all characters (except those deeply unconscious or holding their breath) get a free Post-Segment 12 Recovery. This includes Stunned characters, although the Post-Segment 12 Recovery does not eliminate the Stunned condition.

RECOVERING AS AN ACTION

Recovering is a Full Phase Action and occurs at the end of the Segment (after all other characters who have a Phase that Segment have acted). A character who Recovers during a Phase may do *nothing else*. He cannot even maintain a Constant Power or perform Actions that cost no END or take no time. However, he may take Zero Phase Actions at the beginning of his Phase to turn off Powers, and Persistent Powers that don't cost END remain in effect.

While Recovering, a character is at ½ DCV, and all penalties for targeting the character's specific Hit Locations are halved. A character cannot Hold his Action and then Recover, Abort to a Recovery, or "abandon" a declared Recovery to perform a different Action.

If a character is hit by an attack while Recovering, and takes any STUN or BODY damage after applying his defenses, then he gains back no STUN or END and can take no other Action instead of the Recovery – he's just wasted a Phase.

RECOVERING BODY

A character Recovers a number of BODY in one month equal to his REC. Typically, the GM apportions this BODY over the course of the month.

This rate of healing assumes the character takes it easy, in relatively clean and comfortable conditions. If he engages in strenuous activity, or is in unsanitary or uncomfortable conditions, the rate is halved. Conversely, hospital care and modern medicine double the healing rate.

HOLDING BREATH AND DROWNING

A character who holds his breath does not get to Recover (even on Post-Segment 12), and expends a minimum of 1 END per Phase. He may voluntarily lower his SPD to 2 to reduce the amount of END he uses.

A character who runs out of END while not breathing expends STUN as END (see below). A character who runs out of STUN in this manner then loses BODY, drowning at -1 BODY per Phase. All characters drown at a minimum SPD of 2 (even if their actual SPD is only 1).

ENDURANCE (END)

Base Value: 20

Cost: 1 CP per +5 END

Represents the energy a character expends to act, exert his STR, move, and use his powers. A character at END 0 or lower can still act, but burning STUN in place of END as described below.

EXPENDING ENDURANCE

Characters expend *Endurance* (END) to perform feats requiring energy, and regain END when they get a Recovery (see above). The general rule is that every 10 Active Points' worth of a Power or STR costs 1 END each Phase to use. Thus, a Blast 8d6 would expend 4 END. Characteristics other than STR generally don't cost END to use. (In Heroic campaigns, STR costs 1 END per 5 STR rather than 1 END per 10; END costs for Powers do not change.)

If a character uses his STR or a Power at less than full power, he pays END only for the amount he uses. For example, a STR 50 character using only 30 STR for a task expends only 3 END, not 5.

Some Combat Maneuvers and other Actions (such as Block, Dodge, or firing a weapon) don't have a listed STR value. In those cases, a character spends 1 END. Martial Maneuvers do not cost END.

USING STUN FOR ENDURANCE

A character at 0 END who still wishes to perform Actions may use STUN as END. The character takes 1d6 STUN Only damage (with no defense) for every 2 END (or fraction thereof) expended. Yes, characters can Knock themselves out this way. (Isn't it wonderful being heroic?)

LONG-TERM ENDURANCE

Characters become more and more fatigued if they continuously expend END. In most situations, this doesn't become a problem; characters usually have at least some "downtime" in which to rest a bit.

When appropriate, such as fleeing from pursuers for extended periods, enduring grueling labor for hours, or blasting a prison cell over and over trying to escape, the GM may wish to invoke the *Long-Term Endurance* (LTE) rules. A character's LTE starts out equal to his END.

When tracking LTE, the character should compare the average amount of END he's using each Turn to his REC, and check the Long-Term Endurance Table. If he's spending less than half his REC in END per Turn (for example, spending 4 END per Turn when his REC is 10), then he loses no LTE; beyond that, LTE loss begins.

A character's END cannot exceed his LTE. So when a character loses LTE, it affects how much END he has to spend.

LTE does not return with normal Recoveries; it requires longer resting periods. A character Recovers his REC in LTE once for every full Five Hours of rest. If he does not or cannot rest, he only Recovers his REC in LTE once per Day.

LONG-TERM ENDURANCE TABLE

END per Turn/REC	LTE Lost
Less than ½	0
½	1 per 5 Minutes
1	1 per Minute
2	1 per Turn
3	2 per Turn
4	4 per Turn
5	8 per Turn

PUSHING

Exceeding the normal limits of a character's STR or a Power to perform a noble, heroic, or life-saving action is called *Pushing*. Pushing must be declared *before* any Attack Roll (or other appropriate roll) is made. If the Attack Roll misses, the character still expends the full END cost for Pushing.

When a character Pushes, he spends 1 END for every CP he wants to increase his STR or Power (to a maximum of +10 CP, or 2x the Active Points in the un-Pushed ability, whichever is less), in addition to the normal END cost for the un-Pushed ability. Characters can only Push abilities that cost END. Any Advantages on the Pushed ability automatically apply to the dice or effect gained from Pushing. For example, a Blast 8d6, Armor Piercing, when Pushed by 10 CP, functions as a Blast 10d6, Armor Piercing.

Character Creation

Pushing is only for heroes and important NPCs (including enemies). Ordinary people never Push, except in situations requiring true heroism and sacrifice. For example, an Olympic weightlifter does not Push his STR to win a gold medal, but a devoted father can Push his STR to lift a burning car off of his trapped child.

Pushing is only for crucial, heroic, or life-saving situations; it's a last-ditch effort to save the day when all else fails. The GM generally shouldn't allow characters to Push routinely, even if they have the END to do it.

✘ Pushing in Heroic campaigns requires an EGO Roll (though the GM might forego this in particularly crucial situations, or grant a bonus to the roll). The character gains 1 CP to the ability per 1 point he makes the roll by, to a maximum of +5 CP.

BODY (BODY)

Base Value: 10

Cost: 1 CP per +1 BODY

Represents how much damage a character can take before dying. See *Death* (page 159) for information on BODY 0 or lower.

STUN (STUN)

Base Value: 20

Cost: 1 CP per +2 STUN

Represents how much damage a character can take before being Knocked Out. See *Knockout* (page 158) for information on STUN 0 or lower.

CHARACTERISTICS COMPARISONS

When deciding on appropriate Characteristic values for a character, the seven categories below can help clarify your thinking. Each GM determines for his own campaign what numbers define these ranges.

Weak: Usually represents infants, extremely aged people, those with severe infirmities, and the like. Typically less than one-quarter of the Base Value.

Challenged: Usually represents younger children, elderly people, those with mild infirmities, and so on. Typically one-quarter to half of the Base Value.

Average: Usually just that – the range of Characteristics for typical people encountered in the game, from older children to average senior citizens. Most people have most Characteristics in the middle of this range. Heroes, being exceptional persons destined for greatness, begin at the very top of the range. Typically from half of to 1x the Base Value.

Notable: Usually represents considerable natural aptitude (from fitness or genetics) or specific training. Examples include talented amateur athletes, police officers, soldiers, scientists, and scholars. Typically 1x to 1½x the Base Value.

Exceptional: Usually represents truly rare natural aptitude or intensive training. Examples include Olympic-level athletes, elite police officers and soldiers, or internationally-renowned scientists and scholars. Typically 1½x to 2x the Base Value.

CHARACTERISTICS BENCHMARK TABLE

Char	Weak	Challenged	Average	Notable	Excellent	Legendary	Superhuman
STR	Infant	Child, Elderly person	Average person	Typical weightlifter	Olympic weightlifter	Gorilla, Horse	Hercules, Thor, Elephant, Ox, Rhino, Whale
DEX	Infant	Child, Elderly person	Average person	Cop, Pickpocket, Soldier	Sleight of hand artist, elite soldier	Elite martial artist	Hermes
CON	Infant	Child, Elderly person	Average person	Solider	Elite Soldier, Horse, Wolf	Rasputin, Elephant, Ox	Hercules, Thor, Whale
INT	Infant	Imbecile	Average person	Scientist, scholar	Einstein, Edison, Tesla	Sherlock Holmes	Super-computer
EGO	Infant	Weak-willed person, many insane people	Average person	Elite soldier	Psychic, Sorcerer	Psionic superhero, powerful sorcerer	Zeus, Odin
PRE	Infant	Coward	Average person	Televangelist, Wolf	Julius Caesar, Vampire	Vampire lord	Zeus, Odin, Apollo
OCV	Infant	Child, Elderly person	Average person	Cop, Soldier	Elite soldier	William Tell, Annie Oakley	Apollo, Artemis
BODY	Infant	Child, Elderly person	Average person	Pro football player	Rasputin, Horse	Elephant, Rhinoceros	Hercules, Thor, Whale

Legendary: Usually represents the very best of the best humanity has to offer; a level ordinary people almost *never* attain. Examples include the greatest athletes, warriors, scientists, and scholars in history. The upper limit of Legendary is the upper limit of normal human Characteristics. Typically 2x to 3x the Base Value.

Superhuman: Usually represents superhuman or non-human characters such as aliens, mutants, magical beings, mythological figures, recipients of super-technology, and so on. “Normal” humans do not have any Characteristics in this range. Of course, being superhuman by character concept doesn’t mean you *must* have Characteristics in this range; it simply means you usually can’t have Characteristics in this range *unless* you’re superhuman. Typically more than 3x the Base Value.

CHARACTERISTIC MAXIMA ☒

Some campaigns have a ground rule that Characteristics (and the three basic movement modes) cost double the usual amount to increase beyond a certain value. A list of suggested maxima follows below. Some GMs extend this idea to include Skill Rolls above a certain level, damage beyond a certain Damage Class, certain types of rare Powers, and so on.

CHARACTERISTIC MAXIMA TABLE ☒

Characteristic	Maximum Value
STR	20
DEX	20
CON	20
INT	20
EGO	20
PRE	20
OCV	8
DCV	8
OMCV	8
DMCV	8
SPD	4
PD	8
ED	8
REC	10
END	50
BODY	20
STUN	50
Running	20m
Leaping	10m
Swimming	10m



CHARACTER BASICS

All characters start with various traits by default. Though not Characteristics, they’re presented here because – like Characteristics – they’re common to all characters.

Characters are considered to be 2m tall, ½m wide, ½m thick, and 100kg in weight. Differing from these norms costs nothing, and has no effect on the game, unless you choose to represent the difference somehow with Game Elements. For example, you might buy extra STR because being extremely tall makes you very strong, or take a Physical Complication that reflects the difficulties of being extremely tall, or you might just say (for roleplaying flavor) “this character is very tall,” but not represent it with any in-game traits (in which case he’s treated as *functionally* identical to any other character).

Likewise, a character can have any appearance you choose (beautiful, handsome, ugly, nondescript, and so on). It costs nothing, and has no mechanical effect on the game, unless you choose to represent the character’s appearance with Game Elements such as *Striking Appearance* (page 41) or *Distinctive Features* (page 126).

Characters need to breathe air, need to sleep roughly eight hours out of every 24, need to eat/drink roughly once every six hours, and have a lifespan of 100 years. For a character that differs from these norms, see *Life Support* (page 74).

Characters have normal human senses for no cost. If a character doesn’t, see *Lacking Normal Senses* (page 134).

All characters also have base amounts of *Running*, *Leaping*, and *Swimming* for free as shown below. See those individual Power descriptions, and the general *Movement* section (page 131) for more information on using and improving these abilities, or *Selling Back Game Elements* (page 11) for information on reducing them.

BASE MOVEMENT TABLE

Base Value	Movement Mode	Cost
12m	Running	1 CP per +1m
4m	Leaping	1 CP per +2m
4m	Swimming	1 CP per +2m

SKILLS

Skills are abilities characters *can* learn or be trained to perform, and most characters *do* acquire most Skills by learning or training (but Skills can also represent innate abilities, or even superpowers, depending on Special Effects). Examples include lockpicking, starship piloting, fencing, and knowing all about politics.

BUYING SKILLS

A character obtains a Skill (or improves an existing Skill) by paying the CP cost listed. Most Skills are rated with a number indicating how well a character knows the Skill (the *Skill Roll*; see below). The higher the roll, the better the character is at the Skill.

SKILL TYPES

Skills fall into five categories (see below). Agility Skills, Intellect Skills, and Interaction Skills are sometimes known collectively as *Characteristic-Based Skills*.

AGILITY SKILLS

Agility Skills are based on DEX, so they generally represent abilities involving agility, reflexes, fine motor control, eye-hand coordination, and so on (and are sometimes referred to as “DEX-based skills”). They cost 3 CP for a base Skill Roll of 9 + (DEX/5) or less; +1 to the roll for +2 CP.

BACKGROUND SKILLS

Background Skills generally represent knowledge and capabilities not specifically covered by other Skills. They’re flexible “catch-all” abilities, useful for fleshing out a character’s non-combat expertise, and often rooted in the character’s background (hence the name). They can be based on various Characteristics (or not tied to a Characteristic at all), depending on the nature of the Background Skill. However, they remain Background Skills: a Knowledge, Professional, or Science Skill based on INT is not an Intellect Skill, and a Professional Skill based on DEX or PRE is not an Agility or Interaction Skill. The cost for Background Skills varies.

COMBAT SKILLS

Combat Skills help a character fight effectively, and typically don’t require a Skill Roll. Their costs vary.

INTELLECT SKILLS

Intellect Skills are based on INT, so they generally represent abilities involving reasoning, perceptiveness, quick thinking, and so on (and are sometimes referred to as “INT-based skills”). Except for Cramming (page 28), they cost 3 CP for a base Skill Roll of 9 + (INT/5) or less; +1 to the roll for +2 CP.

INTERACTION SKILLS

Interaction Skills are based on PRE, so they generally represent abilities that involve influencing other characters in various ways (and are sometimes referred to as “PRE-based skills”). They cost 3 CP for a base Skill Roll of 9 + (PRE/5) or less; +1 to the roll for +2 CP.

SKILL ENHANCERS

Skill Enhancers allow characters to purchase certain Background Skills and Perks at a discount (-1 CP to the cost of any affected Skills and Perks). The minimum cost of an affected Skill or Perk is still 1 CP, but the character receives an 11- Skill Roll, fluent conversation (Languages), a higher Contact roll, or two Favors. Skill Enhancers cost 3 CP each, and each can only be purchased once.

SKILL ENHANCERS TABLE

Skill Enhancer	Affects
Jack of All Trades	Professional Skills
Linguist	Languages
Scholar	Knowledge Skills except Area, City, and Culture
Scientist	Science Skills
Traveler	Area, City, and Culture Knowledge Skills
Well-Connected	Contact and Favor Perks

FAMILIARITY AND PROFICIENCY

A character may buy *Familiarity* with any Characteristic-Based Skill, or any Background Skill except Languages, giving him an 8- Skill Roll for 1 CP. If the character later “upgrades” to the full Skill, the CP spent on Familiarity counts toward the cost; for example, if a character has Familiarity with Lockpicking, then later decides to buy Lockpicking, he spends only 2 additional CP.

Skill Levels never add to a Familiarity; the character doesn’t understand the Skill well enough to apply his expertise. A Familiarity can serve as a Complementary Skill (see below), but other Skills can’t be Complementary to a Familiarity.

A character may buy *Proficiency* with any Characteristic-Based Skill, giving him a 10- Skill Roll for 2 CP. A Proficiency is subject to the same rules and restrictions as a Familiarity.

EVERYMAN SKILLS

All characters know how to do certain things to some extent, as determined by the GM based on the genre and the campaign setting. For example, in modern-day campaigns (including most *Champions* campaigns), the typical *Everyman Skills* are:

- Acting
- Climbing
- Concealment
- Conversation
- Deduction
- Knowledge Skill (Area Knowledge of the character's home region)
- Language (4 CP in the character's native language, including literacy)
- Paramedics
- Persuasion
- Professional Skill (one PS at 11- for the character's job or primary hobby)
- Shadowing
- Stealth
- Transport Familiarity (Small Motorized Ground Vehicles)

Everyman Skills cost no CP. They have the same rules and restrictions as Familiarities (except that the Everyman Professional Skill has an 11- roll instead of 8-). Everyman Skills don't change the cost of buying the full Skill (since they cost nothing to begin with).

CATEGORIZED SKILLS

In campaigns where Skills play an especially large role in character success, you might desire more detail than the standard rules offer. For example, in a game where characters frequently deal with creating or detecting forgeries, perhaps the basic *Forgery* Skill seems inadequate or unrealistic, because it doesn't differentiate between different types of fakery.

For more detail, you can "explode" a Skill into categories and subcategories (whatever categories and subcategories seem reasonable to you). For example, categories of *Forgery* might include Documents or Art Objects, while subcategories might include Drivers' Licenses, Passports, Paintings, or Sculpture.

Categorized Skills typically cost 2 CP per category, 1 CP per subcategory, and +1 to the roll per +2 CP. The Skills most commonly exploded in this manner include Animal Handler, *Forgery*, Gambling, Navigation, Survival, and Weaponsmith.

USING SKILLS

SKILL ROLLS

Most Skills are rated with a number (the *Skill Roll*) indicating how well a character knows the Skill. Skill Rolls are Success Rolls (page 8). See the Skill Roll Table for guidelines on relative values.

In ordinary situations, for normal uses of a Skill, under no special stress and given adequate time, the GM should assume success. For example, a character skilled in *Paramedics*, with access to a first aid kit and a few minutes to work, does not have to make his Skill Roll in order to bandage a wound.

SKILL ROLL TABLE

Skill Roll	Description
8-	Familiar: Can perform only the most rudimentary tasks; very basic knowledge of a subject (basic terms and concepts); minimal training; little or no experience.
10-	Proficient: Can perform routine tasks with effort; elementary knowledge (common terms and concepts); some training; some supervised experience.
11-	Competent: Qualified to get a job using the Skill; performs routine tasks normally, and challenging tasks with effort; sound knowledge (most terms and concepts; basic theory); full training; unsupervised experience.
12- to 13-	Skilled: Qualified to supervise others in use of the Skill; performs routine tasks easily, challenging tasks normally, and advanced tasks with effort; thorough knowledge (nearly all terms and concepts; common theory); advanced training; supervisory experience.
14- to 15-	Very Skilled: Regarded as an expert with the Skill; performs routine tasks effortlessly, challenging tasks easily, difficult tasks normally, and advanced tasks with effort; comprehensive knowledge (all terms and concepts; most theory); provides advanced training; extensive experience in multiple aspects of the Skill.
16- to 17-	Highly Skilled: Regarded as a master of the Skill - one of the world's leading experts; performs challenging tasks effortlessly, difficult tasks easily, advanced tasks normally, and cutting-edge tasks with effort; encyclopedic knowledge (knows everything generally studied in the field, and adds to that body of knowledge); trains experts in the Skill; virtually no application of the Skill the character hasn't done.
18- to 19-	Extremely Skilled: One of history's leading masters of the Skill; performs difficult tasks effortlessly, advanced tasks easily, cutting-edge tasks normally, and with effort, he can "push the envelope" of what's possible with the Skill; exhaustive knowledge (knows even obscure minutiae in the field, and routinely adds to the body of knowledge); trains masters in the Skill.
20- or more	Incredibly Skilled: Possibly the greatest master of the Skill in history; performs advanced tasks effortlessly, cutting-edge tasks easily, and "pushing the envelope" is a normal use of the Skill for him; he "wrote the book" on the Skill in terms of knowledge, and has forgotten more about it than most experts will ever know; he amazes masters of the Skill. This is the realm of supergeniuses, advanced superheroes, and mythic figures.

Character Creation

Characters do have to make Skill Rolls when they attempt to use a Skill in difficult or dangerous situations (including combat), or when success is crucial or unlikely. For example, a character trying to bandage a wound using a torn-off shirt sleeve, and with a supervillain battle raging nearby, *does* need to make a *Paramedics* Skill Roll.

Typically, attempting a Skill Roll constitutes a Half Phase Action. This can vary depending on the Skill, the task, and the circumstances – sometimes a Skill Roll requires hours of effort or no time at all.

The more a Skill Roll succeeds by, the greater the degree of success. Failing a Skill Roll usually just indicates failure to accomplish the task; a failed Skill Roll shouldn't normally be worse than not having the Skill at all.

SKILL VERSUS SKILL CONTESTS

When characters use their Skills in opposition, such as when one character tries to conceal something while another character tries to find it, this is called a *Skill Versus Skill Contest*. The character taking action attempts his roll first. If he succeeds, the reacting character attempts his Skill Roll, with a -1 modifier for every 1 point by which the first character succeeded. In other words, the second character must succeed by the same margin as the first or greater. (If the first character fails, it's no longer a Skill Vs. Skill situation, and the second character's actions are resolved normally.)

In obvious situations, there's no need to make Skill Rolls. For instance, if the first character conceals an object in a drawer, and the opposing character specifically searches that very drawer, of course he'll find the object.

Most Skills work directly against the same Skill. However, Stealth works against a PER Roll, and the GM can have other Skills oppose each other whenever appropriate (such as a thief trying to beat a computerized lock using Lockpicking against the designer's Computer Programming).

COMPLEMENTARY SKILLS

When two (or more) Skills apply to the problem at hand, they can work together to improve the chances or degree of success. These *Complementary Skills* can come from one character with multiple applicable Skills, from multiple characters working together, or from some combination of both.

The GM determines which Skill is the primary Skill for the task at hand, and what Skill(s) are Complementary. Characters attempt the Complementary Skills first. Each successful Complementary Skill Roll results in a +1 modifier for every 2 points the roll succeeded by (*i.e.*, +1 for a success by 0, 1, or 2; +2 for a success by 3 or 4; and so forth). The character then applies the modifiers to the Skill Roll of the primary Skill for the final resolution of the task.

SKILL MODIFIERS

The GM may apply modifiers to Skill Rolls depending on the circumstances. All Skill Modifiers change the number the character needs to roll, not the dice roll itself (thus, a positive modifier, like +2, is good because it increases a character's Skill Roll).

SKILL MODIFIERS TABLE

Modifier	Circumstance
Difficulty	
+3 to +5	Routine
+1 to +3	Easy
+1 to +3	Difficult
-3 to -5	Extremely Difficult
-5 or more	Sheer Folly
Equipment Quality (for Skills that need or can use equipment)	
+1 to +3	Character uses good equipment in connection with the Skill
-1 to -5	Character uses poor equipment, or lacks the proper equipment
Conditions	
+1 to +3	Excellent conditions for performing the Skill
-1 to -5	Poor conditions for performing the Skill
-1 to -3	Combat conditions (for Skills not normally used in combat)
+1 to +3	Character has extensive knowledge of the object of the Skill Roll
+1 to +3	Player roleplays use of the Skill well
-1 to -5	Extremely strange or weird object to perform the Skill on
see text	Taking more or less time

Skills are very general; they cover a variety of situations, and circumstances can affect the chances of success. The Skill Modifiers Table provides a general list of modifiers for GMs to use as a guideline.

TAKING MORE OR LESS TIME

The GM should determine the normal amount of time for a task, the maximum amount of time that could be helpful in accomplishing the task, and the minimum time the task could be done in. For every step down the Time Chart, between the normal time and the maximum time, the character gets a +1 bonus for taking extra time. For every step up the Time Chart, between the normal time and the minimum time, the character gets a -3 penalty for trying to work faster.

Example: *Defender uses Mechanics to repair some minor damage to the V-Jet. The GM determines that the repairs should take about an hour. They're not terribly complicated, so taking longer than 6 hours wouldn't help. The shortest possible amount of time for Defender to succeed, considering how long it will take just to detach and reassemble things, is 5 minutes.*

So Defender can gain a maximum of a +1 bonus if he takes 6 Hours instead of 1 Hour (one step down the Time Chart), and a maximum of a -6 penalty if he takes 5 Minutes instead of 1 Hour (two steps up the Time Chart). He could also do it in 20 Minutes for a -3 penalty, or (of course) in 1 Hour at his normal roll.

Minimum and maximum times may be different for different characters, but the “normal time” should be based on the task itself. For example, if Kinetik had Mechanics, the GM might rule that his superspeed powers enable him to make repairs in as little as 1 Turn (albeit at hefty penalties for taking less time).

ALTERNATE CHARACTERISTICS

When appropriate, the GM may occasionally call for a Skill Roll based on a different Characteristic than usual. For example, figuring out how to disarm a bomb is a standard Demolitions roll based on INT; for cutting a wire without touching the detonation trap right next to it, the GM might call for a Demolitions roll based on DEX.

EXTRAORDINARY SKILLS

The GM may permit characters to attempt amazing feats not possible in the real world (or even most adventure fiction), such as using Breakfall to take no damage from falling out of an airplane, or using Persuasion to convince a character of a patent untruth (“Are you going to believe me, or your own eyes?”). These *Extraordinary Skill* attempts take a -10 penalty before any other modifiers are assigned.

You can also use this concept to simulate characters with seemingly-universal knowledge in a field of endeavor. Buy a general-topic Background Skill based on a Characteristic, and increase the roll by +10 (purchased specifically for the Skill; not via Skill Levels). Then allow that Skill to function as a Characteristic-based roll for every subject in that field. For example, an INT 25 character with “SS: All Science 24-” would have a 14- roll with any field of Science.

SKILL DESCRIPTIONS

ACROBATICS (Agility)

Allows a character to perform tricky feats of whole-body agility. Example uses include safely jumping from one moving vehicle to another, swinging from flagpoles, bouncing off awnings, balancing on narrow surfaces like building ledges and tightropes, flipping over obstacles, and tumbling like a gymnast.

Modifiers to the Acrobatics roll are typically environmental or based on the difficulty of the feat. A character with Acrobatics often gains the *Surprise Move* (page 147) bonus in combat by incorporating an acrobatic maneuver of some kind into his attack; this is typically a Zero Phase or No Time Action.

ACTING (Interaction)

Allows a character to conceal his identity, fake moods and emotions, and impersonate other characters. Example uses include pretending to be happy when a rival receives an honor, or taking on the role of another character (real or fictional).

Acting typically involves altering behavior, physical mannerisms, speech patterns, and so on. Acting can enable a character to *behave* like another person, but *looking* like another person requires Disguise, and *sounding* like another person requires Mimicry. To detect Acting, use an INT Roll Versus Acting Contest.

ANALYZE (Intellect)

Allows a character to determine another character’s level of power or degree of competence in some area (chosen at purchase). Examples include Analyze Style (martial arts styles), Analyze Combat Technique (fighting skills and tactics), or Analyze Magic (magical styles and training). The more the character makes his Analyze roll by, the more detailed the assessment he makes about the target, as shown in the Analyze Table.

ANALYZE TABLE

Roll Made by:	Information/Effect
(Failed)	No useful information
Exactly	General comparison (“He’s better than me” or “I’m better than him”)
1 or 2	As above, plus knows where, how, and by whom target was trained (if applicable)
3 or more	As above, plus gets +1 DCV against any attacks (or -1 on Skill Vs. Skill rolls) made by target
Half or more	As above, plus gains +2 for all relevant rolls against the target (treat as Overall Skill Levels)

Analyze may only be attempted once per encounter. Bonuses from Analyze last for that encounter only, though general knowledge remains.

The GM can expand Analyze to allow evaluation of just about anything (buildings, computers, and so on), not just character competence. Used that way, Analyze acts as a particularly useful Complementary Skill, granting a +1 bonus to Skill Rolls related to his Analyze topic for every 1 point he makes his Analyze roll by.

ANIMAL HANDLER (Interaction)

Allows a character to train and control animals. Example uses include teaching an animal to attack on command (or *not* to attack), or calming an angry or frightened animal.

Modifiers to the Animal Handler roll typically depend on the difficulty of the “trick” being taught or the intensity of the behavior being controlled, the intelligence of the animal, and the time the character has to work with it. Characters don’t need Animal Handler to work with animals bought as Followers (page 37).

Character Creation

AUTOFIRE SKILLS (Combat)

Cost: 5 CP for each Autofire Skill

Allow a character to use Autofire attacks more efficiently. Although usually associated with Autofire weapons like machine guns, Autofire Skills can also apply to an innate power or ability (such as an Autofire Blast).

Each Autofire Skill below halves the character's DCV, and takes a Full Phase Action to use. Characters with multiple Autofire Skills can use more than one of them at once. When "stacked" in this way, the OCV penalties add together; however, the character's DCV halves only once, and he uses only one Full Phase Action.

Accurate Sprayfire: Reduces the OCV penalty to a flat -1 when Autofiring against multiple targets (page 145) or using Suppression Fire (page 154).

Concentrated Sprayfire: Allows the character to fire multiple shots at a particular target when Autofiring against multiple targets (page 145). He incurs an additional -1 OCV penalty beyond whatever penalties he suffers for using Autofire on multiple targets.

Rapid Autofire: Allows the character to use Autofire attacks with the *Multiple Attack* Combat Maneuver. He must fire the same number of shots in each burst. He suffers the combined OCV penalties for Multiple Attack and Autofire.

Skipover Sprayfire: Removes the requirement that the character fire at least one shot into each 2m area in the line when using Autofire against multiple targets. He still has the standard -1 OCV penalty for each 2m tracked across, and he still can't track across more 2m areas than the number of shots he can fire. Skipover Sprayfire attacks are at -1 OCV, in addition to other applicable penalties.

BREAKFALL (Agility)

Allows a character to get to his feet as a Zero Phase Action, halve the damage taken from a fall, halve the damage taken from being Thrown, land on his feet (and suffer no damage) when taking Knockback, and keep his footing on treacherous ground. Each one of these tasks requires a separate successful Breakfall roll, as shown in the Breakfall Table.

BRIBERY (Interaction)

Allows a character to get desired results from a target by illicitly offering him money or other goods or services of value. Example uses include a driver getting out of a speeding ticket by slipping the cop a \$20 bill, or an imprisoned mob boss getting extra privileges by paying off the warden.

A successful Bribery roll tells a character what to offer, how much to offer, how to approach the target, and usually gives him some idea of how amenable the target might be to the idea (though this is an inexact science, at best; Bribery isn't Telepathy). Failed Bribery rolls generally just mean the attempt failed; badly failed rolls (or incorruptible targets) could result in other consequences (like arrest).

BUGGING (Intellect)

Allows a character to properly place and operate various surveillance devices, find such devices placed by others, and follow tracking devices planted on persons or in vehicles. Example uses include tapping telephones to listen in on conversations, using a video camera hidden on a room service cart to spy on a hotel room, or following a tracer placed on a villain's car back to his secret hideout.

Placing Bugging equipment properly means putting it in a functional location, not necessarily hiding it effectively (that would be Concealment). Following a tracking device means using the equipment correctly, not necessarily remaining unseen by the target (that would be Shadowing).

BUREAUCRATICS (Interaction)

Allows a character to deal effectively with bureaucratic entities (such as governments or large corporations), including what processes to follow and which people to contact. Example uses include getting items through customs quickly, making an appointment with a hard-to-reach official, or fast-tracking a license application or other paperwork.

CHARM (Interaction)

Allows a character to gain trust from others (typically NPCs). Examples include a naturally-likable person who befriends others easily, a seductive character who gains trust through sexual attraction, or a smooth-talker who tells people what they want to hear.

BREAKFALL TABLE

Task	Requires Successful Breakfall Roll At:
Standing up as a Zero Phase Action*	No penalty
Taking half damage from a fall	-1 per 4m fallen (or fraction thereof)
Taking half damage from a Throw	-1 per 2d6 in the Throw attack
Landing on feet after Knockback	-1 per 4m Knocked Back (not possible if Knocked Back into something)
Keeping footing on treacherous ground	Per <i>Environmental Conditions</i> (page 139)

* = Note that this doesn't prevent him from becoming prone from Dive For Cover, Throw, or the like.

To resist Charm, use an EGO Roll Versus Charm Contest. Common modifiers to Charm attempts include the quality of the character's conduct and roleplaying, the receptivity of the target, and the target's Psychological Complications. The *Striking Appearance* Talent usually modifies Charm rolls.

CLIMBING (Agility)

Allows a character to climb unusually difficult walls, trees, and buildings, as long as handholds exist. Example uses include scaling a castle wall, trekking up a steep mountain, or climbing up a sheer rock face.

Climbing speed is generally no more than 2m per Phase (less for particularly tough climbs), and the character is at half OCV and DCV. Failed rolls typically mean inability to climb that area, but a particularly bad failure could mean a fall.

COMBAT DRIVING (Agility)

Allows a character to control a vehicle that moves in two dimensions (such as a ground or surface water vehicle) in difficult situations, and to drive such a vehicle with up to its full DCV in combat (see *Vehicle Combat*, page 164). Example uses include participating in an auto race, handling a high-speed car chase, or (unsurprisingly) driving in combat.

Characters need to make Combat Driving rolls only in combat and stressful situations (such as chases, races, or unusual maneuvers). A character can use Combat Driving with any applicable vehicle he knows how to operate (see *Transport Familiarity*, page 35). Combat Driving includes Familiarity with one 1-CP class of vehicles that operate in two dimensions (but if the character buys the full category, this "free" CP does not reduce the cost).

COMBAT PILOTING (Agility)

Allows a character to control a vehicle that moves in three dimensions (such as an air, space, or underwater vehicle) in difficult situations, and to pilot such a vehicle with up to its full DCV in combat (see *Vehicle Combat*, page 164). Example uses include participating in a stunt flying show, landing in a howling blizzard, or (unsurprisingly) flying in combat.

Characters need to make Combat Piloting rolls only for taking off, landing, or flying in combat or stressful situations (such as storms, chases, or unusual maneuvers). A character can use Combat Piloting with any applicable vehicle he knows how to operate (see *Transport Familiarity*, page 35). Combat Piloting includes Familiarity with one 1-CP class of vehicles that operate in three dimensions (but if the character buys the full category, this "free" CP does not reduce the cost).

COMBAT SKILL LEVELS (Combat)

Allow a character to improve his OCV, DCV, or damage with an attack. The applicability and uses depend on what types of attacks it works with.

A character can only use a particular Combat Skill Level (CSL) for one thing at a time (choosing which thing is referred to as "assigning" the CSL). Assigning CSLs is a Zero Phase

Action that can only be done once per Phase. A character can only assign a CSL on Phases when he uses the attack/power the CSL applies to.

A CSL assigned to OCV grants +1 OCV with any attack the CSL applies to. Assigning *two* CSLs to damage grants +1 Damage Class.

A CSL assigned to DCV grants +1 DCV against the same type of attacks (HTH or Ranged) for which the CSL could increase OCV (for example, a sword fighting CSL could increase DCV against HTH attacks). Since it's difficult to dodge a bullet or an arrow, regardless of your experience at shooting bullets or arrows, GMs might only allow All Combat CSLs to increase DCV against Ranged attacks.

THE FIVE TYPES OF COMBAT SKILL LEVELS

SPECIFIC (2 CP)

A *Specific* CSL applies to a single Combat Maneuver, Martial Maneuver, weapon, or power. Examples include Move Through, broadsword, or Blast. Specific CSLs with a Combat or Martial Maneuver apply to any use of that maneuver, regardless of weapon or power; Specific CSLs with a weapon or power apply to any use of that weapon or power, regardless of maneuver. Specific CSLs apply *only* to OCV; never DCV or damage. A character cannot apply Limitations to Specific CSLs.

SMALL GROUP (3 CP)

A *Small Group* CSL applies to up to three related maneuvers, a tight group of weapons, up to three related powers, or any other group of attacks the GM regards as smaller than a Large Group. Examples include Move Through, Move By, and Grab By; swords; or a "Light Attacks" Multipower (with three or fewer slots). Small Group CSLs generally apply to either a group of HTH attacks or a group of Ranged attacks.

LARGE GROUP (5 CP)

A *Large Group* CSL applies to more maneuvers, weapons, or powers than a Small Group, but fewer than "All HTH Combat" or "All Ranged Combat." Examples include an entire Martial Arts style, all bladed weapons, or a "Light Attacks" Multipower (with more than three slots). Large Group CSLs generally apply to either a group of HTH attacks or a group of Ranged attacks.

ALL HTH COMBAT or ALL RANGED COMBAT (8 CP)

An *All HTH Combat* or *All Ranged Combat* CSL applies to either all HTH attacks or all Ranged attacks (chosen at purchase).

ALL COMBAT (10 CP)

An *All Combat* CSL applies to all attacks.

CSLS WITH LIMITATIONS

CSLs with Limitations automatically apply only to OCV (not DCV or damage). "Only for OCV" or "Only for DCV" are not valid Limitations for CSLs. (For that effect, simply buy more of the OCV or DCV Characteristics.)

Character Creation

COMBAT SKILL LEVELS FOR MENTAL POWERS

Ordinary CSLs don't apply to Mental Powers (not even All Combat CSLs). Instead, characters can buy *Mental Combat Skill Levels* (MCSLs). MCSLs have only the Specific, Small Group, and All Mental Combat tiers, and they cost 1, 3, and 6 CP respectively. MCSLs work exactly like ordinary CSLs (Specific MCSLs can only increase OMCV, Small Group MCSLs apply to up to three attacks, and so forth).

COMPUTER PROGRAMMING (Intellect)

Allows a character to program and operate computers. Example uses include writing a computer program, penetrating a secured computer system, or defeating a computer virus.

Computer Programming also includes knowledge about computers and related topics, such as software, operating systems, and so on. Modifiers often include penalties for the sophistication of tasks or target programs/systems, and may involve Computer Programming Versus Computer Programming Contests against opposing programmers.

CONCEALMENT (Intellect)

Allows a character to hide things and to find things hidden by others. Example uses include hiding a bugging device, searching for a secret door, or concealing a weapon. Modifiers are most often situational, or related to the size of a hidden object or hiding place. See also *Hiding And Finding Things* (page 136).

CONTORTIONIST (Agility)

Helps a character to escape Entangles and Grabs, or fit into unlikely spaces. Example uses include contorting wrists to escape handcuffs, twisting to work on a normally-inaccessible lock, or folding in half to hide in a suitcase.

The GM determines which Entangles and Grabs Contortionist can help a character escape from (based on the Special Effects involved) and what modifiers the attempt involves. Escaping an Entangle (if possible) generally escapes it entirely; it doesn't damage the Entangle. For Grabs, the character receives +1d6 to his STR dice for every 1 point he makes his Contortionist roll by.

CONVERSATION (Interaction)

Allows a character to extract information from others by careful conversation and/or to be an entertaining conversationalist. Examples include a reporter interviewing the famous and powerful, a detective questioning witnesses, or a socialite engaging in witty party chatter.

On successful Conversation rolls, the target won't realize he's divulged any information of value. On a badly failed roll, he may recognize that he's being "pumped" for information and clam up.

CRAMMING (Intellect)

Cost: 5 CP

Allows a character to acquire a basic understanding of a non-combat Skill quickly (usually a few hours, assuming access to learning resources). After study, the character gains a Familiarity with the Skill (or equivalent, such as 1 CP of a Language, Transport Familiarity, or Weapon Familiarity) for the duration of the adventure. Cramming may be purchased more than once, allowing a character to Cram for more than one Skill at a time.

CRIMINOLOGY (Intellect)

Allows a character to find and analyze crime evidence. Example uses include dusting for fingerprints, performing ballistics tests, analyzing blood splatter patterns, and many other crime scene investigation techniques.

Proper equipment is essential to effective Criminology use, and many Science Skills can be Complementary in different situations. Failure generally means no conclusive result, but bad enough failure can lead to false conclusions.

CRYPTOGRAPHY (Intellect)

Allows a character to conceal or reveal information in communications. Example uses include breaking an enemy code, deciphering an enemy communication, or encoding hidden instructions within an innocuous message.

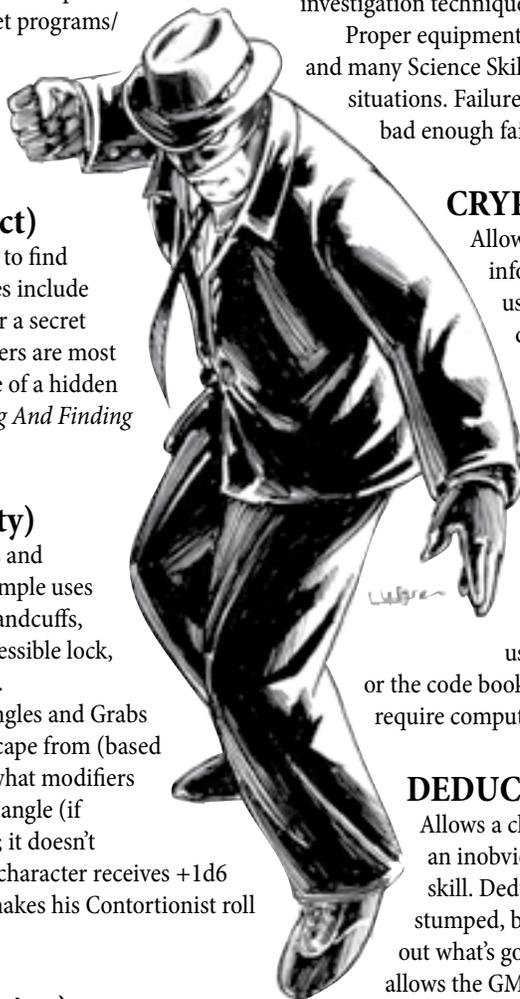
Cryptography mostly applies to ciphers and codes. Ciphers swap letters and numbers in one message with other letters and numbers, and range from simple to extremely complex. Codes swap words or phrases for other words or phrases, and breaking them usually requires either many messages or the code book. Modern codes and ciphers typically require computer assistance to break.

DEDUCTION (Intellect)

Allows a character to take several facts and leap to an inobvious conclusion – the classic detective's skill. Deduction is useful when the *player* is stumped, but the *character* should be able to figure out what's going on. A successful Deduction roll allows the GM to help the character out with tips or overlooked clues, moving the scenario along.

DEFENSE MANEUVER (Combat)

Makes it harder to disadvantage the character in combat by surrounding him or attacking from behind. Characters must buy the levels of Defense Maneuver in order; for example, they must buy Defense Maneuver I and II before they can buy Defense Maneuver III. Defense Maneuver requires a Half Phase Action to use, and the effects remain in place until the beginning of the character's next Phase.



DEFENSE MANEUVER TABLE

Cost	Level	Effect
3	Defense Maneuver I	No attacker is considered to be attacking “from behind.”
+2	Defense Maneuver II	Eliminates Multiple Attackers Bonuses for attackers the character perceives.
+3	Defense Maneuver III	Eliminates Multiple Attackers Bonuses for all attackers (perceived or not)
+2	Defense Maneuver IV	Takes no time to use, and makes any Combat Skill Levels that improve the character’s DCV <i>Persistent</i> for this purpose.

DEMOLITIONS (Intellect)

Allows a character to handle, set, and defuse explosives properly. Example uses include safely building a bomb, arming it with a time delay, or deactivating a time bomb set by another.

The character also knows about different types of explosives, can choose the best one for a particular job, and so forth. A failed roll usually just indicates lack of success; it doesn’t make the situation worse. Though of course, with Demolitions, even simple “lack of success” can have unfortunate consequences....

DISGUISE (Intellect)

Allows a character to change his (or others’) appearance with makeup, costumes, body language, and facial expressions. Example uses include making himself unrecognizable or disguising himself as a specific person (usually with a -1 to -3 penalty).

Spotting a disguise involves a PER Roll Versus Disguise Contest. Disguise can enable a character to *look* like another person, but *behaving* like another person requires Acting, and *sounding* like another person requires Mimicry.

ELECTRONICS (Intellect)

Allows a character to identify, understand, build, repair, disable, and rewire electronic devices. Example uses include tinkering with a radio receiver to pull in different bands, repairing a broken television, or figuring out what an unknown electronic device does by examining it. Proper equipment is essential to effective Electronics use.

FAST DRAW (Agility)

Allows a character to draw a weapon as a Zero Phase Action, to change Clips (page 100) as a Half Phase Action, and to substitute his Fast Draw roll for his DEX Roll when resolving simultaneous Held Actions. Examples include swordsmen who can draw steel in the blink of an eye, cinematic gunmen who scarcely seem to pause while reloading, and old west gunfighters in a high noon quick-draw showdown.

Characters purchase Fast Draw separately for each type of weapon they wish to use the Skill with (defined by Weapon Familiarity groups). For example, a character might have Fast Draw: Common Melee Weapons, Fast Draw: Small Arms, or Fast Draw: Bows.

FORENSIC MEDICINE (Intellect)

Allows a character to examine a corpse to gather information such as time of death, cause of death, whether the body was moved after death, and so on. Obvious facts can be learned at a glance, while a full autopsy takes several hours.

FORGERY (Intellect)

Allows a character to create fake or duplicated items such as money, artwork, and documents, and to spot such forgeries created by others. Example uses include counterfeiting currency, creating a fake ID card, or making a convincing copy of the *Mona Lisa*.

Most uses of Forgery require time and specialized equipment. Spotting a fake is a Forgery Versus Forgery Contest against the original forger’s Skill Roll.

GAMBLING (Intellect)

Allows a character to win at games that require some skill (and to cheat at such games unless the cheating involves Sleight Of Hand). Example uses include employing a counting system in blackjack, betting wisely in craps, or playing skillfully at chess.

Despite the name, Gambling also applies to games with little or no wagering. Spotting an unsuccessful cheating attempt merely requires a PER Roll; spotting successful cheating requires a Gambling Versus Gambling Contest.

HIGH SOCIETY (Interaction)

Allows a character to function properly in upper-class culture (typically, though not always, for their native culture). Example uses include mastering sophisticated table etiquette, knowing who’s who among the rich and powerful, understanding the “court politics” and gossip in such circles, and mingling with and correctly addressing royalty.

INTERROGATION (Interaction)

Allows a character to extract information from people by “force” (physical or psychological). Example uses include torturing or brainwashing a captured spy for information, crooked cops beating a confession out of a suspect without leaving marks, or honest cops using the “good cop, bad cop” ploy to pressure a suspect to talk.

Interrogation works as an EGO Roll Versus Interrogation Contest. Many uses of this Skill aren’t very heroic, and Interrogation is often bought by villains in many campaigns.

Character Creation

INVENTOR (Intellect)

Allows a character to design and construct devices of his own creation. Example uses include designing a suit of high-tech powered armor, developing a new energy source, or building the proverbial better mousetrap.

To use Inventor, a character needs related Skills; Inventor itself does not grant a character any scientific or technical knowledge. For example, inventing a laser rifle might require Weaponsmith and SS: Optics. The GM should be wary of allowing inventions that will completely revolutionize society, unless that's appropriate for the campaign.

KNOWLEDGE SKILL (Background)

Cost: 2 CP for an 11-roll, or 3 CP for 9 + (INT/5); +1 to roll per +1 CP

This very general and flexible Skill represents knowledge of groups, people, places, or things (defined at purchase). Example uses are virtually limitless, since Knowledge Skill is a "catch-all" Background Skill that can represent information about almost any topic (except sciences; see Science Skills).

A KS gives a character knowledge about the chosen topic, what it is, how it works, who's involved with it, and related subjects. When determining whether to use a Knowledge Skill or a Professional Skill, consider that a KS is more about *knowing*, while a PS is more about *doing*; a KS is theoretical knowledge or book-learning, while a PS is practical application and hands-on ability. For example, a character could easily have both KS: Piano and PS: Pianist; the KS means the character knows about how a piano works, the history of pianos, famous pianists, and so forth, while the PS means he knows how to actually play the piano.

Since characters define the topics of their Knowledge Skills, they also define how specific those topics are; the more general the KS is, the less the character knows about specific aspects of the subject. For example, a character with KS: The Superhuman Phenomenon knows a wide overview about the history of superhumans, famous superhumans, sources of superhuman powers, and so on. KS: Superheroes is more specific, while KS: The Champions is even more specific, and KS: Defender is very specific.

The GM should apply appropriate modifiers to the KS roll based on how obscure the information is and how specific the KS is. For example, knowing some particular fact about Defender is much easier for the character with KS: Defender, or even KS: The Champions, than it is for a character with KS: The Superhuman Phenomenon.

Knowledge Skill - Groups (aka Culture Knowledge):

Knowledge of organizations or cultures, including structure, members, duties, customs, requirements, and protocols. Examples include KS: United States of America, KS: The Champions, or KS: Vibora Bay Police Department.

Knowledge Skill - People: Knowledge of a type of person or specific person, including history, personality, habits, and traits. Examples include KS: Superheroes, KS: Supervillains, or KS: Defender.

Knowledge Skill - Places (aka Area Knowledge or City Knowledge):

Knowledge of an area, including geography, landmarks, politics, economy, notable residents, businesses, and so on. Examples include AK: North America, AK: California, or CK: San Francisco. This can also represent knowledge of a type of terrain (plains, forest, and so on), which includes knowledge of the conditions found in that terrain, and can be Complementary to Skills like Survival or Tracking.

Knowledge Skill - Things: Knowledge of anything that doesn't fall into one of the other categories. Examples include KS: Baseball, KS: Art History, KS: Roleplaying Games, or KS: Courtship Rituals Of South American Spiders. The possibilities are nearly infinite, but remember the Core Concept of *You Get What You Pay For*; a KS that's unlikely to ever affect the game shouldn't cost any CP.

LANGUAGE (Background)

Allows a character to speak, read, and write various languages. Characters receive their native language at the 4-CP level for free. Learning other Languages costs CP as shown in the Language Fluency Table. In campaigns where literacy is unusual rather than the norm, characters must spend +1 CP for Literacy with a given Language.

LANGUAGE FLUENCY TABLE

Fluency	Cost
Basic Conversation	1
Fluent Conversation	2
Completely Fluent (with accent)	3
Idiomatic (native accent)	4
Imitate Dialects	5
Literacy (if not standard for society)	+1 CP

USING THE LANGUAGE SIMILARITY TABLE

For additional realism, the Language Similarity Table adjusts the cost of languages depending on how closely related they are to languages the character already knows. Languages enclosed in boxes together are related to some extent, with varying game effects depending on the degree of similarity (described in the Language Similarity Effects Table).

Language similarity can only provide one cost reduction (the best one available, naturally), regardless of how many related languages a character knows when buying a new one.

LIPREADING (Intellect)

Allows a character to read someone's lips to tell what he's saying (assuming the character understands the target's language).

Example uses include "eavesdropping" from across the room at a party, partially compensating for a lack of hearing, or figuring out what a background figure is saying on a TV broadcast.

LOCKPICKING (Agility)

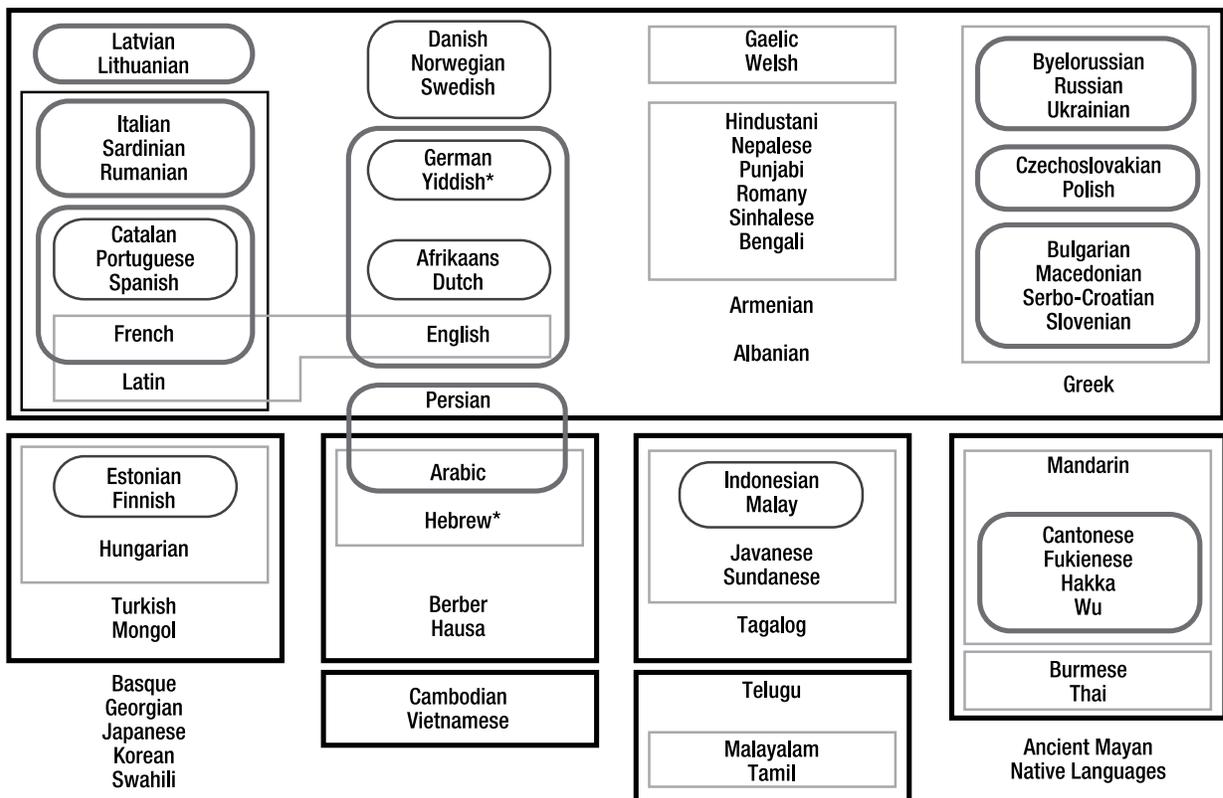
Allows a character to open locks and safes of various kinds using special tools (instead of the intended means of access, such as keys, combinations, and so forth). Example uses include a burglar breaking into a home, a safecracker opening a vault door, or a locksmith opening a lock after the key was lost.

Lockpicking does not include the ability to bypass alarms, traps, or other security devices; that requires Security Systems. Proper equipment is important to effective Lockpicking, though improvised equipment (such as hairpins or credit cards) can sometimes serve in a pinch, at minuses to the roll.

LANGUAGE SIMILARITY TABLE EFFECTS

Box Style	Description	Effects
Thin box; rounded corners	Overlapping	CP in any Language in the group count as half that many CP in every other Language in the group (to a max of 2 CP; halves round down)
Thick box; rounded corners	Very Similar	Having 2 or more CP in any Language in the group allows others in the group to be bought at -1 CP, and grants the ability to understand phrases in any other Language in the group on a successful INT Roll
Thin box; square corners	Similar	Having 2 or more CP in any Language in the group allows others in the group to be bought at -1 CP
Thick box; square corners	Somewhat Similar	No cost benefit or penalty
No box	Dissimilar	+1 CP to the cost

LANGUAGE SIMILARITY TABLE



* Yiddish and Hebrew have 2 points of similarity.

MARTIAL ARTS (Combat)

Allows a character to use purchased Martial Maneuvers (page 154) in combat (in addition to ordinary Combat Maneuvers). Example uses include simulating any form of hand-to-hand combat that requires training, expertise, innate ability, or experience.

Characters must purchase a minimum of 10 Active Points' worth of Martial Maneuvers (even if it's just two 5-CP maneuvers). See Martial Maneuvers (page 154) for more information.

MARTIAL MANEUVERS COSTS

Maneuver	Cost	Maneuver	Cost
Choke Hold	4	Martial Strike	4
Defensive Strike	5	Martial Throw	3
Killing Strike	4	Nerve Strike	4
Legsweep	3	Offensive Strike	5
Martial Block	4	Passing Strike	5
Martial Disarm	4	Sacrifice Throw	3
Martial Dodge	4	Extra Damage Class	4
Martial Escape	4	Weapon Element	1
Martial Grab	3		



MECHANICS (Intellect)

Allows a character to build, repair, and modify mechanical devices. Example uses include building an air conditioner, repairing a faulty irrigation system, or altering an automobile engine to power a boat. Proper equipment is usually necessary for effective Mechanics use.

MIMICRY (Intellect)

Allows a character to imitate sounds. Example uses include impersonating someone else's voice (for deception or as entertainment) or mimicking sounds like bird calls.

Detecting Mimicry uses the listener's Hearing in a PER Roll Versus Mimicry Contest. Mimicry can enable a character to *sound* like another person, but *looking* like another person requires Disguise, and *behaving* like another person requires Acting.

MOVEMENT SKILL LEVELS

Cost: 2 CP per MSL usable with one mode of movement;
3 CP per MSL usable with any mode of movement

Allow a character to improve the performance of his movement. An MSL can have any of the following effects (one at a time, allocated once per Phase as a Zero Phase Action):

- -1 Turn Mode
- +1 to any roll required to land in, or otherwise move to, a particular target point
- +1m per meter acceleration or deceleration
- +1 DCV while moving, when using a Combat or Martial Maneuver that provides bonuses to DCV

NAVIGATION (Intellect)

Allows a character to determine his location and plot efficient courses of travel. Example uses include sailing the ocean by following the stars, overland orienteering with map and compass, or plotting safe courses between star systems.

ORATORY (Interaction)

Allows a character to captivate or convince an audience with his public speaking. Example uses include a politician addressing a gathering, a general addressing his troops, or a businessman giving a presentation.

Oratory is only useful when the audience isn't talking back; arguing effectively in two-way communication requires Persuasion. Existing moods or preconceptions can be important modifiers to Oratory. A successful Oratory roll gives +1d6 (+2d6 if made by half) to Presence Attacks against three or more persons.

PARAMEDICS (Intellect)

Allows a character to perform first aid, stop bleeding, treat injuries, and generally keep someone alive. Example uses include a combat medic bandaging a gunshot wound, a paramedic administering CPR, or an emergency room doctor treating an accident victim.

Paramedics can stop someone from bleeding to death (see Death, page 159) with a successful roll at -1 for every 2 BODY the patient is below zero. Stopping bleeding requires a Full Phase Action.

A character with Paramedics is not necessarily a doctor. Being a doctor also requires SS: Medicine and Fringe Benefit: License to Practice Medicine. Almost all medical doctors have Paramedics, but not every character who has Paramedics is a doctor.

PENALTY SKILL LEVELS (Combat)

Reduce or counteract specific types of OCV or DCV penalties. The character must choose at purchase whether a PSL is offensive or defensive, and what specific penalty it applies to. Examples include a sniper who excels at hitting targets from extreme range, a sharpshooter who can hit an opponent in the hand as easily as the chest, or a wrestler who's as hard to hit on the ground as he is standing up.

Offensive PSLs typically apply to OCV penalties such as the Range Modifier, Hit Location targeting penalties, or penalties for throwing unbalanced or non-aerodynamic objects. Defensive PSLs typically apply to DCV penalties such as those for being prone, encumbered, or fighting in a particular environment.

A character cannot buy an Offensive PSL to counteract the standard OCV penalty imposed by a Combat (or Martial) Maneuver, nor to counteract the Unfamiliar Weapon penalty. Assigning PSLs is a Zero Phase Action that can only be done once per Phase.

PENALTY SKILL LEVELS TABLE

Cost +1 To Offset A Specific OCV Penalty With:

- | | |
|---|--|
| 1 | A single attack (e.g., +1 vs. Hit Location targeting with Longsword) |
| 2 | A tight group of attacks (e.g., +1 vs. Hit Location targeting with Swords) |
| 3 | All attacks (e.g., +1 vs. Hit Location targeting with all attacks) |

Cost +1 To Offset A Specific DCV Penalty Imposed By:

- | | |
|---|---|
| 2 | A single condition (e.g., +1 vs. Encumbrance, +1 vs. fighting underwater) |
| 3 | A group of conditions (e.g., +1 vs. fighting in any environment) |

PERSUASION (Interaction)

Allows a character to convince or influence individuals, or tell believable lies. Examples include a salesman persuading a customer to buy his wares, a missionary converting a person to his faith, or a con artist convincing a mark to invest his life savings.

Characters typically use Persuasion on NPCs; PCs are usually allowed more latitude with their decisions. However, a successful Persuasion roll should make a PC much more inclined to believe the speaker or do as he requests.

Characters resist Persuasion with an EGO Roll Versus Persuasion Contest. Factors such as the quality of the character's statements, the target's pre-existing inclinations (from previous information or Psychological Complications), and the believability of what the character's saying, commonly result in modifiers to the Persuasion roll.

POWER (Varies)

Cost: 3 CP; +1 to roll per +2 CP

Allows a character to use one of his powers or abilities in unusual or creative ways. Examples include a "Superspeed Tricks" Skill that allows a speedster superhero to use his superspeed powers for unusual stunts, or a "Gadgeteering" Skill used by an inventor to modify devices in the field.

The Power Skill's name, and the Characteristic it's based on, vary from character to character, depending on the nature of the Skill as the character uses it. Its Skill Type depends on the Characteristic it's based on. If it's based on INT, it's an Intellect Skill; if it's based on DEX, it's an Agility Skill; and so on.

When used for power "tricks," it's up to the GM exactly what it can allow. Factors to consider include how closely related the stunt is to the original power, how difficult the stunt is, how much the character makes the Power Skill roll by, and so on. Example stunts might include a super-strong character using his *Brick Tricks* Power Skill to etch a message into steel without breaking it, or squeezing a lump of coal so hard it turns into a diamond.

Power isn't intended as a cheap substitute for Variable Power Pool, and the Core Concept of *You Get What You Pay For* (page 7) remains in effect. Using Power to perform a stunt once (or possibly even a handful of times) is acceptable, but if the stunt becomes something the character does regularly, he should pay CP for it.

A Power Skill often serves as the Required Roll (see page 114) for powers with that Limitation, and can also serve as the Skill allowing a character to change Variable Power Pool allocations in combat (see page 123).

PROFESSIONAL SKILL (Background)

Cost: 2 CP for an 11- roll, or 3 CP for a Characteristic-based roll; +1 to roll per +1 CP

This very general and flexible Skill represents the ability to perform tasks – usually related to professions, crafts, or hobbies (defined at purchase). Examples are virtually limitless, since Professional Skill is a "catch-all" Background Skill that can represent the ability to perform almost any endeavor (except scientific tasks; see Science Skills). But a few examples include Accountant, Blacksmith, Chef, Chess Player, Dentist, Game Designer, Singer, and Starship Captain.

A PS gives a character practical, hands-on ability with the chosen endeavor, how to use tools related to it, and related subjects. When determining whether to use a Professional Skill or a Knowledge Skill, consider that a PS is more about *doing*, while a KS is more about *knowing*; a PS is practical application and hands-on ability, while a KS is theoretical knowledge or book-learning. A character could (and often should) have a PS and a KS of the same subject, to reflect both practical and theoretical understanding.

A Professional Skill, if based on a Characteristic, can be based on any Characteristic the GM deems appropriate for the tasks it includes (though they're most commonly based on INT or DEX).

Character Creation

RAPID ATTACK (Combat)

Cost: 10 CP

Allows a character to Multiple Attack (page 151) as a Half Phase Action. All other penalties and rules of Multiple Attack apply.

RIDING (Agility)

Allows a character to ride living creatures under difficult conditions (horses, camels, rocs, and the like). Example uses include riding a war elephant in battle, putting a horse through a show jumping routine, or riding a hippogriff in a storm.

Characters need to make Riding rolls only in combat and stressful situations (such as chases, races, or unusual maneuvers). A character can use Riding with any mount he knows how to ride normally (see *Transport Familiarity*, page 35). Riding includes Familiarity with one 1-CP class of riding animals (but if the character buys the full category, this “free” CP does not reduce the cost).

SCIENCE SKILL (Background)

Cost: 2 CP for an 11- roll, or 3 CP for an INT-based roll; +1 to roll per +1 CP

Gives a character a solid command of a particular field of science (defined at purchase). This command is both theoretical and practical, functioning like a combination KS and PS. Examples include Archaeology, Biochemistry, Biology, Chemistry, Genetics, Geology, Mathematics, Medicine, Physics, Quantum Physics, Zoology, and countless others.

A character need not buy a general science before buying a specific one; for example, a character doesn't have to buy Biology before buying Microbiology. A character with a specific science has a vague knowledge of the general science, and vice versa. Proper equipment is often necessary for effective scientific tests or procedures.

SECURITY SYSTEMS (Intellect)

Allows a character to locate, recognize, evade, and build various types of alarms and traps. Example uses include bypassing a burglar alarm system, discovering and safely removing a poison needle trap, or fooling a voiceprint analyzer.

Security Systems does not include the ability to defeat locks and similar devices; that requires Lockpicking. Proper equipment is often necessary for effective Security Systems use.

SHADOWING (Intellect)

Allows a character to follow or watch someone subtly, on foot or in a vehicle. Examples include a private detective stalking a cheating spouse to see where he goes, a spy lurking through the palace corridors following the king, or a vigilante hero tailing a group of thugs back to their hideout.

Shadowing also allows a character to spot and lose a tail. Discovering a successful use of Shadowing requires a Shadowing (or PER Roll) Versus Shadowing Contest.

SKILL LEVELS

Allow a character to improve Skill Rolls (and sometimes Characteristic Rolls), as shown in the Skill Levels Table. The applicability and uses depend on what types of Skills it works with.

A character can only use a particular Skill Level for one thing at a time (choosing which thing is referred to as “assigning” the Skill Level). Assigning Skill Levels is a Zero Phase Action that can only be done once per Phase.

“Overall Levels” can apply to any Skill Roll, Characteristic Roll, PER Roll, Contact/Favor roll, or any other roll the GM approves. An Overall Level can also be used as a Combat Skill Level with All Combat (including Mental Combat).

SKILL LEVELS

Cost	Can Grant +1 With:
2	One Skill or Characteristic Roll
3	Any three pre-defined Skills (e.g., +1 with Acting, Disguise, and Mimicry; +1 with Paramedics, PS: Cardiac Surgeon, and SS: Medicine)
4	All Intellect Skills, all Interaction Skills, or a similar broad group (e.g., all medical Skills)
6	All Agility Skills
10	All Non-Combat Skills
12	Overall (see text)

SLEIGHT OF HAND (Agility)

Allows a character to perform feats of small-scale manual dexterity. Example uses include picking pockets, palming small items, fooling the eye, performing certain magic tricks, and so on. Discovering Sleight Of Hand requires a PER Roll Versus Sleight Of Hand Contest.

STEALTH (Agility)

Allows a character to avoid detection in combat conditions. Example uses include hiding in shadows, moving silently, and generally sneaking around.

Moving while using Stealth can modify the roll. Moving at Noncombat speeds incurs a -5 penalty, moving between a Half Move and a Full Move is a -2 penalty, moving more than 2m but no more than a Half Move is no modifier, and moving 2m or less is a +2 bonus.

Likewise, using Powers while trying to be Stealthy is more difficult. Using an Obvious Power incurs a Stealth Roll penalty of -1 per 10 Active Points; using an Inobvious Power is at -1 Stealth per 20 Active Points.

Aside from the modifiers noted above for Movement or Power use, general environmental conditions can greatly affect Stealth attempts as well. Discovering a character using Stealth requires succeeding in a PER Roll Versus Stealth Contest.

STREETWISE (Interaction)

Allows a character to function properly in the seamy side of civilization (typically, though not always, for their native culture). Example uses include finding the black market, talking to thugs and criminals, gaining information from street rumor, dealing with organized crime figures, and so on.

SURVIVAL (Intellect)

Allows a character to survive away from the benefits of civilization. Example uses include finding edible food and safe fresh water, locating or building shelter from the elements, and identifying dangerous animals and plants.

SYSTEMS OPERATION (Intellect)

Allows a character to properly operate sensing and communications devices, as well as advanced weapon systems like missile batteries or satellite-based weapons. Example uses include manning a radar system, working as an air traffic controller, or a starship crew scanning for lifeforms or opening hailing frequencies.

TACTICS (Intellect)

Allows a character to fight efficiently and effectively. Examples include a squad leader positioning his men, a champion martial artist seeing how to best press the attack, or a wily veteran knowing when it's wiser to retreat and fight another day.

Generally, Tactics only applies to individual battles or small groups. Tactics is most useful when a character should be able to figure out how to deal with a combat situation, but the player cannot.

TEAMWORK (Agility)

Allows a character to Coordinate (page 146) attacks with others, and generally work well as part of a team. Examples include superheroes who practice team tactics in "danger room" scenarios, soldiers trained to fight as a unit, and wolves employing pack attacks against their prey.

TRACKING (Intellect)

Allows a character to follow a trail, or hide his own trail. Examples include a scout following animal tracks, finding signs of passage like broken twigs, or brushing out footprints to mask signs of his passage. Characters can glean a lot of information from tracks, such as the weight of the travelers, their number, how long ago they passed by, and so forth.

One successful Tracking roll generally enables a character to start following a trail. Additional Tracking rolls are only required when something might throw the Tracker off (such as the target crossing bare stone, bad weather damaging the tracks, and so on). A target deliberately trying to conceal his trail results in a Tracking Versus Tracking Contest.

TRADING (Interaction)

Allows a character to strike a favorable deal. Example uses include getting the best price on a car, negotiating a raise with an employer, or coming out with the better item in a literal trade.

While most uses of Trading involve literal buying, selling, or trading involving money or barter, you can use Trading to represent the ability to "come out on top" in all kinds of situations where one party wants something, and another party wants something else (such as many diplomatic situations). Trading works as a Trading (or INT Roll) Versus Trading Contest.

TRANSPORT FAMILIARITY  (Background)

Cost: 1 CP per TF with one class of conveyances (*e.g.*, Small Motorized Ground Vehicles, Large Motorized Ground Vehicles, Equines, Camels)
2 CP per TF with a broad category of conveyances (*e.g.*, Common Motorized Ground Vehicles, Riding Animals)

Allows a character to operate specific conveyances (chosen at purchase) under routine conditions. Example uses include driving a car to and from work, riding a horse for recreation, or flying an airplane in clear skies.

For operating vehicles in combat (and other non-routine conditions and maneuvers), see Combat Driving, Combat Piloting, and Riding. A character is never required to have a TF for a Vehicle he bought with CP.

TWO-WEAPON FIGHTING (Combat)

Cost: 10 CP

Allows a character to ignore the first -2 OCV modifier when using two weapons (one in each hand) and making two or more attacks with those weapons via *Multiple Attack* (page 151). All other penalties and rules of *Multiple Attack* apply.

VENTRILOQUISM (Intellect)

Allows a character to make his voice sound as if it's coming from somewhere other than himself, and to speak without apparently moving his lips. Examples include a stage ventriloquist performing with his dummy, a crafty warrior misdirecting a foe by casting his voice behind him, or a character trying to foil any Lipreading attempts.

The Ventriloquism roll takes a -1 penalty for every 2m between the ventriloquist and the point where the voice "speaks." Characters detect Ventriloquism with a PER Roll Versus Ventriloquism Contest.

WEAPON FAMILIARITY  (Combat)

Cost: 1 CP per WF with one class of weapons (*e.g.*, Handguns, Rifles, Blades, Polearms & Spears)
2 CP per WF with a broad category of weapons (*e.g.*, Small Arms, Common Melee Weapons)

Allows a character to use weapons (chosen at purchase) without suffering the Unfamiliar Weapon penalty (page 147), and to perform basic cleaning and maintenance on them. A character is never required to have a WF for a Weapon he bought with CP.

WEAPONSMITH (Intellect)

Allows a character to make, maintain, and repair weapons, and to identify the origin, uses, and effects of any weapon he is familiar with or has time to analyze.

PERKS

Perks are useful resources, items, privileges, and benefits a character has (unlike other character abilities, which typically define things a character is, or things a character can do). Perks are more transitory in nature than most character abilities, with characters often gaining *and losing* Perks during the course of the campaign. For example, mistreating a Contact can cause the character to lose that Contact, doing something completely out of character can cause a Deep Cover to be “blown,” a Follower can die during an adventure, a Fringe Benefit can be lost by leaving the organization that granted it, a Vehicle or Base can be destroyed, and so on.

PERK DESCRIPTIONS

ACCESS

Cost: 1-5 CP; +1 CP per -1 on attempts to detect the Access

Allows a character access to places where most characters are not allowed (like restricted or heavily secured areas). Access costs from 1-5 CP, set by the GM based on how useful access into the area is likely to be. While Access is generally foolproof and undetectable, some Skills may be able to detect it, depending upon the Special Effects of the Access (such as Concealment finding a hidden passageway or Forgery spotting a counterfeit ID card). Characters can make their Access less detectable for +1 CP per -1 to Skill Rolls attempting to detect the Access.

ANONYMITY

Cost: 3 or more CP

A character with Anonymity is not associated with any records of their activities (such as police or identity records) – or if such records do exist, they don’t contain any truly useful information. Anonymity costs 3 CP if purchased before a character has attracted negative attention from the authorities; if purchased after, it may cost more (possibly much more), as set by the GM based on how much information the authorities have on the character, and how damaging it is.

COMPUTER LINK

Cost: 1-10 CP

Allows a character access to restricted computer systems or databases. Computer Link costs 1-10 CP, set by the GM based on the scope, usefulness, and sensitivity of the information this gives the character access to. You can use the same concept to make other kinds of “Links,” simulating access to restricted sources of information other than computers (such as the mystic library of a council of wizards).

CONTACT

Cost: See Contact Table

The character knows someone (defined at purchase) who can occasionally help him out, usually because that person has resources useful to the character. Generally, Contacts are

individuals (such as a specific CIA agent). Defining a Contact as an entire group or organization (such as “The CIA”) multiplies the final cost by 3 after all additions and subtractions have been made.

Getting in touch with a Contact requires a Contact Roll. If successful, the character must then convince the Contact to help him. This requires another Contact Roll, modified extensively by the exact nature of the help the character needs (see the Contact Modifiers Table).

CONTACT TABLE

Cost	Contact
1	Basic 8- Contact
2	Basic 11- Contact
+1	+1 to Contact Roll
-1	Contact limited by identity (e.g., a superhero with a Contact who only knows him in his secret identity)
+0	Contact has useful Skills or resources
+1-2	Contact has very useful Skills or resources
+3	Contact has extremely useful Skills or resources
+1	Contact has access to major institutions
+1	Contact has significant Contacts of his own
+0	Neutral relationship with Contact
+1-2	Good relationship with Contact
+3	Contact is slavishly loyal to character
-2	Contact is unfriendly to character
x3	Organization Contact

CONTACT MODIFIERS TABLE

Finding the Contact Modifiers	Modifier
Long-lasting or deep relationship	+1
Slavishly loyal Contact	+3
Contact is “settled” (has a steady job, family, and so on)	+2
Contact is being blackmailed by the PC	-1
Character devotes substantial time to finding Contact	+2
What the Contact Will Do Modifiers	Modifier
Requested action is very beneficial to Contact	+2
Requested action is beneficial to Contact	+1
Requested action is potentially harmful to Contact	-1 to -2
Requested action is potentially very harmful to Contact	-3 to -5
Use of Persuasion (per 2 points roll is made by)	+1
Rewarding the Contact (e.g., giving lavish gifts)	+1 to +5
Long-lasting or deep relationship	+1
Slavishly loyal Contact	+2
Unfriendly Contact	-1 to -2



Characters often receive Contacts through the course of the campaign, rather than starting the game with them (see *Assigned Experience Points*, page 130). This Perk can be purchased multiple times, to represent different people or organizations the character can call upon.

DEEP COVER

Cost: 2 CP

Gives a character a long-established, nigh-unquestionable alternate identity or disguise he can use. The player defines how his character established the Deep Cover (such as killing someone and taking over their identity, or spending years developing an elaborate false persona). Deep Cover can be purchased more than once, each representing a different alternate identity available to the character.

FAVOR

Cost: 1 or more CP

Gives a character a one-time Contact with a 14- roll; after the character uses the Favor, it's gone. Use the guidelines from the Contact Modifiers Table to determine how easily a character can call in a Favor. Most Favors cost 1 CP, but particularly valuable Favors may cost more, as set by the GM, using the Contact Table as a guideline (though since a character can only use a Favor once, it should be cheaper than a Contact).

Characters often receive Favors through the course of the campaign, rather than starting the game with them (see *Assigned Experience Points*, page 130). This Perk can be purchased multiple times, to represent different people who owe the character a Favor.

FOLLOWER

Cost: See text

Allows a character to have a Follower of some kind (such as a superhero with a youthful sidekick, or a scientist with a robot assistant). You build Followers like any other characters, with the same CP and Matching Complications as some category of character in the Character Types Guidelines Table (page 9). A Follower is built on fewer CP than the character he follows (such as a Standard Superheroic superhero with a Low-Powered Superheroic sidekick, or a Standard Heroic scientist with a Competent Normal robot).

The cost for a character's first Follower equals the Follower's CP divided by 5 (e.g., 60 CP for a 300-CP sidekick or 20 CP for a 100-CP robot). A character can have double the number of Followers for +5 CP (twice as many for +5 CP, four times as many for +10 CP, and so on). These additional Followers do not have to be identical to the first one. If a character has multiple Followers, the one with the highest CP is considered the first one. Followers cannot have Followers themselves.

After entering the game, Followers earn Experience Points for adventuring with their "master" (though typically fewer than the PC earns). A character cannot spend his own Experience Points to "improve" a Follower.

FRINGE BENEFIT

Cost: Varies; see Fringe Benefits Table

Gives a character a right, privilege, or authority acquired from something in his background (such as a job, family, or organization) – a “perk” in the classic sense. A Fringe Benefit’s availability and cost are set by the GM, based on how useful it’s likely to be (the Fringe Benefits Table lists some common examples).

FRINGE BENEFITS TABLE

Cost	Fringe Benefit
1	License to practice a profession (e.g., Lawyer, Engineer, Physician)
1	Right to perform marriage ceremonies
1	International Driver’s License
1	Passport
1	Press Pass
1	Weapon Permit
2	Concealed Weapon Permit
2	Local Police Powers
2	Private Investigator License
3	Federal/National Police Powers
5	International Police Powers
5	Diplomatic Immunity
10	License to Kill
10+	Head of State
1-10	Membership in an organization (e.g., the FBI, an organized crime family)
1-10	Security Clearance

MONEY

Cost: See Money Table

Defines a character’s annual income and general level of wealth. This Perk usually has more impact in Heroic games; in Superheroic campaigns, where characters buy significant equipment with CP instead of cash, Money isn’t as important. The listing in the Money Table is in early 21st century U.S. dollars, but the specific currency and amounts should be set as appropriate for the campaign. Treat low levels of Money as Complications.

MONEY TABLE

Cost	Description & Annual Income
(10)	Destitute (10-point Complication): \$3,000 or less.
(5)	Poor (5-point Complication): \$10,000 or less.
0	“Middle” Class: \$75,000 or less (ranges from just above poverty level to reasonably well off)
1-5	Well Off: \$100,000 to \$500,000 (1 CP for \$100,000; +1 CP per additional \$100,000 up to \$500,000)
6-10	Wealthy: \$1,000,000 to \$5,000,000 (1 CP for \$1,000,000; +1 CP per additional \$1,000,000 up to \$5,000,000)
15	Filthy Rich: Unlimited income

POSITIVE REPUTATION

Cost: See Positive Reputation Table

Represents a character with a reputation that’s more likely to help him than to hinder him. Each level of Positive Reputation adds +1 to relevant Interaction Skills (and related Skill and Characteristic Rolls) and +1d6 to Presence Attacks that take advantage of the Positive Reputation. Positive Reputation may be purchased multiple times, to represent multiple reputations, distinct identities, or different groups. The minimum cost per level of Positive Reputation is 1 CP, regardless of modifiers.

POSITIVE REPUTATION TABLE

Cost Per Level	How Widely Known
0	A small to medium sized group (e.g., close neighbors) or a limited geographic area (e.g., a neighborhood)
1	A medium-sized group (e.g., all doctors, everyone in a small area) or a large geographic area (e.g., a city, a state)
2	A large group (e.g., all the citizens of a country) or a huge geographic area (e.g., a world)
Modifier	How Well Known
-1	8-
0	11-
+1	14-

VEHICLES AND BASES

Cost: See text

Allows a character to have a Vehicle or Base of some kind (such as a high-tech jet or a superhero’s hidden headquarters). You build Vehicles and Bases using the rules in the *Vehicles and Bases* section (page 162).

The cost for a character’s first Vehicle or Base equals its CP divided by 5 (e.g., 50 CP for a 250-CP jet or 30 CP for a 150-CP headquarters). A character can have double the number of Vehicles or Bases for +5 CP (twice as many for +5 CP, four times as many for +10 CP, and so on). These additional Vehicles or Bases don’t have to be identical to the first one. If a character has multiple Vehicles or Bases, the one with the highest CP is considered the first one. Vehicles and Bases must be purchased separately; for example, a character cannot buy a Vehicle, pay +10 CP to have four times as many, and define one of them as a Base. Multiple characters can share the cost of Vehicles or Bases, such as the members of a superhero team sharing the cost of its headquarters.

TALENTS

Talents are unusual abilities such as unique attributes, bizarre skills, and other uncommon effects. Think of them as a sort of “halfway step” between Skills and Powers. Talents do not cost END, and their use is not generally perceivable.

Talents can be built using Skills and Powers; in that regard, they are more like example abilities than a distinct Game Element. In fact, that’s how all of the Talents described here were built (you can download the breakdown from the Free Stuff section at www.herogames.com). Players and GMs may design original Talents the same way.

TALENT DESCRIPTIONS

ABSOLUTE RANGE SENSE

Cost: 3 CP

Allows a character to accurately gauge the distance between himself and any object in his Line of Sight without any external measuring devices.

ABSOLUTE TIME SENSE

Cost: 3 CP

Allows a character to accurately gauge the passage of time without using a watch, the sun, or other external means.

AMBIDEXTERITY

Cost: 1 CP per -1 of Off Hand penalty removed

Reduces or eliminates the Off Hand penalty when performing tasks or using a weapon.

ANIMAL FRIENDSHIP

Cost: 20 CP

Allows a character to make a PRE Roll at +3 to gain an animal’s friendship, teach it a trick, or get it to perform some task. The GM may impose penalties for fierce, angry, or magical animals.

BUMP OF DIRECTION

Cost: 3 CP

Allows a character to accurately gauge direction (in three dimensions) without reference to visual clues, to determine if he is above or below local ground level, and to make Navigation rolls with a +2 bonus.

COMBAT LUCK

Cost: 6 CP

Allows a character to avoid damage in combat, granting 3 points of Resistant PD *and* ED. It does not apply if the character is at 0 DCV, or deliberately does something that will result in damage to himself (such as allowing an attack to hit, or performing a Move By/Through). If the character is Surprised, or unable to perceive the attack with a Targeting Sense, a non-Targeting PER Roll is required in order for Combat Luck to apply. Combat Luck may be purchased more than once.

COMBAT SENSE

Cost: 15 CP for a base 9 + (INT/5) roll; +1 to roll per 1 CP; +2 CP to make the ability a Sense

With a successful roll each Phase, a character suffers no OCV or DCV penalties in HTH Combat for being unable to perceive his opponent(s) with a Targeting Sense. Using Combat Sense requires a Half Phase Action; for +2 CP, the ability becomes a Sense that takes no time to use.

DANGER SENSE

Cost: See Danger Sense Table

With a successful PER Roll, a character becomes aware of danger, and is not Surprised. It normally just gives a character the “feeling” of being in danger; it doesn’t tell him the exact nature or location of the threat. If he rolls half his Danger Sense roll or less, he can determine the true position and type of danger well enough to attack at full OCV.

At its most basic level, Danger Sense requires a Half Phase to use, works only in combat, and applies only to the character. The ability can be customized as shown in the Danger Sense Table.

DANGER SENSE TABLE

Cost	Danger Sense
15	Basic Danger Sense (Half Phase to use)
+2	Functions as a Sense (no time to use)
+1	+1 to the Danger Sense roll
-5	Intuition (cannot be bought to detect Any Danger or to cover more than the character’s immediate vicinity, and cannot make attacks at full OCV by making a half roll)
Var	Sense Modifiers (see <i>Enhanced Senses</i> , page 61) can be applied (e.g., applying <i>Discriminatory</i> or <i>Analyze</i> to get precise information about the danger, regardless of making a half roll)
Cost	Dangers Detected
+0	In combat, if perceivable by the character’s senses
+5	In or out of combat, if perceivable by the character’s senses
+10	Any danger, in or out of combat, even if not perceivable by the character’s senses
Cost	Area Covered
+0	The character only
+5	Anyone in the immediate vicinity (e.g. a room)
+10	Anyone in the general area (e.g., a city)
+15	Anyone in any area, at GM discretion (e.g., a planet)

Character Creation

DEADLY BLOW

Cost: See Deadly Blow Table

Adds 3 Damage Classes to weapons under limited circumstances or against a limited group of targets. When the Talent is purchased, the circumstances or target group must be defined, and it must be defined as applying to Hand-to-Hand weapons or Ranged weapons. Deadly Blow can be purchased multiple times, to allow it to apply to both HTH weapons and Ranged weapons, to increase the damage bonus (+6 DCs, +9 DCs, and so forth), or both.

DEADLY BLOW TABLE

Cost	Description
12	Very limited circumstances or a very limited group of targets (<i>e.g.</i> , only when Set, Braced, and Coordinating against an unaware target; only against members of a particular mafia family)
16	Limited circumstances or a limited group of targets (<i>e.g.</i> , only when Coordinating against an unaware target, only against mafia members)
19	Broad circumstances or a broad group of targets (<i>e.g.</i> , only when Coordinating, only against organized crime members)

DOUBLE JOINTED

Cost: 4 CP

Grants a bonus of +1 to +3 to a character's Contortionist rolls (and sometimes Breakfall rolls as well). The GM determines the size and applicability of the bonus based on the circumstances.

EIDETIC MEMORY

Cost: 5 CP

Allows a character to perfectly recall any information that he deliberately memorizes. Eidetic Memory applies to all Senses; if a character can only remember particular types of sensations, it can be purchased with a -½ Limitation for only two senses, or a -1 Limitation for only a single sense.

ENVIRONMENTAL MOVEMENT

Cost: 2 CP per -1 CV/DC of Environmental Conditions penalty removed

Allows a character to move, act, and fight without restrictions in environments which hamper other characters.

LIGHTNING CALCULATOR

Cost: 3 CP

Allows a character to perform mathematical calculations mentally with startling speed (a Full Phase to a full Turn as determined by the GM, based on the complexity of the calculations).

LIGHTNING REFLEXES

Cost: See Lightning Reflexes Table

Adds to a character's effective DEX, only for purposes of determining Initiative. If a character's Lightning Reflexes only apply to certain actions, then only those actions can be performed if the higher effective DEX is used (no movement if the Lightning Reflexes only applies to an attack, for example). A character can choose to use all, some, or none of their effective DEX in any applicable situation. Lightning Reflexes may be purchased more than once.

LIGHTNING REFLEXES TABLE

Cost	Effect
1	+1 DEX to act first with All Actions
1	+2 DEX to act first with All HTH Attacks or All Ranged Attacks
1	+3 DEX to act first with a Large Group of Actions
1	+4 DEX to act first with a Small Group of Actions
1	+5 DEX to act first with a Single Action

LIGHTSLEEP

Cost: 3 CP

Allows a character to awaken from sleep with a successful PER Roll at no penalty (rather than the default of -6) when activity occurs nearby. If Stealth is being used for that activity, this becomes a PER Roll Versus Stealth Contest. With a successful EGO Roll, he can also conceal the fact that he's awakened.

OFF-HAND DEFENSE

Cost: 2 CP

Grants a character +1 DCV in HTH Combat when he carries a weapon in his Off Hand. When Blocking, he may add this DCV bonus to his OCV to determine if the Block succeeds. Off-Hand Defense may only be purchased once.

PERFECT PITCH

Cost: 3 CP

Allows a character to tell the exact pitch of a tone by listening (no roll required), and to attempt all music-related Skill Rolls with a +1 bonus.

RESISTANCE

Cost: 1 CP per +1 to EGO Roll

Adds to a character's EGO Roll for purposes of resisting Interrogation and withstanding Wounding. You can use the same concept, with different Characteristic or Skill Roll bonuses, to make other "Resistances," such as Stubborn (resists Persuasion), Incorruptible (resists Bribery), Unfriendly (resists Charm), and so on.

SIMULATE DEATH

Cost: 3 CP; +1 to the EGO Roll per 1 CP

Allows a character to attempt an EGO Roll to enter a state where his metabolism is slowed to the point where he appears dead. Before making this attempt, the character must determine either the length of time he will remain in the death-like state, or a set of circumstances that will awaken him. Entering the state takes 5 minutes (-1 to the EGO Roll for every level up on the Time Chart if attempting to take less time).

If the roll succeeds, he enters the state as desired, and awakens when (and *only* when) the proper amount of time has passed, or the stated circumstances have occurred. It takes a Paramedics roll at -5, or an unmodified Forensic Medicine roll (though this takes time), to detect that a character is using Simulate Death. The character breathes and otherwise functions at 1/10th his normal metabolic rate. None of the character's non-Persistent Powers function, he cannot spend END on anything, he does not gain the benefits of Life Support of any type, he cannot make PER Rolls of any sort, and he has no awareness of his surroundings (except to the extent he requires "awareness" to determine the wake-up condition).

If the roll fails, he fails to go into the state. If the roll fails badly, he enters the state anyway, and must attempt a CON Roll. If the CON Roll fails, he has gone into an unregulated state, and will die without immediate medical attention. If the CON Roll succeeds, he remains in the Simulate Death state 1d6 hours longer than intended.

SPEED READING

Cost: 4 CP to read at 10x normal speed; +2 CP for each additional 10x speed

Allows a character to read faster than normal.

STRIKING APPEARANCE

Cost: 3 CP if versus all characters; 2 CP if only versus a specific group of characters

Allows a character's appearance to have an effect in the game, granting a bonus of +1 to Interaction Skill Rolls and +1d6 to Presence Attacks when appropriate for the character's special effect (which must be defined when purchased). Striking Appearance can be purchased to apply to all characters, or only to a certain group of characters (such as a particular species). Striking Appearance may be purchased more than once.

If the character's appearance is intended to be noteworthy in a positive way (such as "beautiful" or "handsome"), then it applies to many uses of Skills like Charm, Conversation and Persuasion, and to Presence Attacks that rely on a positive reaction (such as pleas for help). If the Striking Appearance is intended to be noteworthy in a negative way (such as "ugly" or "frightening"), then it applies to many uses of Skills like Interrogation, and to Presence Attacks that rely on a negative reaction (such as attempts to cause fear or disgust).



UNIVERSAL TRANSLATOR ^(STOP)

Cost: 20 CP for INT Roll; +1 to roll per 1 CP

Allows a character to understand any form of communication, and communicate back in a crude fashion. Positive or negative modifiers ranging from +3 to -3 can be applied to this roll if the language he's trying to understand is very similar to, or very different from, known forms of communication. He can improve his roll by spending more time, as with a Skill Roll.

WEAPONMASTER ^(A)

Cost: See Weaponmaster Table

Adds 3 Damage Classes to appropriate weapons. The character must decide when buying the Talent whether it applies to HTH or Ranged weapons, and Killing or Normal Damage. Other types of attacks (such as mystic spells) can be defined as "weapons" for purposes of this Talent, if they can be grouped into appropriately-restricted categories. Weaponmaster may be purchased multiple times, to allow it to apply to multiple weapon classes, to increase the damage bonus (+6 DC, +9 DC, and so forth), or both.

WEAPONMASTER TABLE

Cost	Description
12	Very limited group of weapons (e.g., only with daggers, only with swords, only with rifles, only with handguns, only with fire spells, only with water spells)
20	Limited group of weapons (e.g., only with blades, only with firearms, only with elemental spells)
24	Broad group of weapons (e.g., all HTH Killing Damage weapons, all Ranged Killing Damage Weapons, all Ranged Killing Damage spells)

POWERS

Powers represent a wide array of abilities, such as superheroes flying, firing energy bolts, or communicating telepathically. They also simulate abilities which don't fit the typical definition of "superpowers," such as the ability to run faster than most people, or to punch harder than normal. Equipment, especially weapons, is also built using Powers.

The rules for each Power define the basic structure of an ability with that Power. You can also apply Power Modifiers (page 94) to improve or restrict Powers. Keep in mind the difference between Powers (capital-P) and powers (lower-case p). A Power is a Game Element listed in this section of the book. A power is an ability a character possesses. You use Powers to build powers.

The Core Concepts of *Game Mechanics And Special Effects* (page 6), and *Base, Active, and Real Points* (page 7) relate particularly strongly to Powers and their use. Understanding those concepts is vital to understanding how Powers work in *Champions*.

SPECIAL EFFECTS

The Core Concept of *Game Mechanics and Special Effects* (page 6) is especially crucial to building powers. As promised in the Core Concepts section, Here are a couple of examples of Reasoning From Special Effects:

WEBBING

Say you want to create a character with powers and abilities like a spider's, one of which is generating webs. As with any *Champions* ability, step back from the idea for a minute. You've done the first step – you've decided on a Special Effect, "Webbing." But there's no Power in the book called "Webbing." You have to build your character's webbing powers yourself.

So you proceed to the second step and decide what webbing can do for your character in game terms. In other words, what game effect does "webbing" have?

First, there's the obvious effect of wrapping up opponents in cocoons so they can't move. Looking through the Powers, you decide Entangle seems like the best way to truss up your foes – and you're right, that's one of the classic uses of that Power. So you buy some Entangle defined as "Web Cocooning."

But you have some other webbing-based effects in mind too. Entangle just lets you immobilize people; it doesn't let you erect walls of webbing, or swing from building to building through the city. So you've got some more powers to build: "Web Walls," and "Web Ropes."

Step two recommends that you determine a power's game effect and use that to tell you how to build the power. For the Web Walls, the power's game effect is "it creates a barrier that hangs around after being set up." That sounds like it could be a Defense Power, since a character could protect himself by hiding behind the wall. Sure enough, after looking through the list of Defense Powers, you decide Barrier sounds like just the Power you need.

For the Web Ropes, the game effect is to move the character from place to place. Looking at the Movement Powers, it's obvious which one you need: Swinging. All you have to decide is how many meters of Swinging you want to buy.

If desired, you can continue further customizing your powers using the same approach. For example, maybe you can make your Web Walls thick enough they can't be seen through, so you add the Adder *Opaque*. Web Ropes might also be useful for snagging people or objects from a distance, which sounds like it could be a completely different Power than Swinging, but with the same "Web Ropes" Special Effect. Both *Telekinesis* and *Stretching* seem promising, but neither works *exactly* like Web Ropes should, so you would likely customize them with Limitations that get the game effect closer to how you envision the power working. And so on.

LASER EYES

This concept is a little more straightforward. Once again, the step two analysis tells you exactly what you want: this power causes damage to people and objects at range. But it's a little better than most attack powers; lasers can cut through targets easily. Being "better than most" suggests that the power has an Advantage.

Choosing the basic power isn't too difficult. It's definitely an Attack Power, and it comes down to a choice between Blast and Ranged Killing Attack. Since lasers are supposed to be pretty deadly, you choose RKA. To make the laser cut through targets more easily than normal, you apply the Advantage *Armor Piercing*. Voila! – in just a few seconds you've got a laser eyes power that's just the way you want it.

SAMPLE SPECIAL EFFECTS

There's almost no limit to Special Effect possibilities, but here are some samples to get you started: Acid, Air/Wind, Animal Powers, Athletic Prowess, Body Control, Chi Manipulation, Cosmic Energy, Cyberkinesis, Darkness, Density Alteration, Dimensional Manipulation, Earth/Stone, Electricity, Emotion Control, Energy Control, Fire/Heat, Force Manipulation, Gadgets, Gravity, Hypersenses, Ice/Cold, Illusions, Kinetic Energy, Light, Luck, Magic, Magnetism, Martial Arts, Matter Manipulation, Mental/Psionic, Precognition, Radiation, Shape Alteration, Size Alteration, Sleep/Dreams, Solar/Celestial, Sonic, Strength/Toughness Powers, Stretching Powers, Super-Skills, Superspeed, Technology, Telekinetic, Teleportation, Time, Training, Vibration, Water, Weapons, Weather, Wood/Plant.

A POWER'S POINT OF ORIGIN

The Special Effects of a power can take any form, as long as it's clear that the power comes from the character. For instance, when a character buys a Blast, the attack might come from the character's fingertips, eyes, forehead, or a weapon such as a blaster pistol. Each point of origin has its own benefits and drawbacks (for example, an eyebeam is easy to aim, but it's hard for a character to use it to free himself if his hands are tied behind his back).

BUYING POWERS

Characters purchase Powers by paying the CP cost listed with each Power. Most Powers have a variable cost – the more CP spent on the Power, the better the Power becomes. However, some Powers (such as Desolidification and Extra Limbs) have a fixed cost; beyond a certain level, spending more CP on them doesn't improve them.

A character can purchase the same Power more than once. This makes the most sense if each use of the Power differs from the others in some way (for example, they each have different Advantages and Limitations).

“COMPOUND” POWERS

A “compound power” is a power built with two or more Powers. A partially-Advantaged or partially-Limited power (page 95) also qualifies as a compound power. The Active Points in a compound power equal the sum of the Active Points the character combines to create it.

MINIMUM COSTS ⚡

In some campaigns, GMs may choose to impose minimum costs on Powers. Minimum costs do not include Adders or Advantages.

UNUSUAL POWERS

Occasionally, you may come up with an idea for a power that doesn't seem to fit into the rules smoothly. Powers that are often helpful when attempting to fit strange effects into the game include Change Environment, Extra-Dimensional Movement, Summon, Telekinesis, and Transform.

POWER CREATION CHECKLIST

Here's an overview of the steps in building a power or ability using Powers:

1. Choose the Power that best represents the ability you want the character to have.
2. Decide how much of the Power you want the character to have, as indicated in the Power's description, and note the CP cost for that (this is your Base Cost).
3. Find the Adders (page 94) you want the Power to have (if any), and add their costs to the Base Cost.
4. Find the Advantages (page 94) you want the power to have (if any), and include their costs by applying this formula: $(\text{Base Cost} + \text{Cost of Adders}) \times (1 + \text{total value of all Advantages})$. The result is the Active Points.
5. Find the Limitations (page 94) you want the power to have (if any), and include their savings by applying this formula: $\text{Active Points} / (1 + \text{total value of all Limitations})$. The result is the Real Points – the amount of CP the character actually spends to buy it.

POWER ATTRIBUTES

The text fully describes each Power. For easy reference, each Power's description includes: the Power's Category, Perceivability, Duration, Target, Range, END Cost, cost in CP, special rules, and any other important facts.

PERCEIVABILITY

Powers are defined as Obvious, Inobvious, or Imperceptible. Both Obvious and Inobvious Powers are perceivable, just in different ways in different circumstances. Imperceptible Powers are not normally perceivable by other characters at all.

All perceivable Powers (both Obvious and Inobvious) must be “in use” in order to be perceived, and must be perceptible to at least two Sense Groups. One of these must be the Sight Sense Group; the other is typically the Hearing Group.

Other characters perceive use of Obvious Powers with no PER Roll required, and use of Inobvious Powers with a successful PER Roll or INT Roll. Typically, Constant Powers are perceivable throughout their use, not just in the Segment when they're activated.

DURATION

Powers are classified as Instant, Constant, or Persistent. These Durations apply only to the *use* of a Power; not the *effect*. Effects of a Power's use (such as the damage from a Blast, or the snare from an Entangle) might last long after the Power that caused them is no longer active.

Instant: An Instant Power lasts just long enough for the character using it to make an Attack Roll. Examples include Blast and Flash.

Constant: A character can maintain a Constant Power over time. Once a character turns a Constant Power on, all he has to do is spend END each Phase to keep it activated, and it remains in effect. Constant Powers include Change Environment, Flight, and Invisibility.

If a Constant Power works against a target, the character must attempt an Attack Roll on the Phase he activated the Power. If he succeeds, the target takes the damage (or is affected by the Power) normally in the Phase when the attack occurred, and on every one of the attacking character's Phases thereafter (on the attacker's DEX) until the Power turns off.

If a Constant Power affects an area, the Power remains in effect in the Segments between the attacker's Phases. Any target entering the area takes damage (or is affected) in the Segment he enters and every time the attacker's Phase occurs while the target remains in the area.

Once a character has established a Constant Power, he can't alter the effect he established (unless the specific rules for a Power say otherwise). To alter the Power, he has to stop using it, then re-activate it at the level of effect he now wants. Once an area-affecting Constant Power is established, it cannot be moved (except through turning off/re-activating it as above).

Character Creation

If a character loses Line of Sight to the target or target location of a Constant Power, stops paying END for it, is Stunned, or is Knocked Out, then it turns off at the end of the Segment.

Persistent: A Persistent Power stays activated unless the character deliberately turns it off – it even remains active if he's Knocked Out or goes to sleep. It's presumed to be active at all times unless the character indicates otherwise. If a character *does* deliberately turn off a Persistent Power, it remains off until he specifically turns it back on. Persistent Powers include Mental Defense, Resistant Protection, and Enhanced Senses. Persistent Powers can be made *Inherent* (page 107) so they reflect a character's natural state of being.

TARGET

Powers have one of four types of targets: Self Only; Target's DCV; Target's DMCV; and Area.

Self Only Powers are Powers that only affect the character himself. They always have a Range of *Self*. Defense Powers, Sensory Powers, and Body-Affecting Powers tend to be Self Only.

Target's DCV means the Power is intended for use against another person, usually to affect him negatively in some way, and that the character has to succeed with an Attack Roll to hit the target.

Target's DMCV is similar to Target's DCV; it's used for Mental Powers and like abilities.

Area Powers affect an area; for example, Darkness or Powers with the *Area Of Effect* Advantage. The radius covered by these Powers is spherical, reaching "up" and "down" in addition to the four cardinal directions.

RANGE

Powers have one of four Ranges: Self; No Range; Standard Range; and Line of Sight (LOS).

Self Powers only affect the character himself, and/or can only be used on/by him.

No Range Powers only work within the character's Reach. This may mean the character has to touch the target to affect him, but not necessarily.

Standard Range Powers have a maximum Range equal to 10 meters times the Base Points in the Power. For example, a Blast 10d6 has a Range of 500m, and so does a Blast 10d6, Armor-Piercing (since both powers have the same Base Points). This maximum range remains in effect even if the character chooses to use the power at less than full strength.

Line of Sight Powers allow an attacker to affect any target he can perceive clearly with an unaided Targeting Sense, without suffering the Range Modifier. If there's some question whether or not the attacker can perceive a target "clearly," the GM may require a successful PER Roll, impose a Range Modifier, or some similar reasonable effect.

ENDURANCE COST

Most Powers cost Endurance (END) to use. Every Phase such a Power is turned on, it costs the character 1 END for every 10 Active Points of Power used. The minimum END cost for a Power that costs END is 1 END per Phase, regardless of how few Active Points of the Power a character uses. Powers cost END even if the character's attack misses or the Power fails to affect the target – just activating them incurs the END cost. If a character is Stunned or Knocked Out, Powers that normally cost END turn off at the end of the Segment (even if bought to 0 END cost), unless they have the Advantage *Persistent*.

USING POWERS

ACTIVATING POWERS

As a general rule, a character may activate and/or use as many Powers as he wants to in the same Phase, provided he (a) has the time to activate all of them, (b) can pay the END cost for all of them, (c) has the Power Framework points to allocate to them if they're in a Framework, and (d) follows other rules (for example, there are specific rules for using multiple powers to attack in the same Phase; see page 151) So a character could use Flight while operating his Resistant Protection that costs END and firing a Blast at a target.

Activating or "turning on" a Power is a Zero Phase Action. So is turning a Power off, or switching slots in a Power Framework. Even though these are Zero Phase Actions, a character may not both activate and deactivate a given power in a Phase (nor may he switch slots in a Power Framework more than once in a Phase). Movement Powers are a common-sense exception; a character can turn on a Movement Power, move from point A to point B, and then turn the power off to stop moving.

THE STANDARD EFFECT RULE

Using the Standard Effect Rule, a Power automatically does a flat 3 points of effect per die (rather than making an Effect Roll) for a +0 Advantage. For Powers such as Flash, where you count the BODY on the dice, this becomes a flat 1 BODY per die.

Example: *Witchcraft has the power Man Into Frog Spell, which is a Severe Transform 4d6. Rather than depend on the vagaries of the dice, she opts to apply the Standard Effect Rule (+0) Advantage. Now she knows that she'll always do 12 points of effect with the spell (enough to turn a normal person into a frog after affecting them with the spell twice).*

You can apply the Standard Effect Rule to only part of a Power if desired, which means part of it has a fixed result, while the rest is determined randomly and added to the fixed portion. For example, Witchcraft could have a Severe Transform 2d6+6.

POWER CATEGORIES

Champions groups Powers into eleven categories, based on how they're used or special rules that apply to them. Each category of Powers has certain special rules which apply to all Powers in that category. Sometimes a Power changes from one category to another because of Advantages or Limitations applied to it. If so, the Power is subject to the rules governing both its original category and its new category.

POWER CATEGORIES

Power Category	What These Powers Do
Adjustment Powers	Raise or lower the power of Characteristics or Powers
Attack Powers	Hurt or hinder another character
Automaton Powers	Special defensive abilities for Automatons
Body-Affecting Powers	Alter or improve the character's body
Defense Powers	Protect the character
Mental Powers	Attack or affect another character mentally
Movement Powers	Move the character
Sense-Affecting Powers	Blind or fool another character's senses
Sensory Powers	Improve the character's senses, or provide new senses
Size Powers	Increases or decreases the character's size
Special Powers	Powers that can't be put into Power Frameworks
Standard Powers	A catch-all category

ADJUSTMENT POWERS

Adjustment Powers temporarily add to or subtract from the value of a character's Characteristics or Powers. The Adjustment Powers are:

- Absorption (page 51)
- Aid (page 51)
- Drain (page 58)
- Healing (page 70)

Aid also has a Constant form called *Boost*, and Drain has a Constant form called *Suppress*. All references to Aid in the Adjustment Powers section also apply to Boost, and all references to Drain also apply to Suppress, unless specifically noted otherwise.

Absorption and Aid (including Boost), because they can increase Characteristics or Powers above their starting values, are called *Positive Adjustment Powers*. Drain (including Suppress), which decreases Characteristics or Powers below their starting values, is a *Negative Adjustment Power*. Healing, which neither raises abilities above starting values nor lowers them below, is not considered a Positive or Negative Adjustment Power.

BUYING ADJUSTMENT POWERS

When you buy an Adjustment Power, you define which Characteristic or Power it affects. For example, you could buy Aid STR (to increase your Strength) or Drain Blast (to reduce the effectiveness of an enemy's Blast).

Characters buy Adjustment Powers in one of two ways. The first way is to buy an Adjustment Power that affects the target Characteristic or Power regardless of the Characteristic or Power's Special Effect. For example, an Aid STR affects any type of STR, whether it comes from a character's natural muscles, a suit of powered armor, a magic spell, super-steroids, or the like. The second way is to define the Adjustment Power as only affecting Characteristics or Powers of a given Special Effect. Typically this is done with the *Variable Effect* Advantage (page 120) or the *Limited Special Effect* Limitation (page 109).

USING ADJUSTMENT POWERS

When you use an Adjustment Power, the Effect Roll indicates the number of CP added to (or subtracted from) the target Characteristic or Power. Since you're adding CP, you have to pay the same cost as you would if you were buying the ability directly. For example, rolling 13 points of effect on a Drain DEX 3d6 results in the target losing 6 DEX, since DEX costs 2 CP per point. (See *Adjusting Incremental Characteristics and Powers* below for what happens to the remaining point of effect.)

Adjustment Powers that affect Characteristics affect abilities derived from them, such as the lifting capacity and damage of STR, or Skill Rolls calculated from DEX. However, a character cannot Adjust *only* the derived abilities (he must affect the actual Characteristic), nor can he Adjust the "internal" qualities of a Power (such as making Nonresistant Damage Reduction into Resistant Damage reduction or vice-versa). Unless a Limitation says otherwise, characters can use Adjustment Powers on equipment that has some Characteristic or ability the Adjustment Power is bought to affect.

A character cannot use a Positive Adjustment Power to give himself a Characteristic, Power, Advantage, or Adder he doesn't already have. Nor can a character use a Negative Adjustment Power to remove an Advantage or Adder from a power – he negatively Adjusts the underlying Power, and when it's reduced to 0, the Adders and Advantages become useless.

MAXIMUM EFFECTS

Positive Adjustment Powers have maximum effects. A character can achieve his maximum with one or more uses of the Positive Adjustment Power.

Character Creation

For Aid, this is equal to the maximum amount you can roll on the dice – for example, 3d6 Aid Blast can add a maximum of 18 CP to a Blast. This maximum applies to each target. For example, the Aid Blast above can add a maximum of 18 CP of Blast to Sapphire, *and* a maximum of 18 CP of Blast to Witchcraft.

For Absorption, the maximum is double the BODY of the character's Absorption. This maximum applies overall, not per attack. For example, a character with 10 BODY of Absorption to STUN can apply a maximum *total* of 20 CP to his STUN, not 20 CP per attack. If he Absorbs 9 CP worth of STUN each from two attacks that hit him for 9 BODY apiece, then is hit by a third attack that does 8 more BODY, he can only Absorb 2 CP from the third attack before reaching his maximum of 20.

MULTIPLE ADJUSTMENT POWERS

Sometimes a character gets affected by two or more Adjustment Powers at once. Positive Adjustment Powers use the “maximum effect” rules above.

For Negative Adjustment Powers, each use affects a character separately for purposes of determining when a character regains lost CP. Regardless of whether, for example, two Drains come from a single or multiple attackers, track each use of Drain separately (*i.e.*, the character recovers 5 CP per Turn from each Drain separately).

ADJUSTING MULTIPLE GAME ELEMENTS

A character may want to buy an Adjustment Power that affects two or more Game Elements simultaneously. There are two ways to do this.

First, the character may choose to set up a ratio of effect between different Characteristics or Powers (for example, half the Adjusted CP apply to END, half to STR). He must do this when he buys the Power, and cannot change it thereafter. Alternately, in order for an Adjustment Power to have its *full* effect against two or more Game Elements at once (rather than dividing the effect between them), the character applies the *Expanded Effect* Advantage (page 104) and possibly the *Variable Effect* Advantage as well (page 120), depending on exactly how the character intends the power to work.

ADJUSTING DEFENSE POWERS

The effect of any Adjustment Power that increases or decreases any of the following is halved: any Defense Power; the Characteristics CON, DCV, DMCV, PD, ED, REC, END, BODY, and STUN; and any other ability the GM designates as primarily defensive in nature. EGO, PRE, Desolidification, and similar abilities do not count as “defensive abilities” for this purpose, even though they have defensive functions.

ADJUSTING EXPENDABLE ABILITIES

If a Positive Adjustment Power increases a Characteristic or Power which is used up and or removed (like STUN damage or END spent), it comes out of the increased part first. If a character uses a Negative Adjustment Power to decrease an

expendable Characteristic, the decrease affects both the current total of that Characteristic and the maximum to which the character can Recover that Characteristic. When the negatively Adjusted CP return to the character, they increase both his current Characteristic and the maximum to which he can Recover it.

For example, suppose a character has 60 END. He's hit with an Aid END that gives him +20 END, for a temporary total of 80. During the time the Aid is in effect, say he expends 14 END. All 14 of those END points are spent from the Aided END first. So when the Aid has faded, he still has his original 60 END (not 46, or some other value).

Over the next few Phases, the character spends 20 END, leaving him at 40. Then the character is hit with a Drain END that rolls 10 on the dice, thus Draining 25 points of END. That means the character now currently has 15 END. Assuming he's able to Recover all of his spent END before the Drained points return, he can only Recover to 35 END – he's still Drained by 25 points. When the first 5 CP worth of effect from the Drain wear off, then (assuming he hasn't spent any more) that increases both his current END to 50 and the maximum he can Recover to (if he expends more later) to 50.

ADJUSTING POWERS WITH MINIMUM OR FIXED COSTS

If a GM uses the minimum cost concept (page 43), then when a Negative Adjustment Power reduces a Power below its minimum cost, the victim cannot use that Power, even if it wasn't reduced to 0 points. However, if a Power has a fixed cost established by the rules (like Desolidification, which always costs 40 CP), then all CP in it (including CP for Advantages) must be removed before it ceases to function. Similarly, he must regain all the CP in a fixed-cost Power before he can use it again.

ADJUSTING INCREMENTAL CHARACTERISTICS AND POWERS

Some Powers and Characteristics are bought incrementally, at costs greater than 1 CP per increment. For example, DEX costs 2 CP per point, and Blast costs 5 CP for every d6 of damage. In this case, a character must Adjust enough CP to alter an entire increment of the Characteristic or Power. Removing or adding less than the number of CP required to buy 1 increment has no effect. However, the target regains/loses the remainder of the Adjusted CP at the usual rate, and the remainder can be added to by another use of the Adjustment Power later, potentially taking effect.

ADJUSTING POWER FRAMEWORKS

If a character uses a Positive Adjustment Power to increase a Power Framework, both the base “pool” of CP and the individual slot or Power must be Adjusted. If a character uses a Positive Adjustment Power to increase or improve a slot or power in a Multipower or Variable Power Pool, and the subject switches the Power Framework to another slot or power, the CP added to the previous slot or power instantly fade.

A negatively Adjusted Power Framework slot or power regains the lost CP at the standard rate, regardless of whether the victim switches the Framework to another slot or power. For Variable Power Pools, reducing or eliminating one power from the pool prevents a character from creating similar powers until after the Adjustment effect fades. Thus, a character can't essentially negate the effect simply by "switching" the Pool to "another" power that's identical (or nearly so) to the one Adjusted. A character can only use a Negative Adjustment Power to reduce or decrease the individual slots in a Power Framework; not the base pool of CP. Furthermore, the Negative Adjustment Power affects the slot's Active Points, not the Real Cost of the slot. For example, suppose a character has a Multipower with a reserve of 70 CP and a fixed slot with a Blast 14d6 (which costs 7 CP). If an attacker uses a Drain Blast to remove 10 CP worth of power from the Blast, it becomes a Blast 12d6 – the fact that the slot's Real Cost is less than 10 CP doesn't matter.

ADJUSTMENT POWERS AND COMBAT

Adjustment Powers never affect a character's "negative BODY" for purposes of determining when he dies. If a character normally has 10 BODY, then he dies when he reaches -10 BODY, even if he was Aided to 15 BODY or Drained to 5 BODY at the time. A character reduced to negative his BODY solely due to an Adjustment Power dies.

A character Adjusted to 0 STUN or below is Knocked Out, with all that state implies.

If an Adjustment Power affects an Area, it affects everyone in the area equally, up to its maximum effect per individual (if applicable).

END COSTS OF ADJUSTED POWERS

When using a Power affected by an Adjustment Power, the END Cost for that Power is based on its current value. For example, a Blast that's been Aided from 10d6 to 12d6 costs 6 END instead of 5 if used at full power; likewise, a Blast that's been Drained from 10d6 to 8d6 costs 4 END instead of 5.

REGAINING LOST CP AND LOSING GAINED CP

The CP gained from a Positive Adjustment Power fade at the rate of 5 CP per Turn. Similarly, the CP removed by a Negative Adjustment Power return to the victim at the rate of 5 CP per Turn. In both cases, the CP fade/return at the end of Segment 12, when the character takes his Post-Segment 12 Recovery.

For greater detail at the cost of greater bookkeeping, you can allow the CP to return 12 Segments after the initial effect rather than at the end of Segment 12. You can also apportion the CP returned over time. For example, if the CP from a Drain were bought to return at the rate of 5 CP per 5 Hours, they could return at the rate of 1 CP per Hour.

ATTACK POWERS

Attack Powers are Powers characters primarily use in an offensive manner in combat to hurt or hinder an opponent. The Attack Powers are:

- Blast (page 52)
- Change Environment (page 53)
- Characteristics (STR only; page 54)
- Darkness (page 56)
- Dispel (page 58)
- Drain (page 58)
- Entangle (page 65)
- Flash (page 68)
- Hand-To-Hand Attack (page 70)
- Images (page 71)
- Killing Attack (page 72)
- Mental Blast (page 75)
- Mental Illusions (page 75)
- Mind Control (page 77)
- Reflection (page 82)
- Telekinesis (page 89)
- Transform (page 92)
- Powers with the *Usable As Attack* Advantage (page 119)

Attack Powers typically require an Attack Roll or MCV Attack Roll to target, and an Effect Roll for damage or other effects.

AUTOMATON POWERS

- Cannot Be Stunned (page 53)
- Does Not Bleed (page 58)
- No Hit Locations (page 81)
- Takes No STUN (page 89)

Automaton Powers are a special category of defensive abilities. Their name comes from the fact that in most campaigns they can *only* be purchased by Automatons – robots, zombies, golems, and similar beings that are usually (a) "manufactured" in some way and (b) which are controlled by some other character.

All Automaton Powers are Self Only, Persistent, and cost no END. They should all be considered Defense Powers and Special Powers, in addition to Automaton Powers.

BODY-AFFECTING POWERS

Body-Affecting Powers alter a character's physical form or nature in some way. The Body-Affecting Powers are:

- Density Increase (page 57)
- Desolidification (page 57)
- Duplication (page 59)
- Extra Limbs (page 67)
- Growth (page 69)
- Multiform (page 80)
- Shape Shift (page 84)
- Shrinking (page 85)
- Stretching (page 85)

DEFENSE POWERS

Defense Powers protect the character from damage or harm in some way. The Defense Powers are:

- Barrier (page 51)
- Characteristics (PD and ED only; page 54)
- Damage Negation (page 55)
- Damage Reduction (page 56)
- Deflection (page 57)
- Flash Defense (page 69)
- Knockback Resistance (page 73)
- Mental Defense (page 75)
- Power Defense (page 82)
- Resistant Protection (page 83)

Just because a Power isn't listed here doesn't mean characters can't use it defensively. For example, characters often use Desolidification as a defense (if an attack can't touch someone, it can't hurt him). However Desolidification's primary purpose is to allow a character to move through solid objects, not to protect against attacks, so it's not a Defense Power.

If a character buys a Defense Power that requires him to specify how many points of PD and ED it provides as a slot in a Power Framework, he must still define the points when he buys the Power. If he uses the Power at less than full strength, he reduces its protection in proportion – he cannot vary the defense provided or change the allocation.

MENTAL POWERS

Mental Powers define a character's mental, rather than physical, abilities. They directly affect the target's mind, ignoring conventional defenses. They are:

- Mental Blast (page 75)
- Mental Illusions (page 75)
- Mind Control (page 77)
- Mind Link (page 78)
- Mind Scan (page 79)
- Telepathy (page 90)

Mental Illusions, Mind Control, Mind Link, and Telepathy are sometimes referred to collectively as "Continuing-effect Mental Powers," since their effects continue beyond the Phase in which a character makes an Attack Roll with them.

USING MENTAL POWERS

For general rules regarding use of Mental Powers in combat, see *Mental Combat* (page 144).

Mental Powers are invisible to characters who do not have the Enhanced Sense *Mental Awareness*. However, the target of a mental attack can sense the source of the attack and knows what Power he's been attacked with (though with Mental Illusions and Mind Control, he only realizes it after he breaks free from the effect).

The Range of Mental Powers is Line of Sight (LOS), though don't take this *too* literally; LOS for use of Mental Powers can be established with other Targeting Senses too if a character has one. A character must establish LOS with his "naked eye" – with his Targeting Senses unaided by any outside enhancements. Thus, he could use his innate Telescopic Sight to establish LOS, but not binoculars. Characters cannot establish LOS through Clairvoyance, television, or similar methods. If a character has a continuing-effect Mental Power, the character only needs LOS to attack the target. After that, he doesn't need LOS to maintain the power.

EFFECT ROLLS

For Mental Blast, this is the total the target's Mental Defense is subtracted from to determine the STUN damage inflicted. For Continuing-effect Mental Powers, the attacker declares the effect he wants to cause (such as "I want to make him cluck like a chicken"). Then the Effect Roll is made, and the GM compares this roll to the target's EGO on the Effects Table for each Power. If the Effect Roll equals or exceeds the level needed for the desired effect, the attack succeeds. If not, the attack fails and has no effect.

BREAKOUT ROLLS

If a character successfully uses Mental Illusions, Mind Control, Mind Scan, or Telepathy on someone, the target gets a chance to break free from the attack with a modified EGO Roll called a *Breakout Roll*. Breakout Rolls are subconscious; attempting one takes no time.

A character's Breakout Roll is his EGO Roll. The roll initially has a penalty of -1 for every 5 points the Effect Roll achieved over the minimum needed for the desired level of effect. For example, if a mentalist tries to achieve an EGO+20 effect, and rolls EGO+30 for his Effect Roll, the Breakout Roll is at -2.

A character attempts his first Breakout Roll on his next Phase after being successfully attacked with a Mental Power. If unsuccessful, he can attempt another Breakout Roll at each step down the Time Chart (a second roll after one Turn, a third after one Minute, and so forth). Each step adds a +1 to the attempt (so the roll at one Turn is made with a +1 modifier, the roll at one Minute is +2, and so on). This means Continuing-effect Mental Powers weaken over time until the victim breaks free.

Characters can attempt additional Breakout Rolls based on circumstance changes while they're affected by a Mental Power. For example, if a Mental Illusion performs in a way the target wouldn't expect (such as a loved one not recognizing him), or the situation changes so that a Mind Control command suddenly requires a greater level of effect, or unaffected characters start trying to get the target to "snap out of it," the GM may call for a Breakout Roll at that time (possibly with bonuses).

Optionally, for ease of play, you can let a target character make his Breakout Roll immediately (*i.e.*, as soon as the attacking mentalist successfully uses his power). In that case, the target character does *not* get to make another Breakout Roll in his first available Phase after being attacked – his next Breakout Roll comes one Turn after that Phase.

PREVENTING DETERIORATION

A character can prevent his Continuing-effect Mental Power from growing weaker by continuing to pay END for the Power on each of his Phases. As long as the character does so, the target gets no EGO Roll bonuses for the passage of time (but he does get to roll). A character may pay END to keep a Mental Power from deteriorating even if the Power is bought to cost half END or 0 END. He must pay the Power's full normal END cost to do so. Maintaining a Continuing-effect Mental Power by paying END each Phase does not prevent a character from using the same Mental Power on another target.

THE DURATION OF MENTAL POWERS

If a character wants to change a Mental Illusion, give a new order with Mind Control, or communicate on a different Telepathic level, he must attempt a new MCV Attack Roll and pay END for the power again. If he hits, he makes a new Effect Roll based on the new effect he desires. If the Effect Roll succeeds, he makes the change wanted; if it fails, the new effect doesn't work *and* the target automatically breaks free from the previous effect.

COMPETING MENTAL POWERS

A character with Mental Powers can help another character who's affected by one of the Continuing-effect Mental Powers. Another character can attempt to break the victim free by using Telepathy, Mind Control, or, in some cases, Mental Illusions. If the assisting character's Effect Roll equals or exceeds the total of the attacker's initial Effect Roll, the victim is freed.

When a character is under the effect of two Mental Powers at once, the character reacts to both effects if he can. If he can only react to one, he first reacts to the one that achieved its effect by the greatest amount.

COMPLEMENTARY MENTAL POWERS

For multiple mentalists to help each other affect a target by using the same Mental Power, all participating characters must make successful MCV Attack Rolls, and each must succeed with an EGO Roll (to simulate their ability to "coordinate" their attacks). If all rolls succeed, all participating characters except the character with the highest level power (*i.e.*, the most dice) make and combine their Effect Rolls. The most powerful mentalist may



then add 25% of that total to his own Effect Roll, and this is the Effect Roll applied to the target. Even though the most powerful mentalist controls the power they're using to affect the target, all participating mentalists are "in the target's mind;" if they begin issuing contradictory orders, describing different illusions, or the like, refer to "Competing Mental Powers" above.

MOVEMENT POWERS

Movement Powers allow a character to move from place to place. Some are extensions of the innate modes of movement (Leaping, Running, and Swimming); others are completely new modes of movement. The Movement Powers are:

- Extra-Dimensional Movement (page 66)
- FTL Travel (page 68)
- Flight (page 69)
- Leaping (page 73)
- Running (page 83)
- Swimming (page 88)
- Swinging (page 88)
- Teleportation (page 91)
- Tunneling (page 94)

All Movement Powers except Extra-Dimensional Movement and FTL Travel have a Noncombat velocity mode. When moving at Noncombat speeds, a character moves twice as fast. Moving at Noncombat velocity does not change the END cost.

See *Movement* (page 131) for general rules on using Movement Powers.

SENSE-AFFECTING POWERS

Sense-Affecting Powers are Powers that limit, hinder, or trick a character's Senses. The Sense-Affecting Powers are:

- Darkness (page 56)
- Flash (page 68)
- Images (page 71)
- Invisibility (page 72)

See *Senses and Perception* (page 133) for general rules regarding Senses. The difference between Targeting Senses and Nontargeting Senses, and the definitions of Senses and Sense Groups, are particularly important to buying and using Sense-Affecting Powers.

SENSORY POWERS

Sensory Powers heighten or improve a character's Senses, or provide him with Senses most characters lack. The Sensory Powers are:

- Clairsentience (page 54)
- Enhanced Senses (page 61)
- Mind Scan (page 79)

In addition to the three listed Powers, a few other Powers, such as Telepathy and Mind Link, have some Sense-like properties.

See *Senses and Perception* (page 133) for general rules regarding Senses. The difference between Targeting Senses and Nontargeting Senses, and the definitions of Senses and Sense Groups, are particularly important to buying and using Sensory Powers.

SIZE POWERS

Size Powers enable a character to change his size. The Size Powers are:

- Growth (page 69)
- Shrinking (page 85)

Size Powers are only appropriate for characters who can *alter their size*. Characters who are always very tall or very small should not buy these Powers; instead, they should buy various abilities (such as high STR or increased DCV) to reflect the benefits of being permanently larger or smaller than human normal, and a Physical Complication to reflect the drawbacks. See *Size Templates* (page 223) for examples.

SPECIAL POWERS

Special Powers are Powers that characters cannot put in Power Frameworks. The Special Powers are:

- Duplication (page 59)
- Endurance Reserve (page 61)
- Enhanced Senses (page 61)
- Extra Limbs (page 67)
- Flash Defense (page 69)
- Knockback Resistance (page 73)
- Luck (page 75)
- Mental Defense (page 75)
- Power Defense (page 82)
- Regeneration (page 82)
- Skills (page 85)

STANDARD POWERS

"Standard Powers" is a catch-all designation for any Power that's not an Adjustment, Mental, Movement, Size, or Special Power. The Standard Powers are:

- Barrier (page 51)
- Blast (page 52)
- Change Environment (page 53)
- Characteristics (page 54)
- Clairsentience (page 54)
- Clinging (page 55)
- Damage Negation (page 55)
- Damage Reduction (page 56)
- Darkness (page 56)
- Deflection (page 57)
- Density Increase (page 57)
- Desolidification (page 57)
- Dispel (page 58)
- Entangle (page 65)
- Flash (page 68)
- Hand-to-Hand Attack (page 70)
- Images (page 71)
- Invisibility (page 72)
- Killing Attack (page 72)
- Life Support (page 74)
- Multiform (page 80)
- Reflection (page 82)
- Resistant Protection (page 83)
- Shape Shift (page 84)
- Stretching (page 85)
- Summon (page 87)
- Telekinesis (page 89)
- Transform (page 92)

POWER DESCRIPTIONS

ABSORPTION

Type:	Adjustment Power
Perceivability:	Obvious
Duration:	Constant
Target:	Self Only
Range:	Self
Costs END:	No
Cost:	1 CP per 1 BODY of Absorption

Allows a character hit or otherwise affected by attacks to add CP to one or more of his Characteristics or Powers. Examples include a character whose STR increases when he's struck with physical blows or an alien who feeds off energy, gaining increased END from energy attacks. See *Adjustment Powers* (page 45) for many rules applying to Absorption.

The character must specify at purchase whether it works versus physical or energy attacks, and which Characteristic(s) or Power(s) it increases. If a character has multiple instances of Absorption that could apply to a particular attack, he must choose only one.

A character has to be hit or otherwise affected by the type of phenomena he can Absorb (physical or energy) in order to Absorb from it (he cannot Block, Dodge, Deflect, Reflect, or otherwise avoid it), and Absorption only works against attacks or forces that cause BODY damage. However, the character doesn't have to actually take damage from it; he can Absorb even if his defenses prevent him from taking any STUN or BODY damage himself. A character cannot use his own attacks on himself in order to Absorb from them.

ABSORPTION AND DAMAGE

Apply a character's Absorption to damage-related Characteristics (CON, PD, ED, BODY, and STUN) or Defense Powers after the damage from the attack being Absorbed has been applied. This means, for example, that a character with Absorption to CON could be Stunned by an attack, even if he'll Absorb enough to raise his CON beyond the STUN damage that will get past his defenses, or a character with Absorption to ED will not get the benefit of the increased ED against the Absorbed attack (only later attacks).

ADVANTAGES AND ADDERS

Defensive Absorption (+½ or +1): Each BODY of Absorption also acts as 1 point of defense against the Absorbed attack. At the +½ value, this is Normal Defense; at the +1 value, it's Resistant Defense. With either option, the Power also applies CP as usual. For Absorption with both Defensive Absorption and Varying Effect (below), the defense provided always matches the current effect type.

Varying Effect (+¾): Allows a character to switch his Absorption to work against either Physical or Energy attacks, though the destination of Absorbed CP does not change. Switching effects is a Zero Phase Action, and can be done once per Segment.

AID

Type:	Adjustment Power
Perceivability:	Obvious
Duration:	Instant
Target:	Target's DCV
Range:	No Range
Costs END:	Yes
Cost:	6 CP per 1d6 of Aid

Allows a character to temporarily increase one Characteristic or Power (chosen at purchase). Examples include a character who acts as a "living battery" to increase others' STR, or a magical staff that can enhance a sorcerer's arcane powers. See *Adjustment Powers* (page 45) for many rules applying to Aid.

A character may use Aid on himself or others. Using Aid counts as an Attack Action, and requires an Attack Roll unless used on himself or a willing target. The Effect Roll represents CP added directly to the Active Points of the Characteristic or Power being Aided.

BOOST

Boost is an alternate form of Aid. It takes the Limitation *Costs Endurance To Maintain* (-½), is considered a Constant Power, and is subject to the standard rules for maintaining Constant Powers, except that continued Boosting doesn't keep adding additional CP. Instead, Boosted CP don't fade while the Boost is maintained, but they fade instantly once the Boost stops. Boost cannot take the Advantages *Reduced Endurance* or *Costs Endurance Only To Activate*.

LIMITATIONS

Only Aid Others (-½): Prevents the character from using his Aid on himself.

Only Aid Self (-1): Prevents the character from using his Aid on anyone other than himself.

BARRIER

Type:	Defense Power / Standard Power
Perceivability:	Inobvious
Duration:	Instant
Target:	Target's DCV
Range:	Standard Range
Costs END:	Yes
Cost:	3 CP for a 1m long, 1m tall, ½m thick barrier with 0 BODY and 0 PD/0 ED; 1 CP per +1m of length or height or ½m of thickness; 1 CP per +1 BODY; 3 CP per +2 points of Resistant Defense.

Allows a character to create a wall for defensive purposes; once created, it is a physical object that remains in existence until destroyed by attacks, the passage of time, or other factors. Examples include protective screens of energy or walls of stone or ice.

A Barrier starts at 1m long, 1m tall, and ½m thick, with 0 BODY and 0 PD/0 ED for 3 CP. Each +1m of length or height, or each +½m of thickness, costs +1 CP. Each +1 BODY costs 1 CP. Each +2 defense costs 3 CP; the defense is Resistant, and must

Character Creation

be defined at purchase as PD or ED. Barriers normally have no effect on Senses, though Barriers with Special Effects of physical objects frequently take the *Opaque Adder* (page 112).

Attacks treat Barriers like real walls (see *Breaking Things*, page 142), so attacks that fail to penetrate a Barrier don't continue beyond it or pass any damage through to targets on the opposite side. This also means a character can't effectively shoot through his own Barrier with attacks that would affect it unless he wants to break the wall. If an attack can't do BODY damage, it typically cannot penetrate the Barrier at all, even if the Barrier lacks the defense to that attack. When a Barrier's BODY has been reduced to 0, that creates a 2m wide, 2m high, 2m deep hole in it, and that hole remains in it for the rest of the Barrier's existence. If the Barrier is smaller than that, it's destroyed; if it's larger, the rest of it remains.

USING BARRIERS

Placing a Barrier in the desired Area at Range requires a successful Attack Roll against DCV 3. When a character creates his Barrier, he arranges it in any simple geometric shape conforming to the dimensions he purchased. The only restriction is that there can't be "gaps" – the Barrier must be continuous. If the ends of the Barrier connect (for example, in a circle), then the top and bottom are considered covered as well, unless the character chooses to leave them open.

A Barrier must touch the ground, but need not touch any other surface. "The ground" may not necessarily be the literal ground (it may be a rooftop or the like), but it must be horizontal and the Barrier has to be on top of it. Similarly, a Barrier must be "attached" to the ground, in that characters can't freely move it without overcoming its BODY and PD. Alternately, characters can anchor Barriers horizontally, to a vertical surface.

A Ranged attack that does enough damage to create a hole all the way through a Barrier continues on through the opposite side, and can hit and damage a target there. However, the damage of the attack is reduced by the defense + BODY of the Barrier – in effect, the Barrier provides the target with some extra defense.

On a Move By/Through attempting to strike a character behind a Barrier, if the damage rolled is enough to break through the Barrier, the character continues moving, ends his movement where planned, and applies the attack's damage to the target (who subtracts the Barrier's defense from it along with his own). If the damage fails to break through the Barrier, the attacker stops moving at the edge of the Barrier, and takes damage as if he had failed to do any Knockback to the target.

ENGLORBING CHARACTERS

To englobe a human-sized target, a Barrier must be at least 4m long or tall, and the character must succeed with an Attack Roll against DCV 3. Despite the name, a Barrier used for this purpose need not be "globe" shaped. Trapped characters can break through the Barrier globe normally, and their actions within the globe are unrestricted. A Barrier globe is DCV 3, and is not anchored the way ordinary Barriers are. Anything in a Barrier globe moves along with it (if the globe is moved somehow), and doesn't take damage from being moved in this way.

ADVANTAGES AND ADDERS

Configurable (+¼): Allows a character to change a Barrier's shape after it has been created, to add holes to it, or to close holes he's created (though he cannot do this to "repair" damage caused by an attack). Reshaping a Barrier takes a Half Phase Action for minor changes, a Full Phase for larger changes, and a Turn for completely reshaping the Barrier.

Counteracts Indirect (+¼): Prevents Indirect attacks from one side of a Barrier from reaching targets on the opposite side.

Non-Anchored (+10 CP): Barrier is no longer required to be anchored to anything (though it remains stationary, and cannot be dropped on a character as an attack). If a Barrier is Non-Anchored and *Mobile* (page 98), and is formed around the character creating it, then it moves with him as he moves.

One-Way Transparent (+½ or +1): ⚠ Allows attacks from one side of a Barrier (chosen at purchase) to pass unhindered to the opposite side, while the normal rules apply in the other direction. At the +½ value, the Barrier is transparent to a single attack or specific group of attacks; at the +1 value, it's transparent to all attacks.

LIMITATIONS

Cannot Englobe (-¼): Prevents a Barrier from englobing targets.

Feedback (-1): Whenever an attack hits the Barrier, the Barrier's creator also takes the same amount, with the Barrier's defenses subtracted as if they were Resistant Protection. For example, an 18 PD Barrier with Feedback, struck by a 12 BODY 48 STUN physical attack, would transmit 0 BODY and 30 STUN to its creator (and he could then apply his other defenses).

Restricted Shape (-¼): Requires the Barrier always be created in the same shape (defined at purchase).

BLAST

Type: Attack Power / Standard Power
Perceivability: Obvious
Duration: Instant
Target: Target's DCV
Range: Standard Range
Costs END: Yes
Cost: 5 CP per 1d6 of Blast

Allows a character to attack at Range, doing Normal Damage. Examples include lightning blasts, mystic bolts, or many types of blunt throwing weapons.

A Blast can apply against PD or ED, but the character must specify this when he buys the Power. A character may define his Blast as a STUN Only attack against PD or ED, for no change in cost. A STUN Only Blast does not do Knockback.

CANNOT BE STUNNED \triangle

Type: Automaton Power / Special Power
Perceivability: Inobvious
Duration: Persistent
Target: Self Only
Range: Self
Costs END: No
Cost: 15 CP

Allows an Automaton to ignore *Stunning* (page 158).

CHANGE ENVIRONMENT

Type: Attack Power / Standard Power
Perceivability: Obvious
Duration: Constant
Target: Target's DCV
Range: Standard Range
Costs END: Yes
Cost: See Change Environment Combat Effects Table; the *Area Of Effect* Advantage is usually applied

Allows a character to cause changes to his environment (defined at purchase). Examples include changing the weather or creating an intense magnetic field.

The character buys combat effects that represent the penalties or other difficulties created by the environmental change he can cause. A Change Environment must have at least one combat effect, but can have more if desired. At its base level, Change Environment only affects a single target; however, characters often buy the *Area Of Effect* Advantage for it (typically in Radius form) so that it affects an Area.

USING CHANGE ENVIRONMENT

A character doesn't have to use the full combat effect if he doesn't want to; for example, a Change Environment that creates a heavy fog (-4 to Sight PER Rolls) could create a lighter fog (-2 to Sight PER). After a Change Environment ends, its effects may linger a brief time thereafter, as determined by Special Effects and common sense.

The combat effect includes forcing an affected character to attempt at least one Characteristic, Skill, or PER Roll (if applicable). For example, a character affected by a Change Environment that causes -3 to DEX Rolls isn't subject that penalty only if some other need requires him to make a DEX Roll while affected – he has to attempt one, at the listed penalty, when first affected by the Change Environment.

Change Environment should not do as much damage, or have as strong an effect, as a similar Power for the same amount of CP. The GM should establish a maximum effect for Change Environment (or change its cost) if necessary for game balance.

The penalties or other negative effects of Change Environment do not increase over time, nor can a character "stack" the effects by "layering" a single Change Environment "on top" of itself over the same target over and over again. If two or more distinct Change Environment-based powers are placed on a single target, the penalties still do not add, but the worst of the two (or more) penalties applies. If a Change Environment causes damage, it can cause damage again and again.

Change Environment cannot provide "positive" effects or bonuses for any character. However, a character can have a Change Environment power that creates a pleasant effect, provided the power has no beneficial effect in game terms. Depending on Special Effects, one Change Environment power may be usable to cancel or negate the effects of another Change Environment power (such as a warming power melting an ice sheet power, or a wind power clearing away a fog power).

CHANGE ENVIRONMENT COMBAT EFFECTS

Cost Per	Level of Effect	Effect
	1	-1 meter of any one mode of Movement
	2	-1 PER Roll for one Sense
	3	-1 PER Roll for one Sense Group
	3	-1 Characteristic Roll (but not associated Skill Rolls)
	3	-1 Skill Roll
	3	+/- one Temperature Level
	3	Additional -1 to the Range Modifier
	3	Additional -1 to some other negative Combat Modifier \triangle
	4	-1 Characteristic Roll <i>and</i> all Skill Rolls based on the same Characteristic
	5	1 point of damage
	5	1 point of Telekinesis STR
	5	+/- one Wind Level

ADVANTAGES AND ADDERS

Long-Lasting (Varies): Causes the effects of a Change Environment to last a longer amount of time than usual after the Change Environment stops. Long-Lasting costs +2 CP to make the Change Environment effect last for 1 Turn after the power is turned off; each additional step down the Time Chart costs an additional +2 CP.

Varying Combat Effects (+10 CP): Allows switching between different combat effects as a Half Phase Action. The character buys the most expensive type of combat effect he wants to create, and whenever he activates the power he can choose to substitute any effect of equal or lesser value for the one he purchased, provided he can justify the change within the Special Effect of his power.

Varying Environment (+¼, +½, or +1): Allows more than one type of environmental change, though it can't alter its defined combat effect. At the +¼ value, a character can create a Very Limited Group of environments; at the +½ value, a Limited Group; at the +1 value, a Broad Group. For example, raising or lowering temperature would be a Very Limited Group; choosing from a predefined list of temperature-related effects like warmth, cold, fog, or snow would be a Limited Group; creating any sort of weather-related effect would be a Broad Group.

CHARACTERISTICS

Type:	Standard Power
Perceivability:	Varies
Duration:	Persistent
Target:	Self Only
Range:	Self
Costs END:	Varies
Cost:	Varies

Characters can purchase Characteristics as Powers, with Advantages and Limitations and in Power Frameworks. Examples include a “super-speed drug” that increases a character’s DEX for a few minutes, or extra STR, only for the purpose of lifting objects.

Characteristics bought as Powers have the same traits those Characteristics normally have (cost, END use, and so on). Unless noted otherwise, a Characteristic purchased as a Power adds to and works with a character’s standard Characteristics, and confers the standard benefits and abilities of that Characteristic. In campaigns using Characteristic Maxima, those rules do not apply to Characteristics purchased as Powers.

CLAIRSENTIENCE

Type:	Sensory Power / Standard Power
Perceivability:	Imperceptible
Duration:	Constant
Target:	Area
Range:	Standard Range
Costs END:	Yes
Cost:	See Clairsentience Table

Allows a character to use one or more Senses or Sense Groups he possesses (usually Sight) at a distance. Examples include mystic scrying spells or ESP clairvoyance.

Characters may purchase *Sense Modifiers* (see page 63) for Clairsentience. Clairsentience is a single Sense for purposes of calculating Sense Modifier costs, regardless of how many Senses it uses. Clairsentience is not a Targeting Sense (even if using a Targeting Sense through it) but it can be turned into a Targeting Sense with the appropriate Sense Modifier. Clairsentience, even if a Targeting Sense, cannot establish Line of Sight.

CLAIRSENTIENCE TABLE

Cost	Description
20	Base PER Roll with one Sense Group
+10	Extra Sense Group
+5	Extra Sense
+20	Precognition
+20	Retrocognition
+5	2x Range (+10 for 4x, +15 for 8x, and so on)

USING CLAIRSENTIENCE

When a character uses Clairsentience, he designates a “perception point” from which his Clairsentience works; it is as if he were standing at that point trying to perceive something, rather than at his actual position. He can change this perception point from use to use, and can put it anywhere within the range of his Clairsentience, but cannot move it once he creates it. Calculate the Range Modifier for PER Rolls made via Clairsentience from the perception point, not from the character’s actual location.

PRECOGNITION AND RETROCOGNITION

A character with Precognition can perceive the future. The GM must decide if what the character sees will definitely occur and the GM contrives the adventure so the scene happens (though nothing guarantees that the character’s interpretation of what he perceives is correct), or it won’t necessarily occur (which makes Precognition considerably less dramatic, but may give the characters more control over their own fate).

A character with Retrocognition can perceive events that have already happened. For purposes of Sense-Affecting Powers, Precognition and Retrocognition should be considered separate from each other, and from normal Clairsentience.

ADVANTAGES AND ADDERS

Mobile Perception Point (+5 CP or more): Allows the perception point to move while the power remains active. A mobile perception point can move up to 12m per Phase, travels in three dimensions (*i.e.*, it can “fly”), can travel up to the maximum range of the Clairsentience, and can pass through solid objects. A mobile perception point’s rate of speed doubles for every +5 CP. Moving a mobile perception point any number of meters up to its maximum movement requires a Half Phase Action and can be done only once per Phase.

Multiple Perception Points (+5 CP per doubling): Allows Clairsentience to perceive from up to twice as many perception points at once (up to two perception points for +5 CP, up to four perception points for +10 CP, and so forth).

LIMITATIONS

Attack Roll Required (-¼): Requires an Attack Roll against DCV 3 every time the character tries to place his perception point.

Blackout (-½): Prevents the character from using any of his normal Senses while using his Clairsentience.

Fixed Perception Point (-1): Fixes the perception point in one specific position that cannot be changed; often used for building devices like closed-circuit television systems.

Only Through The Senses Of Others (-½, -¾, or -1): Uses the Senses of another creature as the perception point. On a power with Mobile Perception Point, the perception point can keep moving with the subject. At the -½ value, the character can perceive through the senses of any creature; at the -¾ value, through the senses of a very limited group of creatures (such as “Dogs”); at the -1 value, only through the senses of a single specific creature (such as “Biff the Wonder Dog”).

One Sense Only (-¼): Changes a Clairsentience that only affects a single Sense Group so that it works with only a single Sense.

Precognition Or Retrocognition Only (-1): Limits the Clairsentience to use as Precognition or Retrocognition only; it cannot be used for its perceive-at-a-distance aspect.

Only Through Dreams (-1): Restricts Precognitive or Retrocognitive Clairsentience to only providing the character information through dreams.

Time Modifiers (-½): Makes Precognitive or Retrocognitive Clairsentience harder to use across longer spans of time. The Clairsentience must also have *Requires A Roll* (page 114) or *Attack Roll Required* (see above). For every step on the Time Chart between the present and the time in which a particular event occurred/will occur, there's a -2 "Range Modifier" to the Required Roll or Attack Roll.

Vague And Unclear (-½): Simulates an ability to sense the future or past which is, at best, unreliable. The information gained from this type of Precognition or Retrocognition is not definite; it could be misleading, false, easily misinterpreted, or completely accurate. The character must decide for himself just how much he trusts the information he gains by using the power.

CLINGING

Type: Standard Power
Perceivability: Inobvious
Duration: Constant
Target: Self Only
Range: Self
Costs END: No
Cost: 10 CP for ability to exert character's normal STR; +1 CP per +3 Clinging STR.

Allows a character to cling to walls and sheer surfaces and move on them as if they were level. Examples include insect-based wall-crawling powers or high-tech cling-grips used by climbers.

Movement along a surface (like running along a wall) is the same as normal ground movement. Moving up a surface takes 2m of ground movement to move 1m up.

CLINGING IN COMBAT

If an opponent wants to remove a character from the surface he's Clinging to, he must exceed the character's total Clinging STR in a STR vs. STR Contest; if he fails, the character remains stuck. This also applies to Combat Maneuvers like Shove, Throw, or Trip, and Martial Maneuvers with the Target Falls element (where failure means the character doesn't fall). The Clinging character may still take damage from the impact of such Maneuvers as appropriate, though the act of trying to exceed his Clinging STR does not itself cause damage.

If a character is Clinging to something breakable, attempts to remove the character might break whatever the character's Clinging to (if the BODY damage caused in the attempt is enough to break the object), even if the attempt to exceed the Clinging STR fails.

A character using Clinging subtracts an extra 1d6 from all Knockback rolls, as long as he's in contact with a solid surface. Using Clinging to help hold onto a Grab victim requires the victim to escape from the higher of the Grab STR or the Clinging STR.

LIMITATIONS

Cannot Resist Knockback (-¼): Eliminates the benefit of subtracting 1d6 from Knockback rolls.

DAMAGE NEGATION

Type: Defense Power / Standard Power
Perceivability: Inobvious
Duration: Persistent
Target: Self Only
Range: Self
Costs END: No
Cost: 5 CP per -1 Damage Class

Allows a character to reduce the damage of attacks made against him. Examples include a character who can control kinetic energy to reduce the impact of an attack, or an enchanted suit of armor that blunts the effect of any blow or spell.

A character purchases Damage Negation to apply against one of the following:

- Physical attacks
- Energy attacks
- Mental attacks
- attacks with a specific Special Effect (*e.g.*, magic, ice/cold)

If applied to attacks of a specific Special Effect, it works regardless of how the attacks are built, but it *only* works against attacks of that Special Effect, and it gets no Limitation for this.

Damage Negation works against Normal Damage, Killing Damage, AVADs, Drain STUN or Drain BODY (but not other Drains), and other damage-causing attacks. It has no effect on non-damage-causing attacks such as Entangles, Flashes, or Transforms, nor does it reduce the damage from the Dependence or Susceptibility Complications. Damage Negation is considered a Resistant Defense.

A character applies his Damage Negation to an incoming attack *before* applying his other defenses. Before the attacker makes the Effect Roll for his attack, he reduces it to account for Damage Negation.

LIMITATIONS

Nonresistant (-¼): Converts Damage Negation into a Normal Defense that only works against Normal Damage and AVADs.

DAMAGE REDUCTION [⚠]

Type: Defense Power / Standard Power
Perceivability: Inobvious
Duration: Persistent
Target: Self Only
Range: Self
Costs END: No
Cost: See Damage Reduction Table

Allows a character to reduce the damage that gets through his defenses before applying it to his STUN or BODY. Examples include gigantic monsters who feel little pain from standard attacks, or a fire elemental who's nearly immune to any type of fire damage.

DAMAGE REDUCTION TABLE

Damage Reduction	Normal Cost	Resistant Cost
25% Damage Reduction	10	15
50% Damage Reduction	20	30
75% Damage Reduction	30	60

BUYING DAMAGE REDUCTION

A character purchases Damage Reduction to reduce damage caused by one of the following types of attacks:

- Physical attacks
- Energy attacks
- Mental attacks
- attacks with a specific Special Effect (e.g., magic, ice/cold)

He lists it as a percentage (it removes 25%, 50%, or 75% of the damage taken after defenses), and he must define it as Normal or Resistant:

- Normal Damage Reduction affects Normal Damage and damage from AVAD attacks
- Resistant Damage Reduction affects Normal Damage, AVADs, Drain STUN or Drain BODY (but not other Drains), Killing Attacks, and other damage-causing attacks

Mental Damage Reduction and “Special Effect” Damage Reduction use the Resistant Cost, and apply to damage from the same kinds of attacks. Mental Damage Reduction does reduce the Effect Rolls of Continuing-effect Mental Powers; this is an exception to the general rule of Damage Reduction applying only to damage.

USING DAMAGE REDUCTION

A character applies his Damage Reduction to the reduce the damage remaining after applying his defenses. A character with 25% Damage Reduction takes $\frac{1}{4}$ less damage from every attack to which his Damage Reduction applies (in other words, he takes 75% of the damage). A character with 50% Damage Reduction takes $\frac{1}{2}$ less damage from every attack to which his Damage Reduction applies (in other words, he takes 50% of the damage). A character with 75% Damage Reduction takes $\frac{3}{4}$ less damage from every attack to which his Damage Reduction applies (in other words, he takes 25% of the damage).

If a character has two or more Damage Reduction powers that could apply to the same attack, he chooses only one to apply. Calculate the Knockback or Knockdown done by an attack from the amount of BODY damage rolled, not the reduced amount.

DARKNESS

Type: Sense-Affecting Power / Attack Power / Standard Power
Perceivability: Obvious
Duration: Constant
Target: Area
Range: Standard Range
Costs END: Yes
Cost: See Darkness Table

Creates a field which is impervious to one Sense Group (chosen at purchase; usually the Sight Group). Examples include smoke grenades or a mystic spell of silence. See *Senses And Perception* (page 133) for many rules applying to Darkness.

Darkness makes the covered area *impenetrable* by the Senses it affects – characters using those Senses neither perceive into, out of, or through the Darkness, nor perceive sensory effects generated within the Darkness. It doesn't just make PER Rolls with affected Senses harder; it makes them impossible.

DARKNESS TABLE

Cost Per 1m Radius	Darkness Affects
5	One or more Targeting Senses or Sense Groups
3	Nontargeting Senses or Sense Group(s) only
Cost	Extra Senses/Sense Groups
+10	Targeting Sense Group
+5	Targeting Sense (single)
+5	Nontargeting Sense Group
+3	Nontargeting Sense (single)

Placing a Darkness field requires an Attack Roll against a target Area. A character who creates a Darkness field cannot automatically perceive through the field.

DEFLECTION

Type: Defense Power / Standard Power
Perceivability: Inobvious
Duration: Instant
Target: Target's OCV (see text)
Range: Standard Range
Costs END: Yes
Cost: 20 CP

Expands a character's ability to Block Ranged attacks. Examples include telekinetically knocking missiles out of the air, or a laser point-defense system that can shoot down missiles and energy beams.

Deflection allows a character to use the rules for Blocking Ranged attacks (page 149) to Block attacks against targets at Range (not just attacks made against him or someone adjacent to him), and to disregard the usual need for a shield or similar object. Otherwise, all standard rules for Blocking Ranged attacks apply. If a character Deflects a Constant attack, the first roll Deflects it entirely; it's as if the attacker missed the target.

DENSITY INCREASE

Type: Body-Affecting Power / Standard Power
Perceivability: Obvious
Duration: Constant
Target: Self Only
Range: Self
Costs END: Yes
Cost: 4 CP for every +5 STR, +1 PD, +1 ED, -2m Knockback, and 2x mass

Allows a character to increase his density, thereby making himself heavier, stronger, and physically tougher. Examples include characters whose bodies consist of rock or metal, or a superhero with gravitic powers who can make himself denser.

DENSITY INCREASE TABLE

CP	Mass (KG)	STR	KB	PD	ED
0	100	+0	-0	+0	+0
4	200	+5	-2m	+1	+1
8	400	+10	-4m	+2	+2
12	800	+15	-6m	+3	+3
16	1,600	+20	-8m	+4	+4
20	3,200	+25	-10m	+5	+5
24	6,400	+30	-12m	+6	+6
28	12,500	+35	-14m	+7	+7
32	25,000	+40	-16m	+8	+8
36	50,000	+45	-18m	+9	+9
40	100,000	+50	-20m	+10	+10
44	200,000	+55	-22m	+11	+11
48	400,000	+60	-24m	+12	+12
52	800,000	+65	-26m	+13	+13
56	1,600,000	+70	-28m	+14	+14
60	3,200,000	+75	-30m	+15	+15
... and so on					

Density Increase is only appropriate for characters who can *alter* their density. Characters who are always very heavy should buy various Powers (such as increased Characteristics) to reflect the benefits of having a permanently altered density, and take a Physical Complication to reflect the drawbacks. See *Mass Templates* (page 225) for suggestions.

LIMITATIONS

No Defense Increase (-¼): Provides no extra PD or ED. (Failure to provide only one or the other is a -0 Limitation.)

No STR Increase (-1): Provides no extra STR.

DESOLIDIFICATION

Type: Body-Affecting Power / Standard Power
Perceivability: Obvious
Duration: Constant
Target: Self Only
Range: Self
Costs END: Yes
Cost: 40 CP

Allows a character to become intangible, enabling him to walk through walls and ignore attacks. Examples include the body of a ghost or the ability of a super-speedster to pass through solid objects by vibrating.

BASIC EFFECTS OF DESOLIDIFICATION

A Desolidified character can move through walls and other solid objects using any Movement Power he possesses, at his normal movement rate with that Power. This includes walking (Running) on the ground without sinking into it unless they want to.

While Desolidified, a character cannot touch (or be touched by) or feel (or be felt by) solid objects, doesn't register on Sonar or Radar, and emits no scent. He can still breathe, and must do so; Desolidification provides no Life Support. All of his Senses work normally except for Touch Group Senses.

THE DRAWBACKS OF INTANGIBILITY

A Desolidified character cannot affect the physical world in any way. His attacks against the physical world have no effect. He can't use Mental Powers or Sense-Affecting Powers to affect solid targets, even though solid characters can affect him with those powers. If he wants to attack, he must become solid (and therefore vulnerable), or have abilities bought with the Advantage *Affects Physical World* (page 96). If a Desolidified character solidifies inside a solid object, he takes damage (and the object usually does as well) using the damage on the *Teleportation Damage Table* (page 132).

DESOLIDIFICATION AND DAMAGE

When Desolidified, a character is immune to most physical and energy attacks, including attacks such as Drains and AVADs. However, several types of attacks *can* affect Desolidified characters, including:

Character Creation

- Mental Powers
- Sense-Affecting Powers that affect any Sense the character can use while Desolidified
- Adjustment Powers or Dispel bought to affect Desolidification specifically (such as Dispel Desolidification)
- Presence Attacks
- any attack that affects the character through his breathing
- any attack with the Advantage *Affects Desolidified* (page 96)

A character must also define the Special Effects of a reasonably common group of additional attacks that affect him while he's Desolidified; for example, a vampire's mist form might be affected by magic or wind Special Effects. Desolidified characters cannot affect each other unless their powers have sufficiently similar Special Effects.

LIMITATIONS

Cannot Pass Through Solid Objects (-½): Removes a Desolidified character's ability to pass through completely solid objects, though he can squeeze through very tiny openings, and remains immune to damage as per standard Desolidification.

Doesn't Protect Against Damage (-1): Offers no protection against damage. All attacks affect the character as they would normally, though he remains unable to affect the physical world as per standard Desolidification.

DISPEL

Type: Attack Power / Standard Power
Perceivability: Obvious
Duration: Instant
Target: Target's DCV
Range: Standard Range
Costs END: Yes
Cost: 3 CP per 1d6 of Dispel

Allows a character to turn off another character's Power (chosen at purchase). Examples include light-based powers that can Dispel Darkness fields, or the ability to destroy or ruin devices.

After a successful Attack Roll, the character subtracts the target's Power Defense (if any) from his Effect Roll; if the remaining total exceeds the Active Point total of the target power, the target power stops working. If the character using Dispel must make any choices about which Power(s) the Dispel will try to affect (for example, if the Dispel has the *Variable Effect* Advantage), then he must declare what Power(s) he's targeting before attempting the Attack Roll. Dispel is an all-or-nothing attack; it either completely turns off a Power, or it has no effect.

The victim of a Dispel may "restart" the Dispelled power, but he has to perform any preparations from scratch. This means Dispel is more effective against powers that are difficult to turn on or take a long time to activate, or against objects (which must be repaired, recharged, or rebuilt).

Dispel affects only Powers. However, Characteristics, Skills, Perks, or Talents purchased as Powers might be Dispellable, depending on Special Effects. For example, a character's own STR cannot be Dispelled, but a device that enhances his STR can be. Characters cannot Dispel Automata, Bases, Computers, or Vehicles, but can Dispel the abilities possessed by such objects. Dispels also cannot affect the lasting effects of Instant Powers. For example, a character cannot use Dispel to reverse a Transform or remove an existing Barrier or Entangle.

A character can use a Held Action (but may not Abort an Action) to Dispel to an incoming attack (assuming the Dispel applies to it). This requires no Attack Roll, but is an Attack Action. If his Effect Roll exceeds the incoming attack's Active Points, the attack is Dispelled, and has no further effect.

To Dispel a Constant Power maintained by a character, the Attack Roll is made against that character's DCV, and that character's Power Defense applies. To Dispel a Constant Power not maintained by a character (for example, if it's Uncontrolled or using Continuing Charges), the Dispel targets the power effect itself (DCV 3) and Power Defense does not apply.

DOES NOT BLEED

Type: Automaton Power
Perceivability: Imperceptible
Duration: Persistent
Target: Self Only
Range: Self
Costs END: No
Cost: 15 CP

Prevents an Automaton from losing additional BODY when under 0 BODY, and exempts it from the Bleeding rules (page 160) if the campaign uses them. Examples include a lack of blood or a mechanical infrastructure that keeps damage from spreading.

DRAIN

Type: Adjustment Power / Attack Power
Perceivability: Obvious
Duration: Instant
Target: Target's DCV
Range: Standard Range
Costs END: Yes
Cost: 10 CP per 1d6 of Drain

Allows a character to temporarily decrease one Characteristic or Power, (chosen at purchase). Examples include the ability to suck all the power out of electronic devices, or a poison that causes weakness. See *Adjustment Powers* (page 45) for many rules applying to Drain.

Drain requires a normal Attack Roll; if successful, subtract the victim's Power Defense (if any) from the Effect Roll, and apply the remaining total as CP removed directly from the Active Points of the Characteristic or Power being Drained. If a power is completely Drained (*i.e.*, has no Active Points left), then the power has been "turned off;" the victim has to restart it when enough CP have returned for it to have at least 1 CP worth of power.

Except for BODY and STUN, Characteristics cannot be reduced below 0. However, a Characteristic can be Drained “into the negatives” solely for the purpose of determining how long takes to regain the lost CP. If a STUN Drain causes more STUN in a single attack than the victim has points of CON, the victim is Stunned.

If an object is Drained of all of its BODY, it's destroyed. Unbreakable Foci are considered to have Power Defense equal to (PD or ED x 4) solely for purposes of resisting Drain BODY or Drain PD or ED attacks.

SUPPRESS

Suppress is an alternate form of Drain. It takes the Limitation *Costs Endurance To Maintain* (-½), is considered a Constant Power, and is subject to the standard rules for maintaining Constant Powers, except that continued Suppressing doesn't automatically keep removing additional CP (though the character can use Suppress on the same target more than once if he can afford the END cost). Instead, Suppressed CP don't return while the Suppress is maintained, but they return instantly once the Suppress stops. Suppress cannot take the Advantages *Reduced Endurance* or *Costs Endurance Only To Activate*.

DUPLICATION

Type:	Body-Affecting Power / Special Power
Perceivability:	Obvious
Duration:	Persistent
Target:	Self Only
Range:	Self
Costs END:	No
Cost:	1 CP per 5 CP the most expensive Duplicate is built with; 2x the number of Duplicates for every +5 CP (see text for details and exceptions)

Allows a character to create Duplicates of himself. Examples include a mutant superhero who can create “carbon copies” of himself, or a psychic who can separate his “astral form” from his body.

For purposes of Duplication, the original character – the character who “produces” the Duplicates – is the “base character.” The base character creates all Duplicates; Duplicates do not come from other Duplicates.

BUYING AND BUILDING DUPLICATES

Duplication costs 1 CP for every 5 CP of the most “expensive” Duplicate (*i.e.*, the one with the highest Total Cost). Additional Duplicates cost +5 CP for up to two times the number of Duplicates (*i.e.*, 2x Duplicates for +5 CP, 4x Duplicates for +10 CP, 8x Duplicates for +15 CP, and so on).

The rules handle different kinds of Duplicates slightly differently:

IDENTICAL DUPLICATES

Identical Duplicates are built on the same Total CP as the base character, and built in exactly the same way; their CP are spent on the same abilities in the same proportions, they have the same Complications, and so on. This means they also “pay for”

the cost of Duplication; if they didn't, they would end up with more CP to spend on other abilities than the base character himself has. However, Duplicates do not actually have the ability to create Duplicates themselves.

EQUIVALENT DUPLICATES

Equivalent Duplicates are built on the same Total CP as the base character, but built in a different way; their CP are not spent on the same abilities, they can have different Complications, and so on. Creating Equivalent Duplicates requires the *Altered Duplicates* Advantage (see below). Equivalent Duplicates “pay for” Duplication in the same manner as Identical Duplicates.

“LESSER” DUPLICATES

Lesser Duplicates are built on fewer Total CP than the base character. Creating Lesser Duplicates requires the *Altered Duplicates* Advantage, unless the Lesser Duplicate is a “subset” of the base character (*i.e.*, unless the base character has every ability the Duplicate has, but the Duplicate lacks some abilities of the base character). To determine whether a Lesser Duplicate must “pay for” the cost of Duplication in the same manner as Identical Duplicates, determine the base character's Total CP minus the cost of Duplication. If that number is higher than a Lesser Duplicate's Total Cost, then the Duplicate does not “pay for” Duplication; if the number is lower, it does.

“GREATER” DUPLICATES

Greater Duplicates are built on more Total CP than the base character. Creating Greater Duplicates requires the *Altered Duplicates* Advantage at the +1 value. Greater Duplicates “pay for” Duplication in the same manner as Identical Duplicates.

USING DUPLICATION

Creating a single Duplicate takes a normal Half Phase Action. The Duplicate appears right next to the base character, within his Reach. After a Duplicate appears, he must spend the rest of the Segment “orienting” himself, and can't do anything.

Characters must use Duplication at full strength (*i.e.*, they cannot create “weaker” versions of the Duplicates they normally create). However, if a character can create multiple Duplicates, he doesn't have to create all of them.

It takes a Full Phase for Duplicates to recombine, no matter how many Duplicates do so. To recombine, Duplicates must be at ½ DCV and touching each other. The base character always remains in existence.

DUPLICATION AND INJURY

If a character has suffered the loss of BODY, END, and/or STUN before he Duplicates, divide the loss proportionally among the base character and the Duplicates he creates. When Duplicates and the base character recombine, average their current values (if they're different) of BODY, STUN, END, Charges, Endurance Reserves, Adjusted Characteristics, and so on.

If one Duplicate is Stunned or Knocked Out at recombination, the base character will be Stunned or Knocked Out. If a Duplicate or the base character is killed, the others cannot revive him by recombining – he stays dead; the character



has lost a part of himself. If the base character dies while Duplicated, the Duplicates lose the ability to combine back together; they just become a group of characters whose “creator” no longer exists.

For attacks that affect a base character or a Duplicate but which don't involve injury *per se* (e.g., Mental Illusions, Mind Control, Transform), apply these rules in the most consistent way possible in light of what happened to the character.

OTHER IMPLICATIONS OF DUPLICATION

Each Duplicate is as free-willed as the base character. The player plays each character simultaneously, has a complete character sheet for each Duplicate, and so on. The base character has access to, or otherwise retains, the memories of his Duplicates while they're combined with him.

Normally, only the base character earns Experience Points. If he wants his Duplicates to improve along with him, he must spend some of his Experience Points to increase the value of his Duplication.

OPTIONS AND ALTERNATIVES

Duplication is one of the most complex *Champions* Powers. GMs who'd like to simplify things, and who trust their players not to abuse simpler rules, could consider the following options:

- Ignore the *Altered Duplicates* Advantage; allow characters to have altered Duplicates for no additional cost, or don't allow altered Duplicates at all.
- Establish a flat cost for Duplication (such as 60 CP) regardless of how many CP the Duplicate is built on.

Alternate approaches to the concept of duplication, which some GMs may prefer to the *Duplication* Power, include:

- **Summon:** The Summoned beings are Duplicates of the character. This requires the *Amicable* Advantage, and perhaps *Specific Being* as well.
- **Followers:** Duplicates might be Slavishly Loyal Followers of the character; good for Duplicates who Cannot Recombine.
- **Nothing:** Perhaps “Duplicates” are simply additional characters the GM allows in the campaign (who may or may not have the same player) and “Duplicating” is just part of the campaign explanation for why they're adventuring together.

ADVANTAGES AND ADDERS

Altered Duplicates (+¼, +½, or +1): Allows creation of Duplicates with different Game Elements than the base character. At the +¼ value, up to one-fourth of the Duplicate's CP can be spent differently (and/or one-fourth of his Complication points can differ). At the +½ value, the Duplicate can differ by up to one-half. At the +1 value, the Duplicate can be up to entirely different from the base character.

Easy Recombination (+5 or +10 CP): At the +5 CP value, allows any or all Duplicates to recombine as a Half Phase Action at ½ DCV. At the +10 CP value, allows any or all to recombine as a Zero Phase Action at full DCV.

Ranged Recombination (+½): Allows a character to recombine all of his Duplicates at Standard Range, without touching. This does not change the Duplicates' DCVs while recombining, or the amount of time it takes.

Rapid Duplication (+¼ or more): Doubles the number of Duplicates created in a Half Phase; may be purchased more than once for continued doublings.

LIMITATIONS

Harder Recombination (varies): If a character wants to take a Limitation reflecting the fact that he has a harder than normal time recombining (such as Extra Time or Concentration to 0 DCV), he may take that Limitation at half its standard value.

Cannot Recombine (-0): Represents a form of Duplication that doesn't allow Duplicates to recombine.

Feedback (-¼, -½, or -1): Causes damage suffered by one or more Duplicates to apply to other Duplicates. At the -¼ value, damage to one specific Duplicate (usually the base character) applies to all the Duplicates. At the -½ value, STUN damage to any Duplicate applies to all the Duplicates. At the -1 value, STUN and BODY damage to any Duplicate applies to all the Duplicates (and if one dies, they all die). Feedback applies to any loss of STUN or BODY, no matter the source; it does not apply to beneficial effects, or adverse effects other than damage.

No Averaging (-0): Duplicates don't average with the base character upon recombination. Instead, track their healing rates, END recovery, and so on as for any other character.

ENDURANCE RESERVE

Type: Special Power
Perceivability: Imperceptible
Duration: Persistent
Target: Self Only
Range: Self
Costs END: No
Cost: 1 CP per 4 END; 2 CP per 3 REC

Provides a character with an independent source of Endurance for Powers. Examples include the generator and batteries of a suit of powered armor, or any other ability where the energy powering the effect doesn't come from a character's own END.

A character purchases both END and REC for an Endurance Reserve. Think of the END as the storage capacity, and the REC as the recharge rate.

Powers that draw END from an Endurance Reserve can keep doing so, and thus keep functioning, even if the character is Stunned, Knocked Out, asleep, or the like – the Reserve doesn't lose its END in those situations. Similarly an Endurance Reserve can keep using its REC to Recover its END even if the character is Knocked Out, can't breathe, or the like. An Endurance Reserve normally Recovers its REC in END each Turn.

A character with an Endurance Reserve must decide which powers draw energy from the Reserve, and which draw energy from his personal END. For the purpose of applying Advantages and Limitations, an Endurance Reserve is considered one Power; characters don't apply Advantage or Limitations to the END and REC separately unless they apply to them differently (as they do with the *Limited Recovery* Limitation; see below).

LIMITATIONS

Limited Recovery (-2 or less): Requires certain conditions in order for an Endurance Reserve to Recover (such as only when the character performs a special process or procedure, or only in certain places or under certain circumstances). Typically this is a -2 Limitation on the cost of the REC of the Endurance Reserve, but the value is set by the GM based on how likely the required conditions are to occur, or how easily they can be met.

Restricted Use (-¼): The Endurance Reserve can only supply END to some types of powers, abilities or devices.

Slow Recovery (-1 per level): Makes an Endurance Reserve Recover more slowly than once per Turn. For each step below 1 Turn on the Time Chart, the REC of the Endurance Reserve receives a -1 Limitation (*i.e.*, -1 to Recover once per Minute, -2 for once per 5 Minutes, and so on).

ENHANCED SENSES

Type: Sensory Power / Special Power
Perceivability: Varies
Duration: Persistent
Target: Self Only
Range: Self
Costs END: No
Cost: Varies

Enhanced Senses allow a character to sense things beyond the capacity of normal human senses. See *Senses And Perception* (page 133) for important information on Senses, Sense Groups, the Simulated Sense Rule, Perception Rolls, and so on. Understanding that information is key to choosing, using, and understanding Enhanced Senses.

Sense Modifiers bought to affect an entire Sense Group apply to all Senses belonging to that Group (whether they belong inherently or via the Simulated Sense Rule). If a character buys a Sense with a Sense Modifier that the Sense Group already provides, he may reduce the cost of the Sense accordingly. For example, if Spatial Awareness represents incredibly heightened hearing, it costs only 30 CP; assigning it to the Hearing Group provides it with the *Sense* Sense Modifier.

SENSE DESCRIPTIONS

In the Sense descriptions that follow, a Sense Group listed as "X" indicates Senses that always belong to that Group; "usually X" indicates which Sense Group the Sense is most often assigned to (see *Simulated Sense Rule*), but this can differ depending on Special Effects.

Sense Modifiers indicate which Sense Modifiers (if any) the Sense inherently includes (even when not assigned to a Sense Group that includes them by default).

Sense Types are listed as Active or Passive; *Detect* can be either, depending on Special Effects, and this choice does not affect the cost.

Passive Senses simply allow the character to perceive information emitted by other persons, objects, or phenomena. Passive Senses only work when the things they can perceive make themselves known.

Character Creation

Active Senses require the character to emit or project some sort of pulse; the Sense works by perceiving the pulses as they contact with objects and phenomena and “bounce back” to the character. Active Senses allow a character to proactively try to perceive something, but other characters can sometimes perceive the pulses, alerting them to the character’s presence and/or location.

DETECT

Sense Group: Varies
Sense Modifiers: None
Sense Type: Either
Cost: See Detect Table

Allows the character to perceive some subject (chosen at purchase) – Detect Gold, Detect Minds, Detect Aliens – whatever he can think of and the GM allows. Detect is the “building block” from which – combined with Sense Modifiers – other Enhanced Senses are generally built.

DETECT TABLE

Cost	Detect Category
3	A single thing; an uncommon object or phenomenon, or one that has little or no effect on combat (e.g., the direction a character currently faces, the current time, necromantic magic, Denebians, gold)
5	A class of things; a common object or phenomena, or one that significantly affects combat (e.g., magic, aliens, metals)
10	A large class of things; very common or abstract objects or phenomena (e.g., life energy, physical objects, enemies)
Cost	Modifiers
+1	per +1 to PER Roll with Detect

A basic Detect requires a Half Phase to use, has a Range of No Range, functions in a 120- degree arc in front of the user, and provides two types of information about the object or phenomenon it can perceive. First, whether the object or phenomenon exists or doesn’t exist at the character’s location; second, the “intensity” of the perceived object or phenomenon (in a similar manner to Normal Sight determining how bright lights are, or Normal Hearing determining how loud sounds are).

Like Normal Sight and other other “ordinary” Senses, Detect can be “blocked” by certain objects, substances, or phenomena. Typically this depends on its Simulated Sense Group, but even if a Detect doesn’t simulate any Sense Group, the character must define what “blocks” it.

ACTIVE SONAR

Sense Group: usually Hearing
Sense Modifiers: Targeting
Sense Type: Active
Cost: 15 CP

Allows a character to perceive nearby objects by emitting pulses of high-frequency sound that bounce off those objects and return to him. The sound pulses (“pings”) emitted by Active Sonar can be detected with Ultrasonic Perception or by another character with Active Sonar.

ENHANCED PERCEPTION

Sense Group: N/A
Sense Modifiers: N/A
Sense Type: N/A
Cost: 3 CP per +1 PER Roll with All Senses
 2 CP per +1 PER Roll with one Sense Group
 1 CP per +1 PER Roll with a single Sense

Improves a character’s PER Roll.

INFRARED PERCEPTION

Sense Group: usually Sight
Sense Modifiers: None
Sense Type: Passive
Cost: 5 CP

Allows a character to perceive heat patterns and traces; cold objects are perceived as “dark,” while hot objects may be blindingly “bright.” Infrared Perception is not Discriminatory, even when assigned to a Sense Group that provides that effect (such as Sight).

MENTAL AWARENESS

Sense Group: Mental
Sense Modifiers: Sense
Sense Type: Passive
Cost: 5 CP

Allows a character to perceive the user and target of Mental Powers in use within his Line Of Sight.

NIGHTVISION

Sense Group: Sight
Sense Modifiers: None
Sense Type: Passive
Cost: 5 CP

Allows a character to see in total darkness as if it were normal daylight. Therefore, this effect does not penetrate the Power *Darkness*, but it does offset some forms of Change Environment that obscure vision.

RADAR

Sense Group: usually Radio
Sense Modifiers: Targeting
Sense Type: Active
Cost: 15 CP

Allows a character to perceive nearby objects by emitting radio waves that bounce off these objects and return to him. The radio waves emitted by Radar can be detected with HRRP or by another character with Radar.

RADIO PERCEPTION

Sense Group: Radio
Sense Modifiers: Increased Arc Of Perception (360 Degrees)
Sense Type: Passive
Cost: 8 CP to perceive radio signals (Radio Perception)
 10 CP to perceive and transmit radio signals (Radio Perception/Transmission)
 12 CP to perceive and transmit the full broadcast spectrum (High Range Radio Perception/Transmission, or "HRRP")

Allows a character to perceive (or perceive and transmit) along the broadcast spectrum, from radio only (local AM, FM, and police-band signals) to the entire spectrum (including radio, television, cellular telephone transmissions, and Radar emissions).

SPATIAL AWARENESS

Sense Group: Varies
Sense Modifiers: Fully Penetrative; Targeting; Sense
Sense Type: Passive
Cost: 32 CP

Allows a character to perceive his surroundings without having any contact with them, and make normal PER Rolls through materials that block ordinary perception (such as walls), though he must define a substance or phenomenon that blocks his perception. Examples include passive sonar or cosmic awareness.

ULTRASONIC PERCEPTION

Sense Group: usually Hearing
Sense Modifiers: None
Sense Type: Passive
Cost: 3 CP

Allows a character to perceive very high and very low frequency sounds, such as dog whistles or Active Sonar.

ULTRAVIOLET PERCEPTION

Sense Group: usually Sight
Sense Modifiers: None
Sense Type: Passive
Cost: 5 CP

Allows a character to perceive ultraviolet (UV) light. He perceives as well a night as he can during the day, provided there's a source of UV light such as the moon or stars (this occurs even if the night is overcast, but not in places such as the inside of a cave).

SENSE MODIFIERS

Sense Modifiers improve Senses, either individually or by Sense Group. A character can buy a Sense Modifier for a Sense he gets for free (like Normal Sight). Sense Modifiers are included in the Base Cost of an Enhanced Sense power; they are not Adders.

ADJACENT

Cost: 2 CP for a fixed perception point up to 2m away with a single Sense
 3 CP for a fixed perception point up to 2m away with a Sense Group
 3 CP for a perception point anywhere within 2m with a single Sense
 5 CP for a perception point anywhere within 2m with a Sense Group

Allows a character to perceive from a point within 2m of himself, instead of from where he's standing. This perception point is Obvious and does not change his arc of perception. The character is affected by Sense-Affecting Powers from his perception point rather than his physical location (if the two differ).

ANALYZE

Cost: 5 CP for a single Sense
 10 CP for a Sense Group

Can only be applied to Senses that are also Discriminatory (either because the Sense Group provides Discriminatory for free, or because the character has purchased it). Analyze provides an even greater range of information, with greater precision, than Discriminatory. For example, using Analyze on the same mass of metal as the *Discriminatory* example would reveal that the metal is 70% nickel, 23% iron, 4.6% cobalt, and 2.4% iridium; weighs 245.5 kilograms; and is roughly doughnut-shaped with many pits and hollows on the outside.

CONCEALED

Cost: 1 CP per -1 to PER Rolls with one Sense or Sense Group
 Makes it harder for other characters to detect the pulses or emissions of Active Senses, or to perceive a Sense with Transmit.

DISCRIMINATORY

Cost: 5 CP for a single Sense
 10 CP for a Sense Group

Allows Senses to identify, distinguish, and assess an object. For example, using Detect Metals, Discriminatory on a mass of metal would reveal that the metal is a nickel/iron composite about 65% nickel, and that it weighs about 250 kilograms.

Character Creation

DIMENSIONAL

- Cost:** 5 CP to perceive into a single other dimension with a single Sense
10 CP to perceive into a single other dimension with a Sense Group
10 CP to perceive into a related group of dimensions with a single Sense
20 CP to perceive into a related group of dimensions with a Sense Group
15 CP to perceive into any dimension with a single Sense
25 CP to perceive into any dimension with a Sense Group

Allows Senses to perceive into other dimensions, at the point in the other dimension that physically corresponds to the character's location (or perception point, if different) in his current dimension.

INCREASED ARC OF PERCEPTION

- Cost:** 2 CP for 240-Degree Perception with a single Sense
5 CP for 240-Degree Perception with a Sense Group
10 CP for 240-Degree Perception with all Senses
5 CP for 360-Degree Perception with a single Sense
10 CP for 360-Degree Perception with a Sense Group
25 CP for 360-Degree Perception with all Senses

Allows Senses to function in a 240-degree or 360-degree arc instead of 120-degrees.

MICROSCOPIC

- Cost:** 3 CP per 10x magnification with a single Sense
5 CP per 10x magnification with a Sense Group

Microscopic Senses can perceive objects too small to perceive with ordinary Senses.

PENETRATIVE

- Cost:** 5 CP for Partially Penetrative with a single Sense
10 CP for Partially Penetrative with a Sense Group
10 CP for Fully Penetrative with a single Sense
15 CP for Fully Penetrative with a Sense Group

A *Partially Penetrative* Sense allows a character to perceive through a limited number or types of blocking objects, substances, or phenomena; for example, the ability to see through stone, soil, and metal, but not wood, glass, living tissue, or the like. A *Fully Penetrative* Sense can perceive through anything, except one reasonably common substance or group of uncommon substances that it cannot perceive through (defined at purchase). For example, X-Ray Vision would be Fully Penetrative Sight that cannot see through lead, gold, or most force-fields.

RANGE

- Cost:** 5 CP for a single Sense
10 CP for a Sense Group

Allows Senses to perceive at Range in a 120-degree arc with the usual Range Modifier.

RAPID

- Cost:** 3 CP per x10 speed with a single Sense
5 CP per x10 speed with a Sense Group

Allows Senses to take in data or sensations faster than normal.

SENSE

- Cost:** 2 CP

Allows Senses to work all time, without requiring a Half Phase action to use.

TARGETING

- Cost:** 10 CP for a single Sense
20 CP for a Sense Group

Allows a Sense to locate targets in combat. For normal humans, only Normal Sight functions as a Targeting Sense.

TELESCOPIC

- Cost:** 1 CP per +2 vs. Range Modifier on PER Rolls with a single Sense
3 CP per +2 vs. Range Modifier on PER Rolls with a Sense Group

Offsets the Range Modifier on PER Rolls made with the Sense.

TRACKING

- Cost:** 5 CP for a single Sense
10 CP for a Sense Group

Allows Senses to identify and track a person or object with a successful PER Roll. The classic example is the ability of some animals to track by scent.

TRANSMIT

- Cost:** 2 CP for a single Sense
5 CP for a Sense Group

Allows Senses to transmit information similar to the information they perceive.

ADVANTAGES AND ADDERS

Generally, characters should not apply Advantages to Senses or Sense Modifiers.

LIMITATIONS

No Direction (-½): A Ranged Sense with No Direction provides a character no location information at all about what it perceives; it tells the character that what he can perceive is somewhere within the range of his Senses, but that's all.

ENTANGLE

Type:	Attack Power / Standard Power
Perceivability:	Obvious
Duration:	Instant
Target:	Target's DCV
Range:	Standard Range
Costs END:	Yes
Cost:	10 CP for every 1d6 BODY, 1 PD/1 ED of Entangle

Allows a character to restrain, immobilize, or paralyze another character. Examples include ice bonds and glue bombs. Each 10 CP adds 1d6 to the Effect Roll and 1 PD/1 ED (both Resistant) to the Entangle. So 20 CP buys a 2d6, 2 PD/2 ED Entangle; 30 CP buys a 3d6, 3 PD/3 ED Entangle, and so on.

USING ENTANGLE

After a successful Attack Roll, make the Effect Roll and count the Normal Damage BODY; the BODY of the Entangle is the BODY rolled. When a character is entangled, his arms and legs are restrained, giving him a DCV of 0.

An Entangle immobilizes a character, making it impossible for him to move around, to attack with any powers that require him to move in any way, to use Accessible Foci, to use any Power with the *Gestures* or *Restrained* Limitations, and so on. Special Effects determine whether an Entangled character can attack with powers which *don't* require him to move; if he can, he's at ½ OCV.

Special Effects also determine how Entangles affect Movement Powers. Typically, an Entangled character cannot use any Movement Powers except Teleportation. However, depending on Special Effects, he may be able to use other Movement Powers to move without escaping the Entangle.

If a character is affected by more than one Entangle, use the highest BODY and the highest PD and ED for all the Entangles, then add +1 BODY for each additional Entangle. If an Entangle is made *Constant*, then as long as it's maintained, the attacker rolls the Entangle's BODY each Phase. If the BODY rolled ever exceeds the Entangle's current BODY, the new roll takes effect (in essence, the Entangle can "heal" itself).

ESCAPING FROM ENTANGLES

To escape an Entangle without outside assistance, an Entangled character must either damage the Entangle enough to reduce its BODY to 0, or use a Power, Skill, or use other method of escape that allows him to overcome or bypass either the Entangle's effects (such as Desolidification or Teleportation) or its Special Effects (such as using Shrinking to slip through bonds or using Contortionist to get out of handcuffs).

Entangles can be damaged and "whittled down" by multiple attacks; they do not need to be destroyed entirely by a single attack. An Entangled character doesn't have to make an Attack Roll to hit or damage the Entangle restraining him. Powers that cause BODY damage and are innate or bought through Inaccessible Foci can be used to try and destroy the Entangle.

A failed attempt by an Entangled character to destroy the Entangle (*i.e.*, it still has BODY remaining after the attack) ends the character's Phase. If he succeeds in destroying the Entangle,

he has either a Full Phase Action remaining (if the attack caused at least twice as much BODY damage to the Entangle as it had remaining BODY) or a Half Phase Action (if it destroyed the Entangle, but by less than twice the remaining BODY).

A character may target an Entangle specifically with an Attack Roll at -3 OCV against DCV 0, without damaging the character trapped by it.

ATTACKING ENTANGLED CHARACTERS

If an Entangled character is attacked, the Entangle takes damage from the attack first. If the Entangle is destroyed by this, subtract the PD/ED and BODY of the Entangle from the attack, and apply the remaining damage (if any) to the Entangled character normally. Attacks that don't cause BODY damage (such as most AVADs or Drains) aren't affected by an Entangle in this way; their damage injures the Entangled character directly, in the usual manner.

MENTAL PARALYSIS

Mental Paralysis is a form of Entangle where the means of restraint are mental instead of tangible. Mental Paralysis Entangles must be built with the Advantages *Alternate Combat Value* (uses OMCV against DMCV; +¼), *Takes No Damage From Attacks* (see text; +¾), and *Works Against EGO, Not STR* (+¼). Depending on the Special Effects, characters might also wish to add the Limitation *Mental Defense Adds To EGO* (-½).

Attacks with a tangible manifestation, whether physical or energy, cannot damage a Mental Paralysis. Mental Blast can affect it, as can any power built like a Mental Power (using MCVs via ACV and applying to Mental Defense via AVAD) that does STUN or BODY damage. In either case, if it's a STUN-only attack, count the "BODY" as if it were a Normal Damage attack. A Mental Paralysis has Resistant Mental Defense instead of PD/ED, and it applies to attacks against the Entangle or the Entangled character in the same fashion as the PD/ED of a standard Entangle, except to mental attacks instead of tangible.

A character cannot escape a Mental Paralysis with Desolidification. Depending on Special Effects, he may be able to Teleport, but remain unable to physically move.

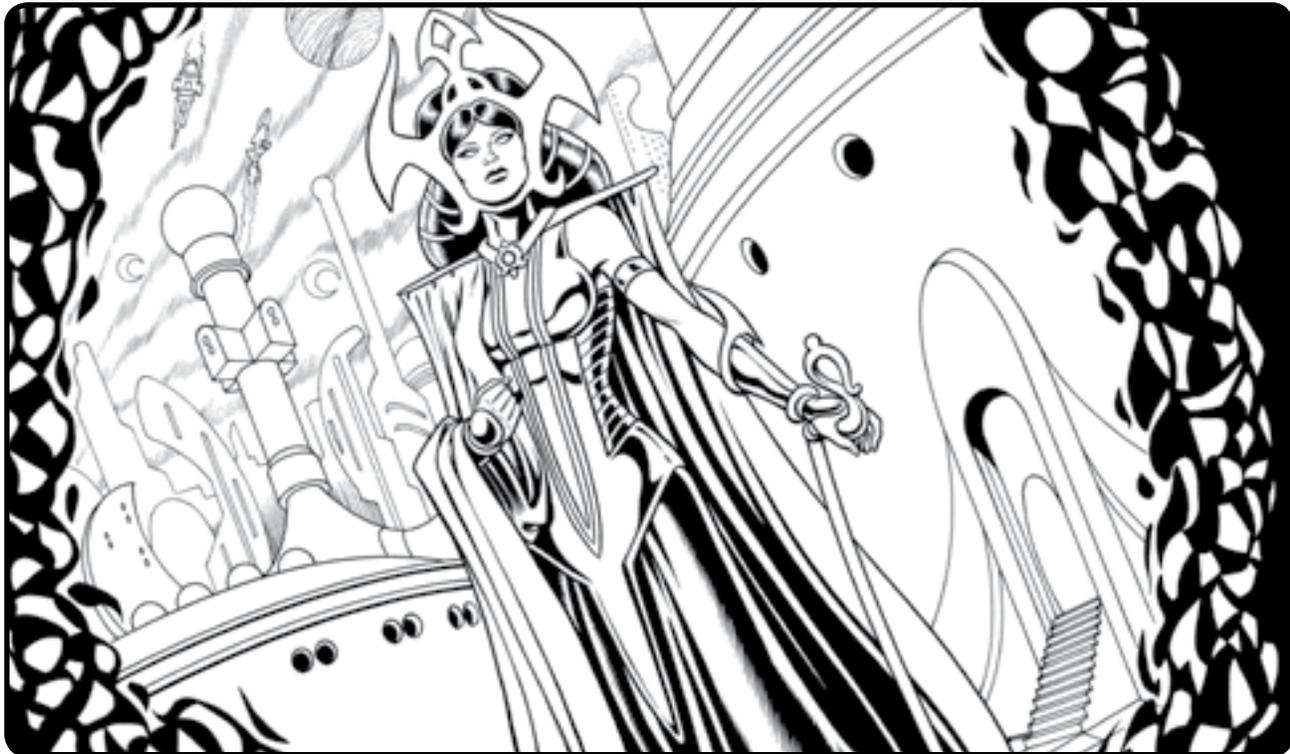
ADVANTAGES AND ADDERS

Additional BODY (+5 CP per +1d6): Gives an Entangle more BODY without more PD or ED. The Entangle's BODY dice cannot exceed twice the highest of the Entangle's PD or ED.

Additional Defense (+5 CP per +2 defense): Gives an Entangle more defense without more BODY; each point of additional defense may be assigned to PD or ED. Neither PD nor ED can exceed twice the other, or exceed twice the Entangle's BODY dice.

Entangle And Character Both Take Damage (+¼): The Entangle doesn't protect the Entangled character.

Stops A Given Sense (+5 or +10 CP): Causes an Entangle to block a Sense (for +5 CP) or Sense Group (for +10), defined when the Entangle is purchased.



Takes No Damage From Attacks (+¼, +½, or +1): Allows attacks on the Entangled character to damage him normally without damaging the Entangle. At the +¼ value, the Entangle is “transparent” only to certain types of attacks, such as physical attacks or fire attacks; at the +½ value, it’s transparent to all attacks. At the +1 value, the Entangle cannot be attacked, damaged, or affected by outside attackers at all – only the victim can break free, and he can only apply his STR (or EGO, for Mental Paralysis) to do so. A character buying Takes No Damage at the +1 value must specify at least one reasonably common and obvious way to remove the Entangle other than the victim breaking it normally.

LIMITATIONS

Doesn’t Prevent The Use Of Accessible Foci (-1): Allows an Entangled character to use Accessible Foci and Restrainable powers.

Entangle Has 1 BODY (-½): Limits an Entangle to only 1 BODY; characters may only take this Limitation for Entangles with 2 or more dice of BODY. If the Entangle’s BODY dice and PD/ED aren’t equal, this Limitation only applies to the CP used to buy the BODY dice (which cost 5 CP per die for this purpose).

No Defense (-1½): Removes the PD/ED traits from an Entangle. It has only BODY, so anyone can break free from it, given time. Build the Entangle normally (including buying extra BODY if desired), then apply this Limitation.

Set Effect (Hands Only or Feet Only) (-1): Hinders only the target’s hands or feet. If only a character’s hands/arms are Entangled, he may still run at his full Running velocity; if only legs/feet are affected, Running velocity is halved. In either case, his DCV is only halved instead of reduced to 0.

Susceptible (-¼, -½, or -1): Allows some substance or effect that wouldn’t harm an ordinary Entangle to completely remove this Entangle. At the -¼ value, the substance or effect is Uncommon or very difficult to determine; at the -½ value, it’s Common or difficult to determine; at the -1 value, it’s Very Common or easy to determine.

Vulnerable (-¼, -½, or -1): Causes the Entangle to take double damage from particular types of attacks, such as an ice Entangle that takes extra damage from fire/heat attacks. At the -¼ value, the attack causing extra damage is Uncommon or very difficult to determine; at the -½ value, it’s Common or difficult to determine; at the -1 value, it’s Very Common or easy to determine.

EXTRA-DIMENSIONAL MOVEMENT ^(STOP)

Type: Movement Power
Perceivability: Inobvious
Duration: Instant
Target: Self Only
Range: Self
Costs END: Yes
Cost: See Extra-Dimensional Movement Table

Allows a character to travel from one dimension to another, or travel through time. Examples include superheroes so fast they can fly or run through the time barrier, or sorcerers who can open gates to other planes of existence. The power’s cost depends on which dimensions, physical locations, and moments in time the character can travel to, all of which must be defined at purchase.

EXTRA-DIMENSIONAL MOVEMENT TABLE

Cost	Effect
20	Travel to a single location in a single dimension
Number of Dimensions Modifiers	
+5	Travel to a single location in a related group of dimensions (e.g., the Nine Hells, the Four Elemental Planes)
+10	Travel to a single location in any dimension
Dimensional Location Modifiers	
+5	Any physical location in a single dimension
+10	Any physical location in a related group of dimensions
+15	Any physical location in any dimension
-3	Potentially any physical location, but only the one corresponding to his physical location in the current dimension (can only be applied along with one of the other Dimensional Location modifiers)
Time Travel Modifiers	
+20	Travel through time to a single moment in time in the current dimension
+5	Travel to a related group of discrete moments in time in the current dimension (e.g., July 4 in any year, any date in 1969)
+1	Travel forward or back in time in the current dimension by up to 1 Turn in either direction; +1 CP for each additional increment on the Time Chart; if character can only travel to the past <i>or</i> the future, halve this cost
Time Travel Location Modifiers	
+0	No change in physical location
+2	Any single physical location in the current dimension (e.g., London)
+5	A limited group of physical locations in the current dimension, in the moments in time the character can travel to (e.g., anywhere in England)
+10	Any physical location in the current dimension, in the moments in time the character can travel to

USING EXTRA-DIMENSIONAL MOVEMENT

Using Extra-Dimensional Movement is a Full Phase Action, and doesn't involve acceleration, deceleration, or a Turn Mode. A character can only move himself, his clothing, and his personal equipment. If a character travels to a dimension where there's a solid object occupying his arrival point, use the Teleportation Damage Table (page 132) to determine the effect.

Creative application of Extra-Dimensional Movement can simulate any situation in which a character is in a different state of being, cannot interact with the "real world," or is any place which is inaccessible to others. Possible examples include the sub-atomic "universe" a Shrinking superhero can "travel" to by shrinking to incredibly tiny sizes, a virtual computer universe in "cyberspace," or an "impenetrable ward" spell where the protected items are safe because they're actually in another "dimension."

TIME TRAVEL: FLASHING RED STOP SIGN

Extra-Dimensional Movement is a "Stop Sign" Power, and time travel doubly so. The time travel method outlined here is not intended as a combat ability, allowing a character to go back and "re-do" the actions of the past few Segments or Turns because they didn't turn out to his liking. If a character wants to have useful combat effects, he should buy specific abilities and assign them a "Time Manipulation" Special Effect.

Champions does not define or require any particular physics or implications of time travel. Each GM must settle these issues for his own campaign.

SUGGESTED DIMENSIONS

- Alternate Earths/timelines
- Astral Plane
- Ethereal Plane
- Heaven/Hell/Purgatory/Paradise
- The Dreamscape
- The Elemental Planes (air, earth, fire, water)
- The Spirit World

EXTRA LIMBS

Type:	Body-Affecting Power / Special Power
Perceivability:	Obvious
Duration:	Persistent
Target:	Self Only
Range:	Self
Costs END:	No
Cost:	5 CP

Allows a character to have one or more usable extra limbs. Examples include a prehensile tail or a group of tentacles. The number of extra limbs is typically defined at purchase, but some Special Effects may call for a varying number (such as pseudopods); in those cases, changing the number of limbs is a Half Phase Action. The cost of Extra Limbs is the same regardless of the number of limbs.

All limbs except the primary limb are considered "off hands." Extra Limbs are not automatically Inherent, but often take the Advantage to make them so.

LIMITATIONS

Limited Manipulation (-¼): The Extra Limbs are not quite as functional as human hands, lacking the fine manipulation necessary for tasks like picking up delicate objects or creating artwork.

Character Creation

FTL TRAVEL

Type:	Movement Power
Perceivability:	Inobvious
Duration:	Constant
Target:	Self Only
Range:	Self
Costs END:	No
Cost:	10 CP to travel at the speed of light; +2 CP per x2 FTL velocity

Allows a character to travel as fast as, or faster than, light; FTL Travel only functions in space, *never* in an atmosphere (not even if the character is Desolidified). Examples include a character who can assume the form of pure light or a starship's hyperdrive.

Characters using FTL Travel are always assumed to be moving at Noncombat velocity and their full movement; FTL Travel has no "Combat Movement," and there are no "Half Moves." There is no specific Turn Mode or acceleration/deceleration, but the GM should assume that turning at FTL speeds requires enormous space (characters cannot "turn on a dime"), and that attaining and slowing from FTL speed takes some time.

FTL TRAVEL TABLE

Cost	Velocity (LY = Light Year)	Approximation
10	1 LY per year	Speed of light (300,000 km per second)
12	2 LY per year	
14	4 LY per year	1 LY per season
16	8 LY per year	
18	16 LY per year	1 LY per month
20	32 LY per year	
22	64 LY per year	1 LY per week
24	125 LY per year	
26	250 LY per year	
28	500 LY per year	1 LY per day
36	8,000 LY per year	1 LY per hour
48	500,000 LY per year	1 LY per minute
52	1 million LY per year	1 LY per Turn
+20	1000x Faster	

... and so forth

For frame of reference, our Milky Way Galaxy is about 100,000 LY in diameter, and ranges from about 6,000 in the center to about 1,000 LY "thick" on the edges. The nearest galaxy, the Andromeda Galaxy, is about 2.2 million LY from the Milky Way.

ADVANTAGES AND ADDERS

Instant Lightspeed (+10 CP): Allows a character to accelerate to, or decelerate from, his full maximum FTL velocity in one Full Phase and 2m of space.

FLASH

Type:	Attack Power / Sense-Affecting Power / Standard Power
Perceivability:	Obvious
Duration:	Instant
Target:	Target's DCV
Range:	Standard Range
Costs END:	Yes
Cost:	See Flash Table

Allows a character to temporarily disable or "blind" one or more of a target's Sense Groups (chosen at purchase). Examples include blinding bursts of light or deafening shrieks of sound. See *Senses And Perception* (page 133) for important information on Senses, Sense Groups, the effects of being unable to perceive opponents in combat, and so on.

FLASH TABLE

Cost per 1d6	Sense Group Is
5	Targeting
3	Nontargeting
Cost	Extra Senses
+10	Per additional Targeting Sense Group
+5	Per additional Targeting Sense (single)
+5	Per additional Nontargeting Sense Group
+3	Per additional Nontargeting Sense (single)

USING FLASH

After a successful Attack Roll, count the Normal Damage BODY on the Effect Roll. That total, minus the target's applicable Flash Defense (if any) is the number of Segments the target's Sense(s) is (are) disabled. Count the Phase in which the Flash occurs as the first Flashed Segment (even if the target had already acted in that Segment).

A character generally can't be affected by another Flash against the same Sense Group while still affected by a previous Flash, but it depends on the Special Effects involved. If the subsequent Flash affects the character at all, it might add its effect to the previous one, or the higher of the two might take precedence. For example, a character previously dazzled by a bright light Flash against his Sight Group might still be affected by a Sight Group Flash pepper spray; in this example, the character would likely suffer the original effect or the later effect, whichever was worse.

LIMITATIONS

Doesn't Work Against Desolidified Characters (-¼): Prevents the Flash from affecting Desolidified characters (usually because the Flash has a physical Special Effect).

FLASH DEFENSE

Type:	Defense Power / Special Power
Perceivability:	Inobvious
Duration:	Persistent
Target:	Self Only
Range:	Self
Costs END:	No
Cost:	1 CP per 1 point of Flash Defense protecting a single Sense Group

Protects one of a character's Sense Groups (chosen at purchase) from the effect of Flashes. Examples include sunglasses, earplugs, or nictitating membranes. Each point of Flash Defense subtracts 1 Segment from the effect of Flashes against that Sense Group.

FLIGHT

Type:	Movement Power
Perceivability:	Inobvious
Duration:	Constant
Target:	Self Only
Range:	Self
Costs END:	Yes
Cost:	1 CP per 1m of Flight

Allows a character to fly through the air, space, and most other three-dimensional environments (though not water). Examples include wings or jet packs.

Flight allows a character hover in place as well as move, though he must still pay a minimum of 1 END per Phase of use. See *Movement* (page 131) for more information on using Flight, including Turn Mode and Noncombat movement.

GLIDING

Any character with Flight can also *Glide* as follows:

- A character's Full Move with Gliding is half his normal meters of Flight, but Gliding costs no END to use.
- Starting velocity and altitude equal the character's upward leap in meters. Gaining altitude is accomplished (by using thermal updrafts and the like) at the GM's discretion.
- While Gliding, the character must drop 2m per Phase to maintain his forward Gliding velocity. Gliding acceleration is +1m velocity per 1m of altitude lost (instead of the usual acceleration rules).
- Control of Gliding is less precise than control of full Flight. In certain situations, DEX Rolls or appropriate Skill Rolls may be called for to make sure the character Glides exactly where he wants to.

LIMITATIONS

Cannot Hover (-¼ or -½): Requires a character to keep moving. At the -¼ value, he must move at least 2m per Phase; at the -½ value, he must make at least a Half Move per Phase. (For Vehicles with a similar restriction, see *Stall Velocity* below.)

Gliding (-1): Allows a character to Glide at their full Combat Movement meters of Flight instead of only half, but restricts the power's use to Gliding *only*.

Only In Contact With A Surface (-¼): Requires the character to maintain contact with a surface in order to "fly." This typically simulates Special Effects similar to Running, but not as limited by gravity (such as speedsters running up and down the sides of buildings, running across water, and so on).

Stall Velocity (-¼ or -½): Requires a flying Vehicle to keep moving except when decelerating for landing. At the -¼ value, it must make at least a Half Move per Phase or it "stalls;" at the -½ value, a Full Move. A stalled Vehicle has ½ DCV, begins falling, and can't use its Flight again until/unless the pilot succeeds with a *Combat Piloting* roll. (For non-Vehicle characters with a similar restriction, see *Cannot Hover* above.)

GROWTH

Type:	Body-Affecting Power / Size Power
Perceivability:	Obvious
Duration:	Constant
Target:	Self Only
Range:	Self
Costs END:	Yes
Cost:	See Growth Table

Allows a character to increase his size, conveying the benefits and drawbacks of a larger Size Template as long as he maintains the power. See *Size Templates* (page 223) for the specific effects, both positive and negative, of various size levels. Examples include superheroes who can grow to amazing sizes, or magic potions that cause their drinkers to assume the aspects of giants.

If a character takes damage while Grown and then returns to normal size, the damage taken comes first out of the BODY and STUN he gains from Growth. Any additional damage still applies to the character in his normal size. If the character Grows again before the damage would heal normally, the wounds reappear.

For large characters that shouldn't have all the abilities listed in the Size Templates (such as gigantic serpent having no extra Reach), don't buy Growth with a Limitation. Instead, you can create a custom version of the *Growth* Power by buying only the abilities you want from the appropriate Size Template, and applying *Costs Endurance* (-½), *Unified Power* (-¼), and *Side Effects* (-½) to them.

GROWTH TABLE

Cost	Size Template	Cost	Size Template
25	Large	120	Gigantic
50	Enormous	150	Gargantuan
90	Huge	215	Colossal

HAND-TO-HAND ATTACK (HA)

Type: Attack Power / Standard Power
Perceivability: Obvious
Duration: Instant
Target: Target's DCV
Range: No Range
Costs END: Yes
Cost: 5 CP per +1d6 HTH Combat damage; mandatory -¼ Limitation

Allows a character to increase his HTH Combat damage, adding to the character's regular STR damage. Examples include clubs or energized gauntlets.

An HA takes a mandatory -¼ Limitation, *Hand-To-Hand Attack* (in addition to any other Limitations taken for the Power). This Limitation signifies that the HA damage only works if it adds to a character's damage dice based on STR; it cannot function on its own, nor does it add to a character's STR in any other way. HA cannot take the *Ranged Advantage*.

HA increases the Normal Damage done by the character's STR; it doesn't add to HKAs, AVADs or other attacks. The character must use at least ½d6 of his STR damage or he can't use any HA dice either; for example, if he were tied up and couldn't use his STR to attack, he also couldn't use his HA. HA damage adds to Martial Maneuvers that do Normal Damage, but not other forms of damage.

HEALING

Type: Adjustment Power
Perceivability: Obvious
Duration: Instant
Target: Target's DCV
Range: No Range
Costs END: Yes
Cost: 10 CP per 1d6 of Healing

Allows a character to restore a lost or reduced Characteristic or Power (chosen at purchase) to its starting value. Examples include a magic spell that heals damage or the power to purge the effects of disease from others. See *Adjustment Powers* (page 45) for many rules applying to Healing.

USING HEALING

After a successful Attack Roll (which may be omitted for willing subjects, though it still requires an Attack Action), the Effect Roll represents the amount of CP restored by Healing, and applies directly to the Active Points of the Characteristic or Power being Healed. The restored CP do not fade as CP gained from Positive Adjustment Powers do.

Healing can Heal back BODY or other Characteristics lost in any manner. Any successful use of Healing BODY stops *Bleeding* (page 160). Healing BODY can repair the damage to an *Impaired* (page 160) or *Disabled* (160) area, but not the *Impairing/Disabling* effect. Healing STUN doesn't counteract the effect of being *Stunned* (page 158), even if all STUN is restored.

Generally, Healing BODY works on life forms relatively similar to the character using the Healing. For example, a character's Spell Of Healing only works on people, not on trees or insects. However, a character can buy Healing with Limitations specifically for affecting *only* other types of creatures/objects. For example, a druid might have the ability to use Healing BODY, Only Works On Trees (-2).

Healing more often than once per 24-hour period is subject to a maximum effect, described below.

MAXIMUM EFFECT

In any 24-hour period, the maximum number of CP that Healing can restore to a specific Characteristic or Power equals the highest number the character could roll on his Healing dice. This maximum cannot be increased.

If Healing is applied to the same character multiple times within 24 hours, a Healing attempt must exceed the effect of the highest previous use in order to provide any more benefit, and can only provide further benefit to the extent that its effects exceed the highest previous effect. For example, if a character with 4d6 Healing BODY Heals a subject for 16 CP, then uses it again for 14 CP within less than 24 hours on the same character, the second attempt would have no effect; if the roll on the second attempt was 18 instead of 14, the target would get 2 more CP of effect.

If Healing has the *Variable Effect* Advantage, this restriction applies per Characteristic or Power it affects. For example, a character with 4d6 Healing against any Characteristic could Heal a target's BODY for 16 CP, then Heal their PRE a few minutes later for 14 CP.

OPTIONS FOR HEALING

Gamemasters may use the following options for Healing:

Easy Maximizing: This option eases game play, and avoids dramatically-inappropriate repeated die-rolls attempting to reach the Healing maximum. The GM sets a pre-defined amount of Extra Time, such as 5 Minutes, that allows a character to get the maximum result on his Healing dice.

Per-Wound Healing: Characters keep track of each injury individually, and Healing applies to each separately (so it can have its maximum effect *per wound* per day). This makes Healing much more powerful and effective, and adds some bookkeeping.

Simplified Healing: Simplified Healing treats the Effect Roll as "reverse" Normal Damage, where the total rolled is STUN Healed, and the Normal Damage BODY rolled is BODY Healed. This option is often used for powers designed to heal the STUN and BODY damage from typical attacks, and is often combined with the Per-Wound Healing option.

ADVANTAGES AND ADDERS

Decreased Re-use Duration (varies): Reduces the time period for tracking Healing uses to more frequently than once per day. Each +¼ Advantage moves the re-use period one step up the Time Chart (+¼ for once per 6 Hours, +½ for once per Hour, and so on), to a maximum of +1½ for once per 1 Turn.

IMAGES

Type: Attack Power / Sense-Affecting Power / Standard Power

Perceivability: Obvious

Duration: Constant

Target: Area (see text)

Range: Standard Range

Costs END: Yes

Cost: See Images Table

Allows a character to create sensations perceptible to one or more Sense Groups (most often Sight; the “images” from which the Power name derives). The Sense Groups affected are chosen at purchase, but the sensations created can vary from use to use. Examples include holograms and sound synthesizers.

At its base level, Images only creates an image up to one cubic meter in size. However, characters usually buy the *Area Of Effect* (usually Radius) Advantage (page 97) for Images so they can create larger illusions and effects.

An observer succeeding with a PER Roll perceives that the Image is not real. Characters can make their Images harder to detect as unreal by purchasing penalties to observers’ PER Rolls.

IMAGES TABLE

Cost	Sense Group
10	Targeting
5	Nontargeting
Cost	Extra Senses
+10	Per additional Targeting Sense Group
+5	Per additional Targeting Sense (single)
+5	Per additional Nontargeting Sense Group
+3	Per additional Nontargeting Sense (single)
Cost	Decreased PER Roll
+3	Per -1 to the target’s PER Rolls

Characters often apply the *Area Of Effect* Advantage to make larger Images

USING IMAGES

To project an Image, the character decides what Image to produce, where to produce it, and what actions (if any) the Image will perform; a successful Attack Roll against DCV 3 places the Image on the target point. All characters with Line Of Sight perceive the Image with the appropriate Senses. The actions the character describes when activating and using the Image power take place without the need for him to devote any further Actions to “controlling” the Image.

If a character creates an Image of something that should have DCV, that DCV is whatever the creator wants it to have (though of course an unrealistically high DCV may tip off viewers that something is amiss). To create a credible copy of something with Images requires a successful INT Roll.

PERCEIVING THE IMAGE

Characters who perceive an Image may attempt a PER Roll, modified by any purchased penalties and any bonuses for the complexity of the Image (see the Images Complexity Table). If an observer fails this PER Roll, he believes the Image is real; if he succeeds, he perceives the Image, but he also detects some flaw that makes him doubt the Image is real.

CHANGING IMAGES

Normally, Images react in an appropriate manner to outside phenomena unless the creator of the Image chooses otherwise. For example, an Image of a person, if shot with an arrow, appears to start bleeding. However, this may make it easier to detect the unreal nature of the Image. For instance, if an Image starts to bleed, but the Image doesn’t cover the Smell/Taste Sense Group, a character with heightened Smell won’t smell the blood, and thus will know something’s wrong. Similarly, the reaction may involve more complex activity by the Image, resulting in greater PER bonuses for observers.

If a character wants to make a simple or plausible change to his Image, he may do so as a Zero Phase Action; for example, making an Image of a person carrying a box put down the box. For more radical changes, a character typically has to stop the existing Image and activate the power again to create a new one.

LINE OF SIGHT

Images to the Sight Group may or may not block Line Of Sight through them, depending on the Special Effects and the nature of the Image created. Images makes PER Rolls harder, not impossible.

THE TOUCH GROUP

Images cannot cause any physical effects and are totally intangible, unless bought to affect the Touch Sense Group. If a character buys Images to the Touch Group, then the Image created feels like what it seems to be; a mass of ooze feels slimy, a brick wall feels stony, and so on. However, a Touch Group Image has neither BODY nor PD/ED, and isn’t “solid” *per se*. It cannot hold or support objects, and cannot cause a character harm.

EASILY-PERCEIVED IMAGES

If a character creates an Image he wants to be *easily* perceived – such as the light from a flashlight (Sight Group Image) or the sound from a megaphone (Hearing Group Image) – he may apply the Image’s negative PER modifier as a *positive* modifier on others’ PER Rolls.

LIMITATIONS

Difficult To Alter (-¼ or -½): At the -¼ value, simple changes to an Image require a Half Phase Action; at the -½ value, they require a Full Phase Action.

Only To Create Light (-1): Only allows Images to create light; for example, flashlights, spotlights, and so on. Typically these Images are bought with a +4 PER Roll bonus (to cancel out the -4 PER Roll penalty for “dark night”).

Set Effect (-1): Restricts Images to creating only a single Image (chosen at purchase).

Character Creation

INVISIBILITY

Type: Sense-Affecting Power / Standard Power
Perceivability: Special (see text)
Duration: Constant
Target: Self Only
Range: Self
Costs END: Yes
Cost: See Invisibility Table

Allows a character to become unperceivable by one Sense Group, chosen at purchase (most often Sight; the “invisibility” from which the Power name derives). Examples include a superhero’s ability to fade from sight, or a “stealth plane” that Radar cannot detect.

Invisibility is an exception to the general rules about the Perceivability of Powers (page 43). It should be considered Imperceptible to all Sense Groups it affects, and the ability of characters to perceive an Invisible character with other Senses is governed by the rules below.

INVISIBILITY TABLE

Cost	Sense Group
20	Targeting
10	Nontargeting
Cost	Extra Senses
+10	Per additional Targeting Sense Group
+5	Per additional Targeting Sense (single)
+5	Per additional Nontargeting Sense Group
+3	Per additional Nontargeting Sense (single)

EFFECTS OF INVISIBILITY

Invisible characters can’t be perceived with the affected Senses. However, other characters may be able to locate them by using other Senses. Invisibility covers not only a character’s person, but his clothing and any equipment he carries.

FRINGE

An Invisible character has a “fringe” around himself. Other characters may perceive the Fringe with a normal PER Roll with the affected Sense at a range of 2m or less.

INVISIBILITY IN COMBAT

Invisibility doesn’t automatically make a character’s attacks or other powers Invisible as well; using a perceivable power can expose an Invisible character’s position. Invisibility to Sight Group covers a character’s body when using just his STR (and related abilities like Martial Arts), or body-based attacks like claws, but it doesn’t make weapons-based attacks Invisible.

POWERS AND INVISIBILITY

Being Invisible shouldn’t mean a character gains access to a lot of *Invisible Power Effects* Advantages for free. Typically, Invisibility covers Body-Affecting Powers such as Stretching

or Growth. It doesn’t necessarily cover Movement Powers; it depends on Special Effects. In most cases, Invisibility should cover Powers that are closely connected to or related to a character’s body.

ADVANTAGES AND ADDERS

No Fringe (+10 CP): The Power has no Fringe effect.

LIMITATIONS

Bright Fringe (-¼): Allows observers to perceive the Fringe effect up to 16m away, and grants a +2 bonus to their PER Rolls when within 4m.

Chameleon (-½): Requires the character to remain motionless in order to stay Invisible.

Only When Not Attacking (-½): Requires the character to remain peaceful and not attack or threaten anyone in order to stay Invisible. As a general rule, abilities that involve an Attack Roll and that could negatively impact a target in any way (including things that don’t necessarily cause physical harm) count as “an attack.”

KILLING ATTACK

Type: Attack Power / Standard Power
Perceivability: Obvious
Duration: Instant
Target: Target’s DCV
Range: Choose Standard Range (RKA) or No Range (HKA) (see text)
Costs END: Yes
Cost: 15 CP per 1d6 of Killing Attack

Allows a character to make an attack that causes Killing Damage. When a character purchases a Killing Attack, he must define it as working in Ranged Combat (an “RKA”) or HTH Combat (an “HKA”), and whether it causes physical or energy damage (*i.e.*, whether it works against Resistant PD or Resistant ED). Examples of RKA include bullets, arrows, and flamethrowers. Examples of HKA include claws, bladed weapons, and laser swords.

Characters may buy individual Damage Classes of Killing Attack if desired, rather than full dice. For example, a character could buy 1d6 Killing Attack for 15 CP, 1d6+1 for 20 CP, 1½d6 for 25 CP, 2d6 for 30 CP, and so on.

After a successful Attack Roll, the Effect Roll total is the BODY damage done. The character then rolls another ½d6; this is the STUN Multiplier. Multiply the BODY done by the STUN Multiplier to determine the amount of STUN done.

Example: *Defender rolls 3d6 for the Effect Roll on his Overload Blast RKA, and rolls a 13. This is the BODY damage the victim applies to his Resistant ED. Then Defender rolls ½d6 for the STUN Multiplier and rolls a 3 on the die (for a ½d6 result of 2), so the attack totals 26 STUN.*

An RKA works at Standard Range, and is subject to the standard rules for Ranged attacks. An HKA only works in HTH Combat, but the character may add +1d6 to his HKA for every 15 points of STR used with it (*i.e.*, +1 Damage Class per 5 STR used). See *Adding Damage* (page 157) for more information.

The *Ranged* or *Range Based On STR* Advantages may be applied to an HKA (good for building HTH weapons characters can throw, such as daggers and small axes). HKAs with one of these Advantages may still add STR bonuses to damage.

ADVANTAGES AND ADDERS

Increased STUN Multiplier (+¼): Increases the STUN Multiplier by 1 after it has been determined by the ½d6 die roll or the Hit Location Table. This Advantage may be applied more than once to the same Killing Attack.

LIMITATIONS

Decreased STUN Multiplier (-¼): Decreases the STUN Multiplier by 1 after it has been determined by the ½d6 die roll or the Hit Location Table. This Limitation may be applied a maximum of twice, indicating a flat STUN Multiplier of 1 for a -½ Limitation.

No STR Bonus (-½): Prevents adding extra damage to an HKA from STR or velocity.

KNOCKBACK RESISTANCE

Type: Defense Power / Special Power
Perceivability: Imperceptible
Duration: Persistent
Target: Self Only
Range: Self
Costs END: No
Cost: 1 CP per -1m of Knockback

Reduces the Knockback a character suffers from attacks. It reduces both the meters traveled and the damage caused by Knockback, and applies to all attacks that do Knockback.

LEAPING

Type: Movement Power
Perceivability: Inobvious
Duration: Constant
Target: Self Only
Range: Self
Costs END: Yes
Cost: 1 CP per +2m of Leaping

Allows a character to leap farther than the base 4m; purchased meters of Leaping add to the character's base leap. Examples include super-strong leg muscles or a martial artist's incredible jumps. See *Movement* (page 131) for more information on using Leaping.

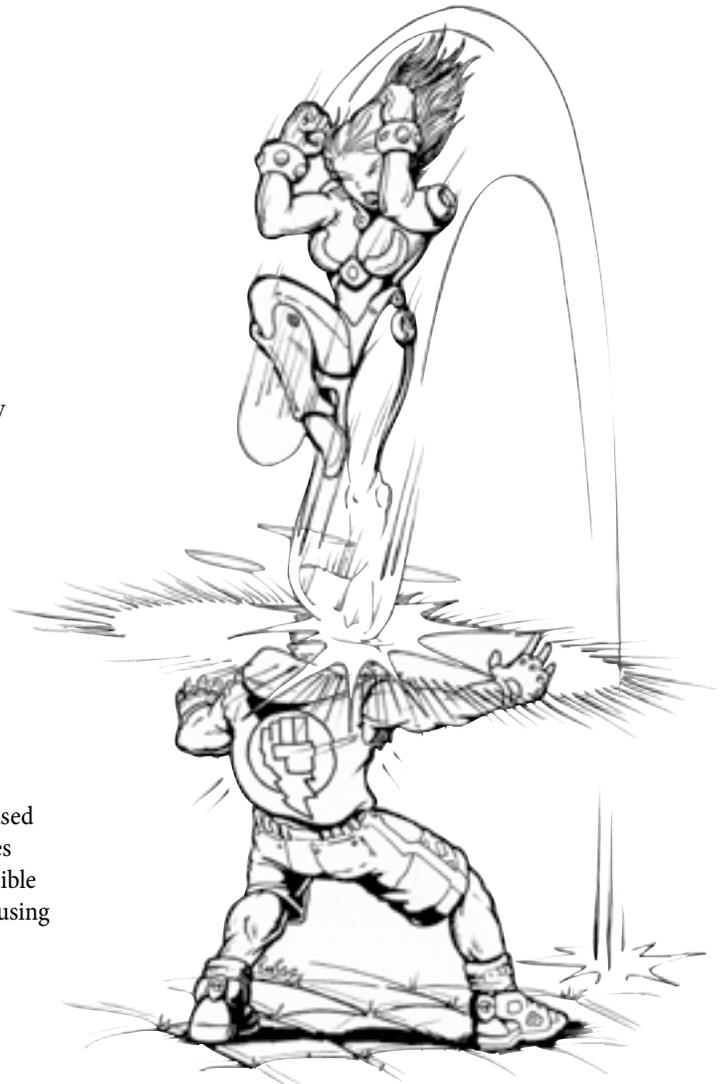
USING LEAPING

In combat, leaps are identical to Flight, except that the character must choose a target point to land on when he begins his leap, and he cannot change direction in mid-leap. A Leaping character attempts an Attack Roll against DCV 3 (and subject to the Range Modifier) to hit the target point (in noncombat, non-stressful situations, this isn't necessary).

A character can use Leaping to perform velocity-based Combat/Martial Maneuvers like Move By and Move Through, assuming the target is in proper position and other circumstances are favorable. Acceleration with Leaping, whether it's a single-Phase or multiple-Phase Leap, is the same as for any other form of movement.

LEAPING HALF MOVES

A character may perform a Half Move with Leaping. In some situations, a character may want to make a Half Move vertical Leap (upward) to punch or otherwise attack a target above him. In that situation, since he can't make another Half Move and "land" after attacking, he automatically completes his move on the next Segment, landing in that Segment on his DEX. For a really high vertical Leap, landing might take more than one Segment (use the Falling rules as a guideline).



Character Creation

NONCOMBAT LEAPING

When leaping Noncombat distances, the character is at ½ DCV, 0 OCV for the duration of the Leap. The Leap's duration in Phases equals the number of Noncombat doublings; the character can take no Actions during this time.

Example: *El Salto* (“*The Leapfrog*”) has Leaping 50m. He's also spent 20 CP to increase the Noncombat multiple up to 32x combat distance, so he can leap a total of 50 x 32 = 1600m in a single Leap. That's five doublings, so the Leap takes 5 Phases.

For really long leaps, characters sometimes apply the *MegaScale* Advantage. A *MegaLeap* takes one Phase per unit of measurement defined by the *MegaScale*. For example, for a Leap at *MegaScale* where 1m = 1km, the leap takes 1 Phase per kilometer; for 1m = 10km, the leap would take 1 Phase per 10 kilometers, and so on.

ADVANTAGES AND ADDERS

If a character wants to apply any Advantages to purchased Leaping, and also wants them to affect the meters of Leaping he receives for free, he must apply those Advantages to the cost of the whole Power including the free CP.

Accurate Leap (+5 CP): Requires no Attack Roll to land in the target Area.

LIMITATIONS

Forward (Or Upward) Movement Only (-1): Limits Leaping to improving either the character's forward leap, or his upward leap (chosen at purchase).

LIFE SUPPORT

Type: Standard Power
Perceivability: Imperceptible
Duration: Persistent
Target: Self Only
Range: Self
Costs END: No
Cost: See Life Support Table

Allows a character to operate normally in environments harmful to a normal person and/or needs reduced resources to maintain his health and life. Examples include gas masks or ageless characters.

Although the assumed “natural” breathing environment is air, a character native to a different environment may choose a different default, and need not buy Expanded Breathing for that. Instead, he would have to buy Expanded Breathing if he wanted to breathe air as a human would.

A character with a *Safe Environment* Life Support doesn't take damage from that environmental condition, or from a Change Environment that creates that condition. However, he still takes damage from attacks with that Special Effect. For example, a character who is Safe In Intense Heat can walk around in the desert without any discomfort or ill effect, and can tolerate a “heatwave” created by Change Environment without harm, but he still takes damage from fire- or heat-based attacks.

Furthermore, a Safe Environment only means the character can survive the rigors of his surroundings. If the environment he's Safe in would also interfere with breathing, he also needs an appropriate breathing-related Life Support to exist with complete safety in that environment.

If a Limitation applies to all the types of Life Support a character has, add them together and apply the Limitation to the overall cost. If different Limitations apply to different types, apply each Limitation individually, then add the Limited costs together to get a total cost for Life Support.

LIFE SUPPORT TABLE

Cost	Effect
1-4	Extended Breathing: Extends the time interval at which a character holding his breath must spend END (see <i>Holding Breath And Drowning</i> , page 19). Each CP spent moves the interval one step down the Time Chart (1 END/Turn for 1 CP, 1 END/Minute for 2 CP, and so on).
10	Self-Contained Breathing: The character need not breathe at all.
5	Expanded Breathing: Allows the character to breathe in one type of unusual environment (e.g., underwater, in methane)
1-3	Diminished Eating: Allows the character to eat/drink less often than the normal once per six hours. At the 1 CP cost, he only needs to eat/drink once per week; for 2 CP, once per year; for 3 CP, he need not eat/drink at all.
1-3	Diminished Sleep: Allows the character to sleep less than the normal eight hours out of every 24. At the 1 CP cost, he only needs to sleep eight hours per week; for 2 CP, eight hours per year; for 3 CP, he need not sleep at all.
2	Safe Environment: Character is safe in Low Pressure/Vacuum
1	Safe Environment: Character is safe in High Pressure
2	Safe Environment: Character is safe in High Radiation
2	Safe Environment: Character is safe in Intense Cold
2	Safe Environment: Character is safe in Intense Heat
1-5	Longevity: The character ages more slowly than normal people. At the 1 CP cost, he ages at half normal rate (lifespan 200 years); for 2 CP, one-fourth normal rate (lifespan 400 years); and so on. For 5 CP, the character doesn't age at all.
1-5	Immunity: Grants the character immunity to the effects of a particular drug, poison, disease, or similar substance. The exact cost depends on the GM's judgment of the frequency and potency of the substance to which the character is immune. Most substances cost 1 or 2 CP for Immunity; small groups of related substances cost 3-4 CP; Immunity to All Terrestrial Diseases or All Terrestrial Poisons costs 5 CP each.

LUCK

Type: Special Power
Perceivability: Imperceptible
Duration: Persistent
Target: Self Only
Range: Self
Costs END: No
Cost: 5 CP per 1d6 of Luck

Fate helps events turn out in the character's favor. The GM may have a character make a Luck Roll when the character is totally overwhelmed in combat, has no idea how to find what he's looking for, is about to let an opponent escape, or any other time outrageous fortune could save him when he doesn't expect it.

When the GM asks for a Luck Roll, the player makes an Effect Roll and each "6" rolled counts as 1 point of Luck. The GM then decides what (if any) lucky event happens to a character. The more points of Luck the character rolled, the luckier he should be (see the Luck Table for guidelines).

LUCK TABLE

Points of Luck	Possible Effects
1	The character might find a clue or gain information; the character's opponent could be momentarily distracted or stopped, giving the character a temporary advantage.
2	The character could accidentally happen upon someone important or stumble across someone he was looking for; the character's opponent could be troubled by malfunctioning equipment or vehicles.
3	The character might be saved by the most miraculous of coincidences; he may stumble upon Mr. Big accidentally, or have a terminal fall broken by a huge pile of rubber pads that just happen to be in the right place; the enemy's henchman could turn out to be a childhood friend. Incredible luck is possible.
4 or more	Treat as 3 sixes, but with the possibility that some of the lucky events "rub off" and help the Lucky individual's friends.

MENTAL BLAST

Type: Attack Power / Mental Power
Perceivability: Imperceptible
Duration: Instant
Target: Target's DMCV
Range: Line Of Sight
Costs END: Yes
Cost: 10 CP per 1d6 of Mental Blast

Allows a character to directly attack another character's mind to cause STUN damage. Examples include pain infliction or "mental feedback." See *Mental Powers* (page 48) for more information on using Mental Blast.

After a successful MCV Attack Roll, the Effect Roll total is STUN damage applied against the target's Mental Defense (if any). Mental Blasts have no effect on inanimate objects, and do no Knockback.

MENTAL DEFENSE

Type: Defense Power / Special Power
Perceivability: Imperceptible
Duration: Persistent
Target: Self Only
Range: Self
Costs END: No
Cost: 1 CP per 1 point of Mental Defense

Allows a character to resist mental attacks. Examples include psionic shields or extremely strong willpower. Each point of Mental Defense subtracts from the total rolled on the Effect Rolls of Mental Powers before the effects are applied to the character.

MENTAL ILLUSIONS

Type: Attack Power / Mental Power
Perceivability: Imperceptible
Duration: Instant
Target: Target's DMCV
Range: Line Of Sight
Costs END: Yes
Cost: 5 CP per 1d6 of Mental Illusions

Allows a character to project illusions directly into an opponent's mind. Examples include psionic illusions and hallucination-inducing powers. See *Mental Powers* (page 48) for more information on using Mental Illusions.

After a successful MCV Attack Roll, the character defines the illusion he wants the target to perceive, and the GM determines what level of effect the character needs on the Mental Illusions Effects Table to create that illusion. The character then rolls the Effect Roll and subtracts the target's Mental Defense (if any). If the result is not sufficient to reach the desired level, the attack has no effect (but does alert the target that he's been attacked). If the result is high enough to achieve the desired effect, the illusion is established in the target's mind, and he won't know he's experiencing an illusion until he succeeds with a *Breakout Roll* (page 48).

COSMETIC CHANGES

Cosmetic changes to the setting include:

- Making friends look (but not act) like enemies, or enemies like friends
- Inconsequential environmental changes (e.g., street signs are different)
- Minor changes to existing appearances or other sensory effects (e.g., a policeman appears to have a mustache; a Mozart symphony sounds like a Beethoven symphony)
- Simple sensory effects appear where none exist, or disappear if they do exist (e.g., quiet piano music plays)
- Insignificant objects appear where none exist, or disappear if they do exist (e.g., there's a pencil on the desk)

Character Creation

MAJOR CHANGES

Major changes to the setting include:

- Making friends look and act like enemies, or enemies like friends
- Major environmental changes (e.g., an entire street looks like a different street)
- Major changes to existing appearances or other sensory effects (e.g., a male police officer appears to be a female belly dancer; a Mozart symphony sounds like two old women talking)
- Complex sensory effects appear none exist, or disappear if they do exist (e.g., a loud symphony orchestra plays)
- Important objects appear where none exist, or disappear if they do exist (e.g., there's a ticking bomb on the desk)

COMPLETE ALTERATION

Completely altering the setting includes:

- Complete environmental changes (e.g., a cityscape looks like a moonscape)
- Any sensory input can be radically changed, added where none exists, or removed entirely
- Any kind of objects can appear where none exist, or disappear if they do exist (e.g., the desk and the entire city it was in is gone)

INTERACTION WITH THE ILLUSION AND THE ENVIRONMENT

Mental Illusions affect all of the victim's Senses (even Senses the attacker doesn't know about) and they can trigger Danger Sense. Simply interacting within the illusion won't reveal its nature. For example, if the victim "hits" an illusory being, he feels the force of impact and thinks that he connected. Like Images, Mental Illusions react to the actions of the persons subject to them (unless the creator of the illusion doesn't want them to for some reason).

Since Mental Illusions are in the victim's mind, the victim's knowledge defines them. For example, the attacker need not know what the victim's wife looks like in order to include her in an illusion; the victim's mind fills her in itself.

For the first three levels of Mental Illusions, the victim still interacts with the real world even though he perceives it differently: although a car appears to be a horse, the victim still bumps into it as a car. Significant enough difference between what the victim perceives and what he "feels" may give him another Breakout Roll opportunity.

At the EGO + 30 result, the victim no longer interacts with the environment at all; the illusion is *entirely* "in his head." For example, he won't bump into the car described above at all, because he isn't actually walking forward; in fact, in most situations, he simply stands still. Characters in this state are typically -½ DCV and *Surprised* (page 147) by any attacks against them.

MENTAL ILLUSIONS EFFECTS TABLE

Effect Roll minus

Mental Defense is: Effect

Greater than target's EGO	Cosmetic changes to setting
EGO + 10	Major changes to setting
EGO + 20	Completely alters setting
EGO + 30	Character no longer interacts with real environment

Modifier (applicable at any level)

Description

-10	Illusion matches target's Psychological Complications
+10	Illusion contradicts target's Psychological Complications
+20	Target will remember illusion as being "real" after it has ended
+10	Target takes STUN from illusory attacks
+20	Target takes STUN and BODY from illusory attacks

HARMFUL ILLUSIONS

By declaring a higher level of effect than that required for the illusion alone, an attacker can create a Mental Illusion capable of causing Normal Damage. The maximum Active Points in an illusory attack equals the Effect Roll achieved with Mental Illusions or the Active Points in the Mental Illusions power, whichever is less. Illusory attacks work against their appropriate defenses (PD for an illusory punch, ED for an illusory laser beam, and so on). Causing damage with a Mental Illusion beyond the first Phase in which the victim was attacked with it requires the attacker to use a Half Phase Action each Phase, and to pay END each Phase to keep the illusion from deteriorating.

LIMITATIONS

Cannot Cause Harm (-¼): Prevents illusions from inflicting STUN or BODY damage.

Depends On Character's Knowledge (-½): Requires an illusion to use the attacker's knowledge, not the victim's. For example, creating an illusion of a troll, without knowing what trolls look like, may include inaccuracies that tip off a victim who's familiar with trolls. Inaccuracies can grant Breakout Roll bonuses and/or additional Breakout Rolls.

Limited By Senses (-¼ or -½): Prevents illusions from affecting certain Senses. At the -¼ value, the illusions cannot affect a Nontargeting Sense Group; at the -½ value, the illusions cannot affect a Targeting Sense Group.

Self Only (-1): Limits the power to changing the appearance and associated sensory effects (such as voice and scent) of the character using Mental Illusions.

MIND CONTROL

Type: Attack Power / Mental Power
Perceivability: Imperceptible
Duration: Instant
Target: Target's DMCV
Range: Line Of Sight
Costs END: Yes
Cost: 5 CP per 1d6 of Mind Control

Allows a character to take control of another character's mind, and thus of his actions. Examples include psionic domination powers and hypnosis. See *Mental Powers* (page 48) for more information on using Mind Control.

After a successful MCV Attack Roll, the character gives the target an order, and the GM determines what level of effect the character needs on the Mind Control Effects Table to establish control, based on how agreeable the target is to the command. (The character must have some way to communicate the order to his target, such as voice or Telepathy; otherwise, he cannot establish Mind Control.) The character then rolls the Effect Roll and subtracts the target's Mental Defense (if any). If the result is not sufficient to reach the desired level, the attack has no effect (but does alert the target that he's been attacked). If the result is high enough to achieve the desired effect, control is established over the target's mind, and he won't know he's being Mind Controlled until he succeeds with a *Breakout Roll* (page 48).

GREATER THAN TARGET'S EGO

This level of Mind Control typically applies to situations where the victim has a choice of roughly equivalent options, and the attacker wants him to choose one over the others. For example, the attacker could make the victim choose one or the other of two equally attractive targets to blast in combat, but couldn't make him quit fighting.

Also at this level, the attacker can make the victim believe a lie without question, provided the victim's own prior knowledge, experiences, or direct observation don't tell him otherwise. For example, the victim could believe that a famous actress was in love with him, as long as he didn't know that she was actually in love with someone else.

EGO + 10

This level of Mind Control makes the victim do things he definitely doesn't *want* to do, but still not things the victim is actually *opposed* to doing. For example, the attacker could make the victim blast an unattractive target in combat, but still couldn't make him quit fighting.

Also at this level, the attacker can make the victim believe a lie without question, even if it contradicts the victim's own knowledge and experiences, as long as direct observation doesn't tell him otherwise. For example, the victim could believe that a famous actress loved him, as long as she wasn't standing there telling him she didn't.

MIND CONTROL EFFECTS TABLE

**Effect Roll
minus Mental
Defense Is:**

Effect

Greater than target's EGO

Target will perform actions he's inclined to perform anyway. Target believes any statement which doesn't contradict prior knowledge.

EGO + 10

Target will perform actions he wouldn't mind doing. Target will believe any statement that doesn't contradict reality under direct observation.

EGO + 20

Target will perform actions he's normally against doing. Target will believe any statement that doesn't contradict strongly held personal beliefs or principles (such as Psychological Complications).

EGO + 30

Target will perform actions he's violently opposed to doing. Target will believe statements that contradict strongly held personal beliefs or principles (such as Psychological Complications) or that contradict reality under direct observation.

**Modifier
(applicable at
any level)**

Description

-5

Order is worded in an exceptionally convincing manner

+5

Order is poorly conceived or contradictory

-10

Order matches target's Psychological Complications

+10

Order contradicts target's Psychological Complications

+10

Target will not remember actions he takes while Mind Controlled

+20

Target will remember actions and think they were natural

EGO + 20

This level of Mind Control makes the victim do things he would strongly object to doing, but still not things he would normally *never* do if he had any other option. For example, the attacker could make the victim flee from combat, but not attack one of his teammates.

Also at this level, the attacker can dictate opinions and beliefs to the victim, or make him believe lies without question, as long as it doesn't change key elements of his personality or beliefs, or contradict direct observation. For example, the victim could be made madly in love with a famous actress, as long as he wasn't already in love with someone else.

Character Creation

EGO + 30

This level of Mind Control makes the victim do things he would normally *never* do. For example, the attacker could make the victim attack one of his teammates, try to kill an innocent bystander, or even try to kill himself.

Also at this level, the attacker can dictate opinions and beliefs to the victim, or make him believe lies without question, even if it changes key elements of his personality or beliefs, or contradicts direct observation. For example, the victim could be made madly in love with a famous actress, turning his back on (or even despising) his beloved and faithful wife.

GIVING AND FOLLOWING ORDERS

Characters must give relatively discrete orders to Mind Control victims. Orders such as “willingly do anything I say forever” can’t substitute for making rolls to issue new or changed orders.

Similarly, a victim generally has to follow the obvious intent of orders, and act as effectively in doing so as he normally would. For example, he can’t voluntarily lower his SPD to 2, he can’t use his attacks at half-power (though he needn’t Push them either), he can’t twist an order or interpret it too literally when the character should clearly understand the intent (like bringing a million male deer, instead of a million dollars, to a villain seeking “a million bucks”), and so on.

ADVANTAGES AND ADDERS

Telepathic (+¼): Allows mental communication of commands. Like Telepathy, Telepathic Mind Control doesn’t suffer from a language barrier.

LIMITATIONS

Literal Interpretation (-¼): Permits victims to make every effort to avoid obeying, or to obey in objectionable ways, so the character needs to word his orders carefully and precisely.

Set Effect (varies): Restricts the power to only a single command, chosen at purchase. The value of the Limitation depends on how restrictive the Set Effect is, typically ranging from -½ to -1.

MIND LINK

Type:	Mental Power
Perceivability:	Imperceptible
Duration:	Persistent
Target:	Target’s DMCV
Range:	Line Of Sight
Costs END:	No
Cost:	See Mind Link Table

Enables mental communication between willing minds. Examples include simple telepathic communication powers and “closed” radio links. See *Mental Powers* (page 48) for more information on using Mind Link.

MIND LINK TABLE

Cost	Minds Involved
5	Character can Link with a single mind, defined at purchase
10	Character can Link with any one of a group of minds, defined at purchase (e.g., everyone in a family, everyone on a superteam)
15	Character can Link with any one mind
Modifier	Number of Minds in Link at Once
+0	Character can link with one mind at a time
+5	Character can link with two minds at once
+10	Character can link with four minds at once
	... and so forth (+5 CP per x2 minds)
Modifier	Range
+0	Mind Link has planetary range
+5	Mind Link has unlimited range in current dimension
+10	Mind Link has unlimited range across all dimensions

USING MIND LINK

After a successful MCV Attack Roll against a completely willing target (DMCV 0), the link is established; attempts to Link with an unwilling target fail outright. A character can leave a Mind Link as a 0 Phase Action (like turning off a Power).

Once established, Mind Link no longer requires Line Of Sight, and is only broken when either party (or all parties, if there are more than two) wants to “hang up.” Since Mind Link is Persistent, characters can drop out of the Link – even the originating character – without turning off the Power.

Every character in a Mind Link can “hear” everything that’s “said” to any other character in the Link. With a successful EGO Roll and a Half Phase Action, a character can talk to one character (or some characters) within the Link without the others overhearing. Like Telepathy, Mind Link doesn’t suffer from a language barrier.

ATTACKING THROUGH THE LINK

Any character in a Mind Link who has a Mental Power can use it to attack any other character in the Link. Such attacks automatically hit, but making one is an Attack Action. Dropping out of a Mind Link to avoid or stop an attack counts as a “defensive action” that a character can Abort to.

Mind Link is only a medium for telepathic communication; it’s not a telepathic attack. A character in any type of Mind Link doesn’t have to reveal any information he doesn’t want to. However, a character who successfully uses Telepathy against someone in a Mind Link can “overhear” any Mind Link communication that their target can “hear.”

ADVANTAGES AND ADDERS

No LOS Needed (+10 CP or more): Allows a character to establish a Mind Link with certain persons (chosen at purchase) without Line Of Sight. The number of persons equals the number he can have in a Mind Link simultaneously, or his INT/5, whichever is less. For each additional +5 CP, this number is doubled, but still cannot exceed the number of persons he's paid to establish his Mind Link with.

Psychic Bond (+5 CP): Allows a character to communicate telepathically at any time, regardless of Line Of Sight, with one specific person (chosen at purchase); this bond is permanent. Psychic Bond may be purchased more than once.

Floating Psychic Bond (+10 CP): Allows a character with Mind Link bought to at least the "Any One Mind" level to establish a "psychic bond" (as above) with any single person, and change it during or between adventures. Changing a Floating Psychic Bond takes 1 Turn and requires Line Of Sight.

LIMITATIONS

Feedback (-1 or -2): Damage done to any person in a Mind Link also affects the character with the Power. At the -1 value, Feedback channels STUN damage only; at the -2 value, it channels STUN and BODY damage. Feedback damage is always Normal Damage, and applies to the character's Mental Defense. This effect extends to any loss of STUN or BODY, no matter what the source, but doesn't extend to non-damage-related effects like Mind Control, or to beneficial abilities like Healing.

Only With Others Who Have Mind Link (-1): Only allows the character to communicate with characters who also have the same form of Mind Link.

MIND SCAN

Type: Mental Power / Sensory Power
Perceivability: Imperceptible
Duration: Constant
Target: Target's DMCV
Range: Special (see text)
Costs END: Yes (see text)
Cost: 5 CP per 1d6 of Mind Scan

Allows a character to mentally search an area to find another mind. Examples include telepathic searching or a cyberkinetic's ability to locate any computer. See *Mental Powers* (page 48) for more information on using Mind Scan.

USING MIND SCAN

The character defines the area he wishes to scan, then attempts an MCV Attack Roll against the DMCV of the target mind. However, his OMCV suffers a penalty based on the number of minds in the search area.

MIND SCAN MODIFIERS TABLE

Number of Minds	OMCV Penalty
1 (Freelance Game Designer)	-0
10 (Gaming Company)	-2
100 (Theater)	-4
1,000 (Apartment Building)	-6
10,000 (Small Town)	-8
100,000 (Large Town)	-10
1,000,000 (Major City)	-12
10,000,000 (Small Nation)	-14
100,000,000 (Large Nation)	-16
1,000,000,000 (Continent)	-18
10,000,000,000 (Large Planet)	-20
... and so forth	
Other Circumstances	OMCV Modifier
Familiar mind	+1 to +5
Unfamiliar mind	-1 to -5
Strange, unique, or powerful mind	+1 or more

If the MCV Attack Roll succeeds, the character determines the target's presence and general location; if it fails, he cannot make contact with the target. Then the character declares the desired Mind Scan level and makes his Effect Roll. If the result is enough to achieve the desired effect, the character has "locked on" to the target, and the target can make Breakout Rolls in the usual manner. If the Effect Roll is not enough to reach the desired level, the Mind Scan has no further effect (though since the character knows of the presence and general location of the target, treat subsequent Mind Scan attempts as two steps better on the Mind Scan Modifiers table, as long as the target is still in the same general area). In either case, the target knows someone is searching for him with Mind Scan.

Mind Scan is a Sense (part of the Mental Sense Group), functions in "360 Degrees" (in the sense that it searches the entire area at once), and is a Targeting Sense for various purposes at different levels of effect as described in the Mind Scan Effects Table.

Mind Scan costs END only when making an MCV Attack Roll. However, even though it doesn't cost END to maintain, it's still a Constant Power, and the character must keep it "turned on;" for example, if it's in a Multipower, he cannot switch the slots.

A character can also use Mind Scan to determine the number of minds in an area, without Scanning for any particular mind. To do this, he declares his target area and attempts an MCV Attack Roll against DMCV 3 (including modifiers for the number of minds in the area). If successful, he knows how many minds are in that area, plus or minus 10%. If unsuccessful, he gets incorrect (possibly wildly incorrect) information about the number of minds in the area.

MIND SCAN EFFECTS TABLE

Effect Roll minus Mental Defense is:	Effect
Greater than target's EGO	Character can establish Mind Link or use first level of Telepathy (communication). He also knows in which direction the target is located.
EGO + 10	Character can use all Mental Powers (including Powers that use OMCV against DMCV, have no Range Modifier, and apply to Mental Defense) on the target, and can estimate the distance to the target.
EGO + 20	Character knows the exact location of the target. He can attack with all attacks.
Modifier (applicable at any level)	Description
+20	Mind Scan is undetectable by target

If the target suddenly leaves the scanned area after a lock-on is established (such as via Teleportation or an extremely high-speed Movement Power), the character must succeed with an unmodified EGO Roll in order to maintain the lock-on. If a Mind Link is established via a Mind Scan lock-on, either can later be dropped while still maintaining the other.

Once established, a Mind Scan lock-in is a two-way circuit. If the character can mentally attack the target, the target can mentally attack him; if the character knows where the target is, the target knows where he is. Therefore, characters can carry on long-distance duels through Mind Scan.

ATTACKING THROUGH A LOCK-ON

If the Mind Scan Effect Roll allows a character to attack the target, doing so requires a separate Attack Action; thus, he can't attack the target in the same Phase in which he establishes the lock-on (not even using a Multiple Attack). All standard rules still apply for any Powers used to attack. For example, using Mind Control requires the character to have some way to communicate orders, a non-Mental Power must be able to reach the target and Range Modifiers apply, and so forth. A character shutting off his own Mind Scan to protect himself from an attack through a lock-on is generally a "defensive action" that he can Abort to.

ADVANTAGES AND ADDERS

One Way Link (+1): Makes a Mind Scan lock-on work in only one direction; the character can attack the target and knows the target's location, but the target cannot attack him back and doesn't know his location.

Partial Lock-On (+½): After a failed Effect Roll, requires the target to make an EGO Roll. If that roll succeeds, the Mind Scan fails normally; if the target's EGO Roll fails, the character has a partial lock-on, and can make mental attacks at ½ OMCV (or 0 OMCV if the Effect Roll failed by more than 10).

Roll Bonus (+2 CP per +1 OMCV): Each +1 OMCV with Mind Scan is a +2 CP Adder.

LIMITATIONS

Cannot Attack Through Link (-½, -1, or -1½): Prevents a Mind Scan lock-on from being used for attacks. At the -½ value, neither the character nor the target can use the Mind Scan to attack each other, but they can communicate using Mind Link or Telepathy; at the -1 value, neither can attack or communicate through the Mind Scan; at the -1½ value, the character cannot attack or communicate through the Mind Scan, but the target can.

Partial Effect (-½): After the target's first failed Breakout Roll, he attempts a normal EGO Roll. If this roll succeeds, he's able to put up some resistance to any mental attacks made through the lock-on, based on how much the roll succeeds by: +1 DMCV for success by 0-2; +2 DMCV for success by 3-4; +3 DMCV for success by 5-6; and so on.

MULTIFORM

Type: Body-Affecting Power / Standard Power

Perceivability: Obvious

Duration: Persistent

Target: Self Only

Range: Self

Costs END: No

Cost: 1 CP per 5 CP in the most expensive form; 2x the number of forms per +5 CP

Allows a character to change his original form into one or more other forms, each with its own abilities, personality, and Characteristics. Examples include a werewolf's ability to switch between human and lupine forms, a wizard who can assume the form of any animal, or high-tech powered armor with many different "configurations."

The player must choose one of the character's forms (depending on character concept) to be the *true form*, and other forms are *alternate forms*. Only the true form pays the cost for Multiform, and the true form need not be the most expensive form.

The CP spent on Multiform define how many CP a single form has; they aren't split between the various forms. For example, paying 80 CP for Multiform gives a character a 400-CP Multiform; spending +10 CP to have four additional forms gives him four more 400-CP forms (not four forms that *total* 400 CP).

All of a character's forms must pay for anything they all have in common; they don't get to "share" anything for free. For example, if all of the forms should have a particular Skill, then they all have to buy it, not just the true form or the most expensive form (if different); if one form has some resource such as a Base or Vehicle, other forms also have to pay for it if they want to use it.

Each form a character can change into has its own character sheet and is as free-willed as the true form. Forms may have different abilities, personalities, or Complications than the true form or each other, though the character does retain memories from form to form. Alternate forms must be regular characters (not Vehicles, Bases, Computers, Automaton, or the like), and are built on the same Total CP (including Matching Complications) as the true form (or fewer CP, if desired)

CHANGING BETWEEN FORMS

Changing from one form to another is a Half Phase Action. A character with two or more alternate forms can go directly from any form to any other form, without using the true form as an intermediary. When a character shifts forms, STUN and BODY damage taken, END used, and so on, all remain the same (so shifting from a high-BODY form to a low-BODY form can be dangerous, or even fatal, if the character is injured badly enough). Alternately, for greater accuracy (and complexity), determine what percentage of the character's total BODY, STUN, or END he lost while in the previous form, and subtract that percentage from the appropriate Characteristics in the current form.

EXPERIENCE POINTS

Normally, only the true form receives Experience Points. If he wants his forms to improve along with him, he must spend Experience Points to improve his Multiform power (which can increase the CP spent by one or more forms, or increase the number of forms). When spending to increase the CP in his alternate form(s), each 1 CP spent on Multiform adds 5 CP to the total that each form is permitted (but not required) to spend.

Since Experience Points spent improving Multiform quintuple the effectiveness of those CP (to some degree), maintaining game balance improving Multiforms can be tricky, and GM guidance may be appropriate. *Assigned Experience Points* (page 130) could be earmarked for improving particular forms in particular ways, or the GM might place some restriction on how many Experience Points can be spent on improving Multiform (such as no more than 1 out of each 6).

MULTIFORM VS. SHAPE SHIFT

Multiform changes both form and function; Shape Shift changes *only* form, *not* function. For example, if you want your character to *become* a panther, use Multiform; if you just want your character to *seem like* a panther, use Shape Shift.

ADVANTAGES AND ADDERS

Instant Change (+5 CP): Allows the character to change forms as a Zero Phase Action that can only be performed once per Phase.

LIMITATIONS

Unless otherwise noted, Limitations on Multiform apply to *changing* forms, not remaining in an existing form. For example, *Incantations* on Multiform means the character must incant when he changes to a form, not continually while remaining in that form.

Personality Loss (varies): Causes a character to have trouble retaining his personality and changing back to his true form (or to any other form). The character can safely stay in his alternate form for a set time period (see table); after that, he acquires a "Required Roll" of 14- to retain his personality and ability to change. For every step down the Time Chart thereafter, the roll decreases by 1. If the character ever fails the roll, he's trapped in his current form, assumes its personality in place of his own, and can only recover his true personality and form with outside help. "Resetting" the Required Roll needs 24 hours spent in his true form.

PERSONALITY LOSS TABLE

Value	Time Period Before First Roll
-2	1 Turn
-1¾	1 Minute
-1½	5 Minutes
-1¼	20 Minutes
-1	1 Hour
	...and so on

Reversion (varies): Causes a character in an alternate form to revert to his true form when Stunned or Knocked Out at the end of a Segment. If the true form is less powerful than the alternate form, this is a -½ to -1 Limitation (depending on how much weaker the true form is). If the true form is more powerful, this is a +½ to +1 Advantage. If the forms are of roughly equal power, this is a -0 Limitation.

COMPLICATIONS

Multiform Amnesia (15-point Psychological Complication): The character doesn't retain the memories of one form when in another form.

NO HIT LOCATIONS

Type: Automaton Power
Perceivability: Imperceptible
Duration: Persistent
Target: Self Only
Range: Self
Costs END: No
Cost: 10 CP

Allows an Automaton to ignore the Hit Locations rules.

Character Creation

POWER DEFENSE

Type: Defense Power / Special Power
Perceivability: Inobvious
Duration: Persistent
Target: Self Only
Range: Self
Costs END: No
Cost: 1 CP per 1 point of Power Defense

Allows a character to resist Adjustment Powers, Dispels, and Transforms. Examples include protected power sources and talismans safeguarding life-force. Each point of Power Defense subtracts from the total rolled on the Effect Rolls of Adjustment Powers, Dispels, and Transforms before the effects are applied to the character. Power Defense typically doesn't subtract from Aid or Healing, but it can do so if the character wants to resist these effects for some reason.

REFLECTION

Type: Attack Power / Standard Power
Perceivability: Obvious
Duration: Instant
Target: Target's DCV
Range: Self
Costs END: Yes
Cost: 2 CP per 3 Active Points' worth of Ranged attack the character can Reflect

Allows a character who has successfully Blocked a Ranged attack to Reflect that attack at his attacker. Examples include energy redirection powers and reality-warping portals.

USING REFLECTION

Reflection only works with regular Blocks against Ranged attacks; not with attacks that have been Deflected. To Reflect, a character must have prepared to Block (such as by having a Held Action); he cannot Reflect if he Aborted to Block. After the successful Block, the character may then attempt an Attack Roll to hit the target with the Reflected attack (this is a No Time Action). Standard OCV modifiers apply, such as Range Modifier, any applicable Combat Skill Levels, and so on.

A character can Reflect any attack with Active Points up to his purchased limit. He may attempt to Reflect attacks with greater than his purchased Active Points (up to a maximum of 2x his limit); doing so has two effects:

- -1 OCV per 3 Active Points (or fraction thereof) the attack exceeds his Active Point limit
- If the Attack Roll fails, the character takes the damage from the attack as if he hadn't Blocked

REFLECTING HTH ATTACKS

The GM may allow characters to buy Reflection against HTH attacks instead of Ranged attacks. For this purpose, calculate the "Active Points" of Combat or Martial Maneuvers as 5 Active Points per die rolled.

ADVANTAGES AND ADDERS

Any Target (+½): Allows the Reflected attack to target any character it could normally target (not just the attacker). Range Modifiers and other modifiers apply to that target, not to the attacker.

LIMITATIONS

Feedback (-1): Causes the character to take full damage (and any other effects, such as Knockback) from any attack he Reflects.

REGENERATION

Type: Special Power
Perceivability: Imperceptible
Duration: Persistent
Target: Self Only
Range: Self
Costs END: No
Cost: See Regeneration Table

Allows a character to regain lost BODY faster. Examples include mutant healing factors or a super-soldier's ability to recover from debilitating wounds in days or weeks instead of months.

The costs in the Regeneration Table are per BODY Regenerated. For example, Regeneration allowing the character to regain 1 BODY per Hour costs 8 CP; to regain 2 BODY per Hour costs 16 CP; to regain 3 BODY per Hour costs 24; and so on. Characters cannot Regenerate more frequently than once per Turn.

REGENERATION TABLE

Cost	Per 1 BODY Regeneration Per...
2	Week
4	Day
6	6 Hours
8	1 Hour
10	20 Minutes
12	5 Minutes
14	1 Minute
16	1 Turn (Post-Segment 12)

Regeneration works against any loss of BODY – ordinary injuries, a Drain BODY, and so on – as well as Transforms and other attacks that "change" or similarly affect BODY. However, although it restores the damage from losing limbs, it does not regrow limbs themselves (*i.e.*, it does not reverse the effects of Impairment or Disabling). Regeneration also does not apply to damage from Dependence or Susceptibility Complications.



RESISTANT PROTECTION

Type:	Defense Power / Standard Power
Perceivability:	Inobvious
Duration:	Persistent
Target:	Self Only
Range:	Self
Costs END:	No
Cost:	3 CP per 2 points of Resistant Defense

Provides a character with points of Resistant Defense. Examples include suits of armor, a bulletproof vest, or a superhero's personal force field. Resistant Protection only protects the character himself, not anything he's holding or carrying.

BUYING RESISTANT PROTECTION

The character must specify at purchase which types of defense his Resistant Protection provides (chosen from PD, ED, Flash Defense, Mental Defense, and Power Defense), and how the points are allocated between them. For example, if a character spent 30 CP for 20 points of Resistant Protection, he could allocate 10 to PD and 10 to ED, or 20 to PD only, or 8 to PD 8 to ED and 4 to Mental Defense, or any other combination that totaled 20 points of defense.

Points of Resistant Protection *add to* any other defenses the character has, including his standard PD and ED. For example, a character with PD and ED Characteristics of 6 each, Mental Defense of 5 points, and Resistant Protection of 15 PD/10 ED/5 Mental Defense, has a total of 21 PD/16 ED/10 Mental Defense.

If a character uses his Resistant Protection at less than full strength, the ratio of points in the various defenses stays the same. For example, 20 PD/16 ED Resistant Protection, used at half power, provides 10 PD/8 ED.

RESISTANT PROTECTION THAT COSTS ENDURANCE

Characters often buy Resistant Protection with the Limitations *Costs Endurance* (-½) and *Perceivable* (-0 or -¼, depending on how much of a hindrance the GM believes it will be). This converts Resistant Protection into a Constant Power, creating a defensive power that has to be maintained with the character's own personal energy (such as a superhero's personal force field).

ADVANTAGES AND ADDERS

Impermeable (+0 CP): Prevents skin-to-skin contact with other characters (most appropriate for Resistant Protection that costs END).

Protects Carried Items (+10 CP): Protects anything the character holds in his hands, including other characters if desired.

RUNNING

Type:	Movement Power
Perceivability:	Inobvious
Duration:	Constant
Target:	Self Only
Range:	Self
Costs END:	Yes
Cost:	1 CP per +1m of Running

Increases a character's running speed beyond the 12m all characters start with. Examples include sprinters, jet-boots, and fast animals. See *Movement* (page 131) for more information on using Running, including Noncombat movement.

Character Creation

ADVANTAGES AND ADDERS

If a character wants to apply any Advantages to purchased Running, and also wants them to affect the meters of Running he receives for free, he must apply those Advantages to the cost of the whole Power *including the free CP*.

LIMITATIONS

Only On Appropriate Terrain (-½ or more): Prevents Running from working unless used on appropriate terrain; for example, a skateboard requires paved ground, and a train requires railroad tracks. The GM sets the value based on how common the terrain is, but typically it's -½.

SHAPE SHIFT

- Type:** Body-Affecting Power / Standard Power
- Perceivability:** Obvious (see text)
- Duration:** Constant
- Target:** Self Only
- Range:** Self
- Costs END:** Yes
- Cost:** See Shape Shift Table

Allows a character to change his form as perceived by one or more Sense Groups, without changing his abilities. Examples include a super-disguise power that mimics another person's appearance or a character who can form himself into the shape of inanimate objects.

USING SHAPE SHIFT

Switching shapes is a Half Phase Action. Shape Shift is Obvious in the sense that others can perceive the effects of the Power – if they couldn't, Shape Shift would do nothing – but they don't perceive it to be a Power at work in the same way one would perceive Blast or Growth.

Other characters cannot make PER Rolls to “perceive through” Shape Shift to determine that the person is Shape Shifted. They have to detect it in other ways, such as a PER Roll using a Sense the Shape Shift doesn't affect (“She looked and sounded like Jane, but she sure wasn't wearing Jane's perfume”).

Standard Shape Shift allows a character to look different than himself (and/or sound different, feel different, and so forth, depending on the Sense Groups purchased), but not like a specific different person. Using Shape Shift along with *Disguise* (for Sight) or *Mimicry* (for Hearing), or buying the *Imitation* Adder below (for all purchased Sense Groups), allows this effect.

In order to Shape Shift convincingly, the character needs reasonable knowledge or examples of the forms he assumes. For example, he can't believably Shape Shift into “a typical Russian Cossack” if he knows nothing about the clothing, culture, speech, or behavior of Russian Cossacks. He can Shift into *his idea* of a Russian Cossack, but a character knowledgeable about them might quickly spot the problems in his portrayal.

Shape Shift (Touch Group) allows a character to change size or mass by +/- 10%; larger size or mass changes require Density Increase, Growth, Shrinking, or Stretching, Linked to Shape Shift. Shape Shift (Sight or Touch Groups) allows a character to use one level of *Striking Appearance* (positive or negative) if desired.

SHAPE SHIFT VS. MULTIFORM

Shape Shift changes form, but not function; Multiform changes *both* form *and* function. For example, if you just want your character to *seem like* a panther, use Shape Shift; if you want your character to *become* a panther, use Multiform.

ADVANTAGES AND ADDERS

Cellular (+10 CP): Allows Shape Shift to work down to minute levels of a character's body, such as fingerprints, retina patterns, and DNA.

Imitation (+10 CP): Allows a character to Shape Shift to resemble specific persons. This still requires some reasonable basis for a believable Shape Shift. For example, a character can't Shape Shift into “Baron Montrose” if he has no idea what the Baron looks like; a picture of the Baron would let him assume the Baron's appearance, but not his distinctive voice; and so on.

Instant Change (+5 CP): Allows a character to Shape Shift as a Zero Phase Action.

Makeover (+5 CP): Allows a character with Shape Shift (Sight and/or Touch Group) to alter his Striking Appearance within a GM-defined range of campaign standards..

SHAPE SHIFT TABLE

Cost	Sense Group
8	Sight
5	Hearing or Touch
2	Mental, Radio, or Smell/Taste
3	Per Unusual Sense not assigned to a Sense Group
Cost	Character Can Change Into...
+0	A single shape other than his own
+3	Up to four predefined shapes
+5	A Limited Group of shapes (e.g., male humans, animals, cars)
+10	Any Shape

LIMITATIONS

Affects Body Only (-½): Causes the character's clothing and equipment to remain unchanged when Shape Shifting.

SHRINKING

Type: Body-Affecting Power / Size Power
Perceivability: Obvious
Duration: Constant
Target: Self Only
Range: Self
Costs END: Yes
Cost: 6 CP for every x½ Height, x1/8 Mass, +2 DCV, +6m Knockback distance, and -2 to PER Rolls against the character

Allows a character to decrease in size, making it more difficult for other characters to attack him or to perceive him when he doesn't want to be perceived. Examples include superheroes who can shrink to tiny sizes, or magic potions that shrink the drinker. See *Size Templates* (page 224) for more on the effects, both positive and negative, of various size levels.

In addition to the effects above, each level of Shrinking also halves the character's normal Reach. It has no effect on other abilities such as STR or movement (or Stretching, despite normal Reach being halved).

USING SHRINKING

Shrinking's Knockback modifier only increases the distance a character travels from Knockback, not the damage he takes. The modifier applies *after* dice rolls for determining Knockback. Therefore, a roll resulting in no Knockback will knock the character back as far as his modifier (even though he suffers no damage).

The PER Roll penalty applies to all Sense Groups except the Mental Sense Group; whether it applies to a Sense not assigned to any Sense Group depends on the Special Effects of the Sense and the Shrinking. It applies only when the character specifically tries to be unperceived.

When a character Shrinks, small personal items he's carrying shrink with him (including weapons and Foci); larger objects do not – he immediately “drops” them and they remain their normal size.

One of the main benefits of Shrinking is the ability to get into places or fit into spaces that normal-sized characters cannot. GMs should allow Shrinking characters to use their small size in inventive ways.

SHRINKING TABLE

CP	Height	Mass (KG)	PER Rolls		
			Against	DCV	KB
0	2m	100 kg	0	+0	+0m
6	1.9-1m	99-12.5 kg	-2	+2	+6m
12	.9-.5m	12.4-1.6 kg	-4	+4	+12m
18	.4-.25m	1.5-.2 kg	-6	+6	+18m
24	.24-.125m	.19-.025 kg	-8	+8	+24m
30	.124m - .064m	.024-.0032 kg	-10	+10	+30m
36	.063 - .032m	.0031-.0004 kg	-12	+12	+36m

ADVANTAGES AND ADDERS

Normal Mass (+½ or +1): At the +½ value, allows a character to retain his mass while Shrunk, and he doesn't suffer the Knockback modifier for Shrinking. At the +1 value, the character can choose (from use to use) whether to retain his mass or to use the standard Shrinking rules.

LIMITATIONS

Easily Perceived (-¼): Imposes no penalties on PER Roll attempts to perceive the character.

SKILLS

Type: Special Power
Perceivability: Varies
Duration: Constant
Target: Self Only
Range: Self
Costs END: Varies
Cost: Varies

Characters can purchase Skills as Powers, with Advantages and Limitations. Examples include a universal key that provides *Lockpicking* or a rifle scope that provides *Combat Skill Levels*.

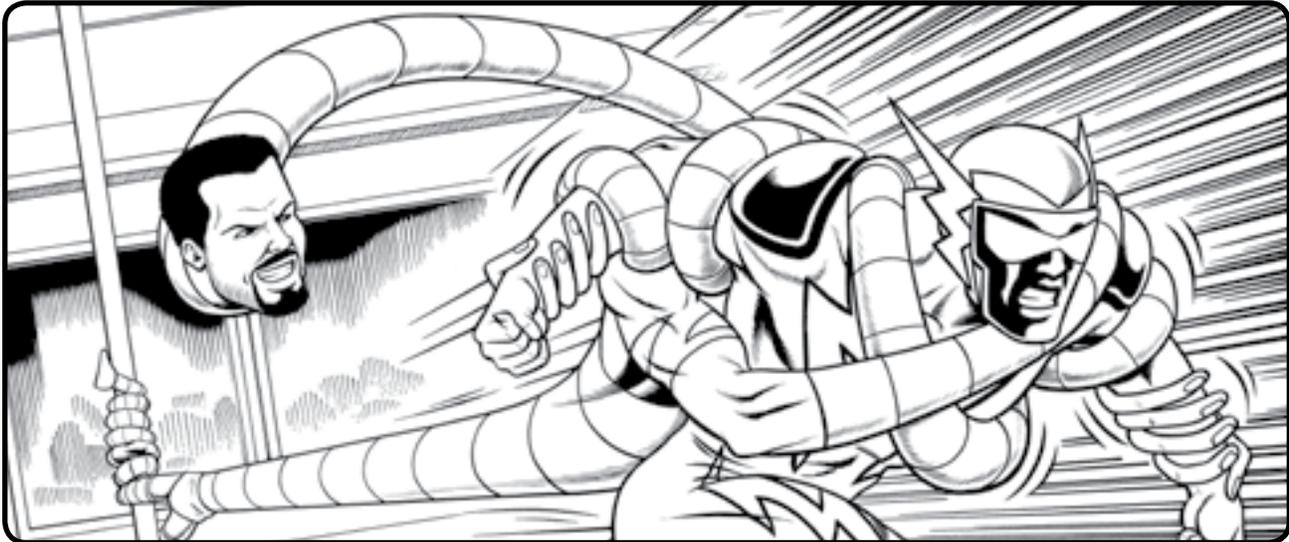
Skills bought as Powers have the same traits those Skills normally have (cost, END use, and so on). Characteristic-Based Skills bought through Foci use 0 for the value of the Characteristic. Background Skills bought through Foci do not receive the benefits of *Skill Enhancers*.

STRETCHING

Type: Body-Affecting Power / Standard Power
Perceivability: Obvious
Duration: Constant
Target: Self Only
Range: Self
Costs END: Yes
Cost: 1 CP per 1m of Stretching; +5 CP to up to double one dimension of the character's body while halving another dimension

Allows a character to stretch his body, increase his Reach to make HTH attacks at a distance, and reach for things that are a long distance away from him. Examples include a fantastic superhero with a malleable body, a weapon with long Reach, or a robot with telescoping arms.

At its base level, Stretching only lets a character make parts of his body longer. For every +5 CP, a character with at least 2m of Stretching can increase one of the dimensions of his body (height, width, or thickness) by up to x2 (or reduce it by half), *but* at the same time, he must alter one of the other dimensions proportionally to compensate – for every doubling, he has to halve something (and vice-versa). For example, a character who pays +15 CP to change dimensions by 8x (or 1/8) could become 8x taller, but



would also have to become 8x narrower, or 8x thinner, or 4x narrower and 2x thinner, or some similar change in proportions acceptable to the GM.

USING STRETCHING

A character's base meters of Stretching assume he maintains full OCV and DCV. If he's willing to be 0 OCV and ½ DCV, he can Stretch twice as far ("Noncombat Stretching," so to speak).

The number of meters a Stretching character purchases represents the total amount of Stretching his body can use at any one time. If he uses all of his Stretching to Stretch one body part, he can't Stretch any others; if he uses half on one part, half remains for other parts; and so on.

A character using Stretching to increase the length of his limbs has a greater than normal Reach – he can make HTH Combat attacks against targets within the reach of his Stretching. His meters of Stretching add to the base 1m Reach he already has. The Reach provided by Stretching does not reduce or otherwise affect the character's Range Modifier for making Ranged attacks.

Assuming a character has enough meters of Stretching, he can use it to reach around walls or obstacles, reach over or around a target to hit him from behind even when standing in front of him, and so forth. Thus, Stretching is inherently *Indirect* (page 107) in some respects. However, a character who wants more *Indirect* effects than this must still pay the normal price for the *Indirect* Advantage.

GRABBING AND MOVING OBJECTS

Typically, a character with Stretching can both Stretch to his full distance and then retract back to his normal "shape" in a single Phase. However, there may be instances where the GM wants the character to remain Stretched, at least until the end of the Segment (for example, when someone could attack an outstretched limb).

A character with Stretching can reach out, Grab a character or object within the range of his Stretching, and pull it to him. This typically requires a Full Phase Action, though it requires only a Half Phase Action if the meters Stretched is less than ¼ of his full Stretching, and the target is unresisting.

OBJECT REACH

Extended Reach from objects, for effects such as spears or whips, includes: *Stretching 1m, Reduced Endurance (0 END; +½); OAF (-1), Always Direct (-¼), No Noncombat Stretching (-¼), Only To Cause Damage (-½). Total Cost: 1 CP.* For ease of use, simply note this as: Reach +1m (1 CP) (or Reach +2m for 2 CP, and so on).

ADVANTAGES AND ADDERS

Doesn't Cross Intervening Space (+¼): The character's Stretching doesn't physically cross the space between him and the target he wants to attack or touch. This Advantage imparts no *Indirect* properties that Stretching doesn't already possess.

Improved Noncombat Stretching (+5 CP): Doubles the range of the character's "Noncombat Stretching" (to 4x for +5 CP, 8x for +10 CP, and so on).

LIMITATIONS

Always Direct (-¼): Causes Stretching to lose its *Indirect* aspects.

Cannot Do Damage (-½): The character cannot punch or otherwise damage targets when engaged in HTH Combat at a distance. He can Grab, but not Squeeze, Slam, or Throw afterward.

Limited Body Parts (-¼): Only allows the character to Stretch certain parts of his body (typically the arms or hands).

No Noncombat Stretching (-¼): Prevents use of Stretching at Noncombat distances.

Only To Cause Damage (-½): Only allows the character to punch or cause damage. He cannot Grab targets, pick up objects, and so on.

Range Modifier Applies (-¼): Using Stretching for HTH Combat at a distance is subject to the Range Modifier.

SUMMON

Type: Standard Power
Perceivability: Obvious
Duration: Instant
Target: N/A
Range: No Range
Costs END: Yes
Cost: 1 CP per 5 CP in the Summoned being; 2x number of Summoned beings for +5 CP

Allows a character to summon a being from another location or plane of existence, or to create certain types of beings or objects. Examples include a sea king summoning fish, a necromancer creating zombies, or a sorcerer conjuring demons.

BUYING AND CREATING SUMMONED BEINGS

The GM should design (or closely monitor the design of) Summoned beings with an eye toward campaign suitability and balance. All Summoned beings should have appropriate Complications.

Summon allows a character to Summon one specific type of creature. For example, a character who Summons a tiger Summons only tigers – not housecats, lions, or bears.

Alternately, a character can define Summon as “creating” inanimate objects defined with CP (such as Vehicles or Bases). This requires the *Amicable* Advantage (see below) at the Slavishly Devoted (+1) level, since he has full control over the object. Also, if he Summons (for example) the same specific Vehicle every time, he must pay for the *Specific Being* Advantage.

USING SUMMON

Using Summon requires a Full Phase. This includes the time to perform the EGO Roll Versus EGO Roll Contest to control the Summoned being (see below). If a character puts Summon in a Power Framework, uses it to Summon a being, and then switches the Framework to another slot, the Summoned being remains normally.

A Summoned being appears in the nearest unoccupied space where it will fit. When it first appears, it’s Stunned and disoriented, and cannot act. It must use its first available Full Phase to recover from being Stunned and reacquire its bearings before it can act.

CONTROLLING SUMMONED BEINGS

A Summoned creature can leave at any time, unless compelled to remain. Summoned beings regard their Summoner neutrally. To exert control over a Summoned being, the Summoner must either somehow persuade it to do what it wants, or defeat it in an EGO Roll Versus EGO Roll Contest. The Summoner’s roll suffers a -1 penalty for every 10 Active Points in the Summon.

If the Summoner wins the contest, the Summoned being must obey him for a number of tasks equal to the Summoner’s EGO/5. After it has performed that many tasks, another EGO Roll

Versus EGO Roll Contest takes place, with the Summoned being receiving +1 to his roll. If the Summoner wins, the Summoned being must perform another EGO/5 tasks, but its next EGO Roll gets a +2 bonus, and so on.

If the Summoned being ever wins an EGO Roll Versus EGO Roll Contest, the Summoner loses control of it permanently. It may flee, attack, return from whence it came, or do whatever else it wishes.

The GM determines what constitutes a “task” for the purposes of Summon. For combat, each Phase of fighting usually equals one task. For mundane service such as manual labor, each day of service normally qualifies as one task.

BANISHING SUMMONED BEINGS

A character typically uses one of three methods to force a Summoned being to return home. He (or another character) can use Dispel, Drain, or Suppress to overcome the Active Points in the Summon power. He can somehow persuade or coerce the being to leave. He can order a being to “leave” or “go home” as its final task.

If using Dispel, Drain, or Suppress, the Power can be targeted at either the Summoned being or the Summoner. In the latter case, only the Summoner’s Power Defense matters. In the former case, use either the Summoner’s or the being’s Power Defense, whichever seems more appropriate given the situation and Special Effects. If using Suppress, once the character doing the Suppressing stops maintaining the effect, the Summoned being automatically re-appears in the same condition as when it “left.”

ADVANTAGES AND ADDERS

Amicable (See Amicable Table): Summons beings who want to help the Summoner and do his bidding, within limits as described in the Amicable Table. The Summoner requires no EGO Roll to control *Amicable* Summoned beings.

Expanded Class (+¼ to +1): Allows a character to Summon beings from a broader group. At the +¼ value, the Summoned being can be from a Very Limited Group (felines, lesser undead); at the +½ value, from a Limited Group (animals, undead); at the +1 value, any type of being. Summoned beings

AMICABLE TABLE

Advantage	Number of Tasks	Description
+¼	EGO/4 tasks	Friendly; similar to a Moderate Psychological Complication
+½	EGO/3 tasks	Loyal; similar to a Strong Psychological Complication
+¾	EGO/2 tasks	Devoted; similar to a Total Psychological Complication
+1	EGO/1 tasks	Slavishly Devoted; obeys any order without question or complaint
Modifier	Number of Tasks	Comments
+¼	2x as many tasks	May be taken more than once

Character Creation

must still fit within the CP limits of the Summon power (the ability to Summon a 200-CP undead from the “any undead” category doesn’t allow the Summoner to Summon a 300-CP vampire). If the Summoner can Summon more than one being at a time, the beings Summoned can be of different types within their Expanded Class.

Specific Being (+1):  Allows a character to Summon a specific individual, whether that individual is defined generically (the leader of the Champions) or by name (Defender). Summoning a specific individual requires knowledge of the individual’s precise location, or that the individual be deceased. A Summoned specific being appears in his current condition at the time of the Summoning. If the specific being is killed, the character permanently loses the CP spent on the ability to Summon him.

Weak-Willed (+¼ or +½): Summons beings with little will to resist the Summoner. At the +¼ value, the Summoned being receives a -2 to all of its EGO Rolls; at the +½ value, it receives -4.

LIMITATIONS

Antagonistic (-¼, -½, or -¾): The opposite of *Amicable*, this Limitation causes Summon to bring creatures who are unfriendly to the Summoner. The Summoner is considered to have failed the EGO Roll contest, and must use force, bribery, or other means to get the Summoned being to obey. At the -¼ value, the Summoned being is Annoyed (similar to a Moderate Psychological Complication); at the -½ value, it’s Hostile (similar to a Strong Psychological Complication) and it may attack the Summoner; at the -¾ value, it’s Violent (similar to a Total Psychological Complication) and will almost certainly attack the Summoner.

Arrives Under Own Power (-½): Summon with this Limitation doesn’t immediately bring the Summoned being to the Summoner; instead, the Summoned being is irresistibly “called” to the Summoner at the location where Summon was used, and it must proceed there at once at reasonable speed under its own power.

Fewer Tasks (-¼ or more): Reduces the number of tasks a Summon being is required to perform. At the -¼ value, the being only performs EGO/8 tasks when it loses an EGO Roll Versus EGO Roll Contest; at the -½ value, EGO/10 tasks; and so forth.

Strong-Willed (-¼ or -½): Summons beings with extra will to resist the Summoner. At the -¼ value, the Summoned being receives +2 to all of its EGO Rolls; at the -½ value, it receives +4. A character cannot take this Limitation on a Summon that brings *Amicable* beings.

Summoned Being Must Inhabit Locale (-½): Often combined with *Arrives Under Own Power*, Summon with this Limitation only works if the Summoned being naturally inhabits the area where Summon is used.

SWIMMING

Type: Movement Power
Perceivability: Inobvious
Duration: Constant
Target: Self Only
Range: Self
Costs END: Yes
Cost: 1 CP per +2m of Swimming

Increases a character’s swimming speed beyond the 4m all characters start with. Examples include champion swimmers, personal watercraft, and aquatic animals. See *Movement* (page 131) for more information on using Swimming, including Noncombat movement.

ADVANTAGES AND ADDERS

If a character wants to apply any Advantages to purchased Swimming, and also wants them to affect the meters of Swimming he receives for free, he must apply those Advantages to the cost of the whole Power *including the free CP*.

LIMITATIONS

Surface Only (-1): Only allows movement along the surface of the water, not beneath it.

SWINGING

Type: Movement Power
Perceivability: Inobvious
Duration: Constant
Target: Self Only
Range: Self
Costs END: Yes
Cost: 1 CP per 2m of Swinging

Allows a character to move by swinging great distances from a line (assuming he has an appropriate tall structure or object to attach his swingline to) and to move upwards by climbing or pulling himself up a swingline. Examples include arachnid-based superheroes who create webs to swing from, and jungle characters who swing through the trees from vine to vine. See *Movement* (page 131) for more information on using Swinging, including Noncombat movement.

Swinging indicates how many meters the character can Swing per Phase, not per Swing. For example, a character with Swinging 15m could (assuming a long enough swingline and a high enough attach point) swing over a 60m chasm – it would just take him 4 Phases to do it. Multi-Phase Swings prevent the character from taking other Actions until the Swing is complete.

Since Swinging requires tall structures or similar objects to anchor swinglines, using Swinging in an environment without such things (like a desert or an ocean) may be impossible.

TAKES NO STUN 

Type:	Automaton Power
Perceivability:	Imperceptible
Duration:	Persistent
Target:	Self Only
Range:	Self
Costs END:	No
Cost:	45 or 60 CP (see text)

Allows an Automaton to ignore the STUN damage from any attack; it cannot be Stunned or Knocked Out. This is the most important Automaton power, used to create any mindless being that continues to fight until it's completely destroyed. Examples include zombies, skeletons, or robots.

For an Automaton that Takes No Stun, STUN is a *Dormant Characteristic* (page 11). Takes No Stun reduces an Automaton's base PD and ED to 1, and triples the Base Cost of all additional defenses and Defense Powers (including DCV and DMCV).

At the 45 CP level of Takes No Stun, an Automaton who suffers BODY damage loses one Power, 10 STR, 1 SPD, or 1 normal Sense (what is lost can be chosen or randomly-determined by the GM). At the 60 CP level, the Automaton suffers no such loss of abilities along with the BODY damage; it's completely unaffected by attacks until it's destroyed. An Automaton with either level of this Power stops functioning when at 0 BODY or below, and is completely destroyed when its negative BODY total equals its normal BODY.

TELEKINESIS

Type:	Attack Power / Standard Power
Perceivability:	Obvious
Duration:	Constant
Target:	Target's DCV
Range:	Standard Range
Costs END:	Yes
Cost:	3 CP per 2 points of Telekinetic STR

Allows a character to manipulate objects at a distance. Examples include psychokinesis (manipulating objects with the mind), gravitic or magnetic control powers, or magic spells for moving objects around. Characters must buy at least 2 points of Telekinetic STR.

USING TELEKINESIS

After a successful Attack Roll, a character can use Telekinetic STR in most ways he could use normal STR. For example, it can pick things up, Grab characters, "squeeze" something, throw things, or "punch" an opponent.

MOVING AND MANIPULATING OBJECTS

Telekinesis (TK) can throw an object the same distance a character with that STR could throw the object with a Running Throw, or move it (without letting go of it) the same distance per Phase. There's no action/reaction with Telekinesis, so a character cannot pick himself up with TK or grab a flying character and be dragged along.

Telekinesis is inherently *Indirect* in some respects.

Although it always originates with the character, it can "touch" or pick up objects from any direction (not just the side facing

the character), can move objects in any direction, and so forth. It can work through a window or a Barrier without have to break the intervening obstacle.

Telekinesis is inherently clumsy. The character can't, for example, hit a single key on a keyboard, pick a lock, or do precision tasks that require a DEX Roll.

TELEKINESIS IN COMBAT

A Telekinetic Grab works just like a normal Grab, except that after successfully Grabbing a target, the attacker's DCV is not reduced, nor is his OCV to attack other characters. A character with TK can use it to Grab and Move a character, performing the Move as a "free" action immediately after the Grab, in the same manner as the usual Squeeze, Slam, or Throw.

TK can Grab multiple people in successive Phases – one person the first Phase, a second person the next Phase, and so on. Of course, the character must pay END for each separate use of Telekinesis.

A character cannot Grab or "punch" something with Telekinesis beyond his Line Of Sight. However, once he Grabs an object he can continue to hold on to it, squeeze it, manipulate it, and so on, even if it passes out of his LOS.

A character cannot use Combat Maneuvers with Telekinesis, except for Grab, "punch" (Strike), Haymaker, and Multiple Attack. He can use TK to wield weapons, subject to the normal rules for weapon use. Telekinetic STR adds to weapon damage in the same manner as personal STR.

TK WITH MANEUVERS

GMs may wish to allow characters to use TK with Maneuvers they've paid CP for. For these purposes, characters may buy Standard and Optional Combat Maneuvers for 3 CP each, or Martial Maneuvers at their normal costs. Standard OCV and DCV modifiers apply, as do other elements (so using a Maneuver that states "You Fall" causes the Telekinetic to fall down).

PSYCHOKINESIS

Psychokinesis is Telekinesis as a sort of Mental Power. It's bought with the Advantages *Alternate Combat Value* (OMCV against DCV; +0) and *Line Of Sight*. Other than that, it works the same as ordinary Telekinesis. Depending on the Special Effects, characters might also wish to add the Advantage *Works Against EGO, Not STR* (+¼) and/or the Limitation *Mental Defense Adds To EGO* (-½).

ADVANTAGES AND ADDERS

Fine Manipulation (+10 CP): Allows TK to do fine work, like pressing a single key on a keyboard, on a successful roll of 9 + (Active Points in Telekinesis/5) or less, with a Range Modifier.

LIMITATIONS

Affects Whole Object (-¼): Requires Telekinesis to affect all parts of a target at once. So it cannot squeeze or punch, but can still Grab.

Only Works On [Limited Types Of Objects] (-½ or -1): At the -½ value, the TK only works on a Limited Group of objects such as earth/stone or ferrous objects; at the -1 value; it only affects a Very Limited Group, such as granite or raw iron.

TELEPATHY

Type: Mental Power
Perceivability: Imperceptible
Duration: Instant
Target: Target's DMCV
Range: Line Of Sight
Costs END: Yes
Cost: 5 CP per 1d6 of Telepathy

Allows a character to read or send thoughts. Examples include classic mind-reading and ESP abilities. See *Mental Powers* (page 48) for more information on using Telepathy.

USING TELEPATHY

After a successful MCV Attack Roll, the character declares the desired Telepathy level. The character then rolls the Effect Roll and subtracts the target's Mental Defense (if any). If the result is not sufficient to reach the desired level, the attack has no effect. If the result is high enough to achieve the desired effect, the character establishes mental contact with the victim's mind. Each Phase thereafter, the character may search for one fact, or get the answer to one question, until the victim succeeds with a *Breakout Roll* (page 48). Throughout this process, from the initial MCV Attack Roll through a successful Breakout Roll, the victim is aware that someone is attacking him with Telepathy.

Except for simple communication on the Surface Thoughts level, Telepathy does not "write" information to the target's mind; the Telepath cannot implant, alter, or remove thoughts or memories. A telepath may communicate and read from mind to mind regardless of whether he knows a language in common with the target; Telepathy doesn't depend on language.

Sleeping targets' Surface Thoughts are whatever they're currently dreaming; they have no other Surface Thoughts or any Deep, Hidden Thoughts. Unconscious targets have only Memories and Subconscious thoughts.

Characters can use Mental Powers to attack via Telepathic contact. This works just like attacks made through a Mind Link (page 78), except that they do require MCV Attack Rolls.

Information gained from Telepathy is generally truthful (at least, the truth as the target believes it to be). The target can use an Acting Roll Vs. EGO Roll Contest to try to lie to the telepath on the Surface Thoughts level, but not on deeper levels of Telepathy.

LIMITATIONS

Broadcast Only (-½): Only allows the telepath to send thoughts.

Communication Only (-¼): Only allows the telepath to send thoughts, and to receive surface thoughts willingly sent to him.

Empathy (-½ or -1): Only allows the telepath to read emotions. At the -½ value, the Telepathy works on any emotion; at the -1 value, it only works on one emotion (chosen at purchase).

Feedback (-1 or -2): Damage done to any person in Telepathic contact also affects the telepath. At the -1 value, Feedback channels STUN damage only; at the -2 value, it channels STUN and BODY damage. Feedback damage is always Normal Damage, and applies to the character's Mental Defense. This effect extends to any loss of STUN or BODY, no matter what the source, but doesn't extend to non-damage-related effects like Mind Control, or to beneficial abilities like Healing.

Language Barrier (-½): Requires a language in common in order to communicate with the target, or read effectively from his mind.

Receive Only (-½): Only allows the telepath to read thoughts.

Surface Thoughts Only (-¼): Only allows the telepath to read and communicate thoughts at the Surface Thoughts level. Cannot be combined with *Communication Only*.

TELEPATHY EFFECTS TABLE

Effect Roll minus Mental Defense is:	The telepath can read...
Greater than target's EGO	Surface Thoughts: current thoughts; current sensory impressions; active emotions; extremely important personal facts such as his name, his spouse, and facts central to his vision of himself (the telepath can also communicate his surface thoughts to the target).
EGO + 10	Deep, Hidden Thoughts: thoughts in the target's head but not on the "surface" of his mind; most Psychological Complications; greatest fears and desires; secrets the target knows; the target's birthday.
EGO + 20	Memories: sensory impressions, data, and feelings "recorded" in the target's memory, retrieved as the target recalls them to be (so the level of detail and accuracy may vary wildly from character to character).
EGO + 30	The Subconscious: sensory impressions, data, and feelings "recorded" in the target's memory, retrieved as the target experienced them at the time they happened, regardless of how the target recalls them now; repressed or forgotten memories; a multiple personality's alternate personalities.

TELEPORTATION

Type:	Movement Power
Perceivability:	Inobvious
Duration:	Instant
Target:	Self Only
Range:	Self
Costs END:	Yes
Cost:	1 CP per 1m of Teleportation

Allows a character to move from one point to another without physically traveling through the space in between the two points (typically the character “disappears” at the origin point and “reappears” at the destination point). Examples include instantaneous travel by “folding” space and stepping through, or converting a character into energy, beaming it somewhere, and reassembling it on the other end. See *Movement* (page 131) for more information on using Teleportation, including Noncombat movement and Teleporting into solid objects.

USING TELEPORTATION

Normally, a character can only Teleport himself (regardless of his weight) and his clothing and personal effects such as Foci (though he may choose to leave such items behind if desired). Teleporting additional mass, including willing characters, requires *Increased Mass*. Teleporting unwilling characters, or Teleporting characters or objects without Teleporting himself, requires the *Usable As Attack* Advantage (for these purposes, an unconscious or sleeping person is unwilling to be Teleported).

A character can Teleport to any location he can perceive with a Targeting Sense, as long as it's within the number of meters he can Teleport. If a Teleporter cannot perceive his desired destination with a Targeting Sense, he must attempt an Attack Roll at -5 OCV (plus any Range Modifier penalties), against DCV 3 (the GM may wish to reduce the OCV penalty if the Teleporter can perceive the destination with a Nontargeting Sense). If the Attack Roll succeeds, he reaches his destination normally; if it fails, he ends up “off-target” by 2m in a random direction for every 1 point the roll failed by. This may result in his Teleporting into a solid object, which can have dangerous consequences (see page 132). Any PER Rolls and Attack Rolls needed for these purposes are part of the overall Teleportation; they don't require any extra time or Actions.

Noncombat Teleportation (including any Teleportation with the *MegaScale* Advantage) takes one extra Phase, regardless of how far the character Teleports. The character remains at his “starting point” for the extra Phase, at 0 OCV and ½ DCV, and can do nothing else during this time. Then he appears at his destination, remaining at 0 OCV and ½ DCV until he gets his next Phase after Teleporting.

VELOCITY AND FACING

A character cannot remove or change his velocity by Teleporting – if he's moving at 60m per Segment when he Teleports (for example, if he's Falling, or he's in a moving vehicle), he continues to move at 60m per Segment when he completes his Teleport. Similarly, adding velocity when Teleporting can be dangerous (such as Teleporting from a stationary position into a moving vehicle). Suddenly adding velocity by Teleporting into

a moving vehicle or object in this way causes STUN damage as if the character had performed a 0 STR Move Through at the vehicle or object's velocity, and done no Knockback.

A character also cannot change the direction he faces by Teleporting, nor move from a prone to standing position. His facing and body positioning at the end of his Teleport are the same as they were at the beginning.

TELEPORTATION AND COMBAT

A Grabbed or Entangled character may use Teleportation to escape. Characters cannot use Teleportation to perform Move Throughs or Move Bys. Teleporting is not, in and of itself, a “defensive action” a character can Abort to, but it can be used as the means of moving the character for a Dive For Cover (which the character *can* Abort to).

FIXED LOCATIONS AND FLOATING FIXED LOCATIONS

Fixed Locations and *Floating Fixed Locations* are destinations a Teleporter can travel to safely (provided they're within range of his Teleportation), even if he can't perceive them with a Targeting Sense. A Fixed Location is defined at purchase and cannot be changed thereafter; a Floating Fixed Location can be changed by studying the new location for 1 Turn.

Each Fixed Location costs 1 CP; each Floating Fixed Location costs 5 CP. These Locations are purchased separately from Teleportation, and they cannot be placed in Power Frameworks (*i.e.*, they're Special Powers). When a character Teleports to either type of Location, its Active Points add to Teleportation's Active Points for determining the Teleport's END cost.

Fixed Locations and Floating Fixed Locations don't have to be immovable. For example, a Location could be a particular airline seat, or a spot 4m behind the Teleporter. However, they cannot be relative to characters other than the Teleporter unless he's paid CP for that character in some way. For example, a Location could be “2m to the left of my Follower,” but not “4m behind my arch-enemy,” or “4m behind the nearest police officer,” or the like.

If a character tries to Teleport to a Location that's out of his range, his Teleport fails to work (but still costs END) and he uses a Full Phase in the attempt.

GATES

Gates are fixed “teleportation fields” that Teleport anything that can fit in them and doesn't exceed their weight limit. To build a Gate power, the character buys Teleportation with the Advantages *Area Of Effect (Radius)* of at least 2m (more for Gates that can accommodate larger objects), *Usable On Others*, and *Constant*, plus the *Limitation Gate* (below). Most Gates also include *Increased Noncombat Movement* or *MegaScale*, and *Increased Mass*.

Creating a Gate takes one extra Phase if it allows travel at Noncombat or MegaScaled distances, a Full Phase Action if it allows travel at more than half its meters of Teleportation, or a Half Phase Action if it allows travel at half its meters of Teleportation or fewer.

ADVANTAGES AND ADDERS

No Relative Velocity (+10 CP): Compensates for relative velocity, allowing (for example) a character to Teleport out of a car moving at 65 MPH and appear at his destination moving 0 MPH, or to Teleport into a car moving at 65 MPH without suffering any damage.

Safe Aquatic Teleport (+5 CP): Treats liquids as if they were air instead of solids for purposes of Teleporting.

LIMITATIONS

Can Only Teleport To Fixed Locations (-½ or -1): Only allows Teleportation to Locations. At the -½ value, destinations must be Fixed Locations or Floating Fixed Locations; at the -1 value, destinations can only be Fixed Locations.

Must Pass Through Intervening Space (-¼): Requires the character to actually pass through the intervening space physically. Characters cannot use Teleportation with this Limitation to escape from Entangles.

TRANSFORM

Type: Attack Power / Standard Power
Perceivability: Obvious
Duration: Instant
Target: Target's DCV
Range: Standard Range
Costs END: Yes
Cost: See Transform Table

Allows a character to change a target into something else, or impose a lasting change on it. Examples include atomic rearrangement superpowers that can transmute elements, spells that turn handsome princes into hideous toads, attacks that inflict permanent blindness, or altering a character's personality and memories with brainwashing or telepathic meddling.

TRANSFORM TABLE

Cost Per 1d6	Degree of Difference Between Original and Result
3	<i>Cosmetic:</i> Can change only the target's appearance, not its function or nature.
5	<i>Minor:</i> Can change the target's appearance and work minor changes on its function, but cannot change its nature
10	<i>Major:</i> Can change the target's appearance, work major changes on its function, and make minor changes to its nature; can create objects
15	<i>Severe:</i> Can completely and fundamentally alter the target's appearance, function, and nature

BUYING TRANSFORM

When buying Transform, a character must specify one result (*i.e.*, what he can Transform targets into). Thus, he might be able to turn "targets into toads" but not "targets into cats." The Advantage *Improved Results Group* (see below) broadens the scope of what he can Transform targets into.

The basic target of any Transform is "anything." Thus, he can turn anything into a toad (though changing an unliving thing into a toad results in a dead toad; see below). If he wants to restrict the target, such as only changing handsome princes into toads, he may take the *Limited Target* Limitation (see below).

The cost of Transform depends on the degree of difference between the target's original state and the result, as described in the Transform Table:

USING TRANSFORM

For purposes of Transforming characters, think of "function" as meaning things the target can do, and "nature" as meaning things the target is. Generally speaking, most Powers, Skills, Talents, Senses, and "active" Characteristics (such as STR, DEX, CVs, and SPD) represent "function," while most other Characteristics (like CON, INT, EGO, PRE, and BODY), Complications, and *Inherent* Powers represent "nature."

After a successful Attack Roll, the character subtracts the target's Power Defense (if any) from his Effect Roll. If the remaining total equals or exceeds twice the target's starting BODY, the target is Transformed.

If the total is less than twice the target's starting BODY it has no game effect, though slight sensory effects of the incomplete Transformation attempt will alert the target to what's going on (for example, trying but failing to turn a prince into a toad may leave his skin with a greenish tinge). The target must keep track of the "damage" he's taken from that Transform. If he's attacked with it again later, the Transformation takes place when the accumulated "damage" from that Transform equals twice his starting BODY.

BODY, MIND, AND SPIRIT

For purposes of Transform, all living targets possess three traits: Body, Mind, and Spirit. Body is the target's physical body or substance. Mind is the target's sentience, intellect, self-awareness, and the knowledge he possesses. Spirit is the target's soul, spiritual qualities, and personality. (Unliving, inanimate objects possess only the Body trait.)

A single Transform can only affect one of these three traits, so affecting more than one requires multiple Transform powers (either Linked or used in succession). Most Transforms work solely against Body (and any instance of Transform not specified as a Mental Transform or a Spirit Transform should be assumed to be a Body Transform).

Transform cannot deprive a target of life, nor grant an unliving thing life. Even if a living target is Transformed into something that seems "dead" (such as a stone statue), he's just trapped in that form, alive in "stasis," and doesn't die as long as the Transform is in effect and he remains intact. Likewise, Transforming a chair into a frog just results in a dead frog.

TRANSFORMING THE MIND

Transforming the Mind trait is called a *Mental Transform*. It requires two Advantages: *Attack Against Alternate Defense* (Mental Defense instead of Power Defense; +0) and *Works Against EGO, Not BODY* (usually +¼; see page 121). They usually (but are not required to) also take *Limited Target* and *Alternate Combat Value* (OMCV/DMCV instead of OCV/DCV). Mental Transforms are typically used for altering memories, mental Characteristics, or Psychological Complications. They're most often Severe Transforms because they're usually changing nature rather than appearance or function, but it depends on the importance and specifics of what's added, changed or removed).

TRANSFORMING THE SPIRIT

Transforming the Spirit trait is called a *Spirit Transform*. It doesn't necessarily require any particular Advantages, though GMs may want it to have *Attack Against Alternate Defense* (Mental Defense instead of Power Defense; +0) or a variant of *Works Against EGO, Not BODY* that uses PRE instead of EGO.

Spirit Transforms are almost always Severe Transforms, because they're almost always changing nature rather than appearance or function. For example, changing a man into a demon not only requires changing his physical form, it requires changing his soul.

CREATING OBJECTS

A character can use Major Transform to create objects out of nothingness, carefully regulated by the GM. The amount created should be set by the GM, roughly based on the Effect Roll. Generally, characters create simple and mundane items this way. More complex, advanced, or valuable items might require Skills or special knowledge, if the GM allows them at all. For example, creating a television might require *Electronics*; creating believable money might require *Forgery*; creating a copy of DaVinci's *Mona Lisa* might require both *Forgery* and an appropriate Knowledge Skill (or the original painting to refer to); and so on.

As a rule of thumb for short-term or one-time occurrences, using Transform to create valuable items (such as gold, gems, or artwork) results in about \$1,000 value per BODY Transformed. For longer-term situations, and in keeping with the Core Concept of *You Get What You Pay For* (page 7), a better approach may be for the character to buy the *Wealth Perk* (and his ability to create valuable items with Transform is simply the Special Effect of where his Wealth comes from).

ADDING OR REMOVING ABILITIES

A Transform can take away or alter a target's Skills, Powers, Complications and/or other abilities, or grant a target Skills, Powers, Complications and/or other abilities it doesn't have. The GM should regulate this aspect of Transform carefully as well.

When granting abilities with Transform, (CP Granted)/5 is added to the target's BODY when attempting the Transform. For example, giving a target 60 CP worth of abilities adds 12 BODY to the total needed for the Transform to take effect. Transforms cannot grant a Skill to a target unless the character using the Transform knows that Skill himself, and cannot grant the Skill at a higher level than he knows it.

HEALING FROM TRANSFORM

When a character buys Transform, he must define a way for the target to regain its normal form. This is generally done in one of two ways: healing back normally, or via an all-or-nothing method.

If the Transform heals back normally, the Transform effect reverses itself when the target heals back all of the Transform BODY (at the same rate he would heal BODY damage suffered from an injury). Attempted Transforms stopped before complete Transformation occurs also "wear off" at this rate. Powers such as *Healing* and *Regeneration* can help the target heal faster. For inanimate objects, the GM may assign a REC value for this purpose based on the nature of the object, or use the default character REC of 4.

If the Transform has an all-or-nothing recovery method, the character defines some identifiable condition or treatment that, when met, reverses the Transform effect. The classic example is the princess's kiss that restores the frog to princely form.

TRANSFORM AND OTHER POWERS

Transform is a great tool for effects other Powers don't handle, but it shouldn't take their place on effects they *do* handle. Don't Transform yourself; take Multiform or Shape Shift. Don't try to Transform things into living beings; Summon them. Don't create swords that fall on targets; buy RKA. And so on.

ADVANTAGES AND ADDERS

Improved Results Group (+¼ or +1): Allows a Transform to have more than one possible result. At the +¼ value, it can have a Limited Group of results (animals, foods, household appliances); at the +1 value, it can have any result (the target can be changed into anything, subject to the general rules of Transform).

Partial Transform (+½): Allows Transform to have gradual game effects before becoming fully effective. A Minor Transform inflicts Cosmetic Transform effect when it reaches one-half the full BODY needed. A Major Transform inflicts Cosmetic Transform effect upon reaching one-third BODY, and Minor Transform effect when it reaches two-thirds BODY. A Severe Transform inflicts Cosmetic effect at one-fourth BODY, Minor at one-half, and Major at three-fourths.

Variable Healing Method (+¼): Allows a character to define a different healing method each time he uses his Transform.

LIMITATIONS

All Or Nothing (-½): Removes Transform's cumulative effect – it must completely Transform the target with one attack, and doesn't add to previous "damage" with later uses.

Limited Target (-¼, -½, or -1): Restricts the possible targets of a Transform. At the -¼ value, a Transform can be used on a Slightly Limited group of targets (e.g., sentient beings, animals); at the -½ value, a Limited group (e.g., humans, cats); at the -1 level a Very Limited group (e.g., princes, tigers).

Rapid Healing (-¼ or more): Causes the Transform effect to “heal back normally” faster than usual. Each step up the Time Chart adds a -¼ Limitation (-¼ for REC per Week, -½ for REC per Day, -¾ for REC per 6 Hours, and so on).

TUNNELING

Type: Movement Power
Perceivability: Inobvious
Duration: Constant
Target: Self Only
Range: Self
Costs END: Yes
Cost: 3 CP to Tunnel 1m through 1 PD materials; +1 CP per +1m velocity; +2 CP per +1 PD character can Tunnel through

Allows a character to move through the ground or other substances by creating a tunnel roughly his own size. Examples include the power to burrow through the ground rapidly, a super-strong character’s ability to tear through a wall effortlessly, or a mole-man’s drilling machine. See *Movement* (page 131) for more information on using Tunneling, including Noncombat movement.

Tunneling speed (its meters of Movement per Phase) and penetrability (the PD it can tunnel through) are bought up separately. It’s possible for a character to move faster with Tunneling than he does with any other Movement Power.

When a character uses Tunneling, he leaves the tunnel open behind him and it remains in existence normally. He doesn’t need Life Support to Tunnel (he’s assumed to keep an air pocket around him), but he can’t perceive in front of him unless he has special Senses allowing him to perceive through the substance he’s Tunneling through.

A character can Tunnel through Barriers, and (depending on Special Effects) can often Tunnel through Entangles from the outside. However, a Tunneling character trapped by an Entangle cannot use his own Tunneling to escape it. Tunneling cannot be used on living characters to inflict damage, even if their skin is made of stone, metal, or the like.

ADVANTAGES AND ADDERS

Fill In (+10 CP): Enables (but does not require) a character to fill in his tunnels as he Tunnels (doing so takes no extra Actions or time). He may choose to permit others to follow him and use the tunnel as well, closing it behind them instead of himself.

Limited Medium (-½ or -1): Only allows Tunneling through certain substances. At the -½ value, it only works on a Limited medium (e.g., soil and rock only; walls only); at the -1 value, it only works on a Very Limited medium (e.g., stone walls only).

POWER MODIFIERS

There are three kinds of Power Modifiers characters can take to customize how Powers work: Adders, Advantages, and Limitations. Although called “Power” Modifiers, and although they apply most commonly to Powers, they can apply to other game elements as appropriate.

Adders and Advantages make Powers more useful, effective, or flexible, and they increase the Active Point cost. Adders increase cost by adding directly to the Base Points, while Advantages multiply the points. Limitations make Powers less useful, effective, or flexible, and they decrease the Real Cost (by dividing the Active Points).

In the descriptions that follow, an item with a value listed as “+X CP” is an Adder (such as *Alterable Size* or *Improved Noncombat Movement*); an item listed as “+X” is an Advantage (such as *Affects Desolidified* or *Does BODY*); an item listed as “-X” is a Limitation (such as *Ablative* or *Extra Time*). Some Modifiers can be either an Advantage or a Limitation, depending on their exact configuration; for example, *Attack Versus Alternate Defense* is an Advantage if the new defense is less common than the original defense, but a Limitation if it’s more common.

CALCULATING COSTS

Although Advantages and Limitations are listed with a plus sign and a minus sign respectively, that’s just to make them easier to tell apart. You don’t add the Advantages and subtract the Limitations to get a total. Apply the total Adders and Advantages, and the total Limitations, to the cost of the Power separately as shown below.

You calculate the Active Point cost of a Power with Adders and/or Advantages as follows:

Active Points = (Base Points + cost of any Adders) x (1 + total value of all Advantages)

Example: *Defender’s Jet-Boots provide Flight 40m (a Base Cost of 40). If he bought the Adder “Improved Noncombat Movement (16x; +15 CP),” that would make the Active Cost = 55 (40 +15). If he instead applied the Advantage “Reduced Endurance (½ END; +¼),” that would make the Active Cost = 50 (40 x (1 + ¼)). If he included both Improved Noncombat Movement (16x; +15 CP) **and** Reduced Endurance (½ END; +¼), that would make the Active Cost = 69 ((40+15) x (1 + ¼)).*

Obviously, for a Power with no Adders or Advantages, this means the Active Points equal the Base Points.

You calculate the Real Cost of a Power with Limitations as follows:

Real Cost = Active Cost / (1 + total value of all Limitations)

Example: *Defender’s Jet-Boots are part of his powered armor. So if he bought Improved Noncombat Movement and Reduced Endurance as described above, and applied the Limitation “OIF (Powered Armor; -½),” that would make the Real Cost = 46 (69 / (1 + ½)).*

Obviously, for a Power with no Limitations, this means the Real Points equal the Active Points. (And for a Power with no Power Modifiers of any kind, the Base Points, Active Points, and Real Points are all identical.)

PARTIALLY-MODIFIED POWERS

A character can put a Modifier on only *part* of a power, by applying the Advantage or Limitation to only part of the power. For example, a character could have a Blast where only some of the dice have *Reduced Endurance*, or where only some of the dice come from a *Focus*. Component parts of a Partially-Advantaged or Partially-Limited power cannot be *Linked*.

A character can voluntarily accept less than the full effect granted by an Advantage if desired (defined at purchase, though this doesn't reduce the value of the Advantage). For example, a character could have a Blast where *Increased Maximum Range* only increases the range by $x1\frac{1}{2}$ instead of the standard $x2$.

USING POWER MODIFIERS

Advantages are mandatory; a character must always use a Power's Advantages at full strength whenever he uses that Power. For example, a Blast 10d6, Area Of Effect (10m Radius) must affect a 10m Radius; it cannot be used single-target or in a lesser radius.

Common-sense exceptions to this general rule should apply as appropriate. For example, a throwable HTH Combat weapon built with *Range Based On STR* needn't *always* be thrown; *Flight Usable As Swimming* doesn't *always* have to be used underwater; and so on.

Adders, on the other hand, are *not* mandatory unless the Power is *Always On*. For example, a character whose Teleportation has *Increased Mass* doesn't always have to carry that much weight when teleporting.

Limitations are mandatory. If a Limitation affects a character, that means the power involved doesn't work at all. For example, if a power requires *Gestures*, the power won't work at all if the character can't make the gestures.

A very simple universal rule governs all Limitations:

A Limitation which doesn't limit the character isn't worth any bonus!

A Limitation has to actually restrict, hinder, or otherwise cause problems for a character, or it's not legitimate. For example, a character could not take the Limitation *Only Restores To Starting Values* on a Positive Adjustment Power that has also has the Advantage *Variable Effect*, defined as "all Characteristics currently below their starting values." Similarly, a character could not take a *Limited Power* Limitation "Does Not Work Against Magic" in a game world where magic does not exist.

Many Limitations' values depend on the how often they affect the character or come into play (the more frequently they factor into the campaign, the more they're worth). If the frequency of a Limitation differs in a particular campaign from the default assumptions listed here, the GM should adjust the value accordingly.

INDEPENDENT ADVANTAGES

An Independent Advantage is not attached to a specific Power. Examples include a character so good at shooting guns that he can fire any gun very rapidly (*Autofire*) or a "spearhand punch" allowing a character to apply *Armor-Piercing* to his STR when he wants to. (A character could also have an Independent Adder; the same rules apply.)

Independent Advantages are considered distinct Powers, they may have other Advantages or Limitations applied to them, they don't have to be used when using the base power (unlike a regular Advantage), and they're treated as Special Powers. Independent Advantages typically have the same attributes as the base Power to which they're applied (Target, Range, and so on) with the exception of Duration and END Cost.

The Duration of an Independent Advantage is Instant (even if the base Power is Constant, Persistent, or Inherent). It typically costs END at the standard rate (even if the base Power doesn't), though this doesn't apply to *Reduced Endurance* as an Independent Advantage, nor to Independent Advantages on Characteristics that don't cost END. Characters can purchase appropriate Advantages to change an Independent Advantage's Duration or END Cost.

GROUP INDEPENDENT ADVANTAGES

These apply to any one of a group of powers (like the example above of *Autofire* that can apply to any gun power). The character defines the maximum Active Points the Advantage can apply to, "applies" the Independent Advantage to the defined Active Point total, then subtracts the defined Active Point total to determine the Independent Advantage's cost.

Example: *Kinetik wants to have the ability to apply Autofire to any projectile weapon, to represent his ability to fire at superspeed. He defines his "Superspeed Shot" ability with an Independent Advantage: Autofire (3 shots; +¼) for any non-Autofire projectile weapon of up to 60 Active Points. This costs him 15 CP: ((60 x (1 + ¼)) - 60). He can apply this ability to any appropriate weapon that's built on 60 Active Points or less, regardless of how those 60 Active Points are derived.*

SINGLE-POWER INDEPENDENT ADVANTAGES

These apply to a specific Power (like the *Armor-Piercing STR* example above), even though they're not attached to it like a normal Advantage. To find the cost of the Independent Advantage, calculate the cost of the base power both with and without the Advantage (including any other Adders, Advantages, and Limitations that power has), and subtract the latter from the former. The result becomes the Base Cost of the Independent Advantage, and includes the effects of any applicable Advantages and Limitations (though they don't change the cost).

Example: *Kinetik wants his Protective Aura power to resist Armor-Piercing attacks when he puts effort into moving even faster, so he buys Hardened (+¼) as an Independent Advantage. The power with Hardened added would cost 30 CP. 30 - 24 = 6, so the Independent Advantage has a Base Cost of 6 CP. The "Only When Moving" Limitation automatically applies to the Independent Advantage, and doesn't reduce the cost. Now Kinetik can apply separate Advantages or Limitations (like *Increased Endurance Cost*) to the Independent Advantage's Base Cost of 6 CP.*

POWER MODIFIER DESCRIPTIONS

Many Modifiers are only applicable to certain kinds of powers; for example, *Reduced Endurance* would be meaningless on a power that didn't cost END to use by default. The "Applies To" heading indicates the intended powers for each Modifier. "No restriction" means the Modifier could apply to many different kinds of powers, but as always, the GM makes the determination for his campaign.

ABLATIVE

Applies To: Defense Powers
Value: -½ or -1

Changes a defense so that as the character takes damage, it acquires a lower and lower Required Roll (page 114), until the defense is gone altogether. A character can restore his Ablative Defenses to their starting values at the end of each adventure.

At the -1 value, if the STUN or BODY damage done by an attack exceeds the Ablative Defense, the Ablative Defense acquires a Required Roll of 15-. Each time an attack exceeds the Ablative Defense thereafter, the Required Roll drops by one (14-, 13-, 12-, 11-, 10-, 9-, 8-, gone). At the -½ level, the Ablative Defense is only reduced if the BODY damage of an attack exceeds it.

Every time an attack hits, the character attempts the Ablative Defense's Required Roll. If he succeeds, the Ablative Defense affects the attack. If he fails, the Ablative Defense doesn't affect the attack (and the Required Roll doesn't drop). If a character has mixed types of defenses, some Ablative and some not, the Ablative defense is always "on top" – it takes damage first, and is affected by any attacks that exceed it, even if those attacks do not penetrate the non-Ablative defenses beneath it.

SIMPLIFIED ABLATIVE

An alternative approach to Ablative: for a -1 Limitation, every shot against which an Ablative Defense Power provides protection, and which could (if a good enough roll were achieved) do BODY damage to the target, reduces the Defense Power by 5 Active Points, regardless of whether the target itself takes damage.

ACTIVATION ROLL: See Requires A Roll (page 114)

AFFECTED AS ANOTHER SENSE

Applies To: Sensory Powers
Value: -0 or -¼

Causes Sense-Affecting Powers to affect the Power as a different Sense Group. For example, a subdermal radio might be built as Mind Link, but affected as part of the Radio Sense Group. The -0 value applies to most cases; at the -¼ value, the Sensory Power belongs to a very uncommon Sense Group, but is affected as though it belonged to a very common Sense Group.

AFFECTED AS MORE THAN ONE SENSE

Applies To: Sensory Powers
Value: -¼ or -½

Causes Sense-Affecting Powers affect the Power as multiple Sense Groups. For example, a battleship radar screen requires both Radar (for the machine to work) and Sight (for the operator to read the screen). At the -¼ value, the additional Sense Group is uncommon; at the -½ value, it's very common.

AFFECTS DESOLIDIFIED

Applies To: No restriction
Value: +½

Allows a Power to affect a character who is Desolidified (in addition to affecting normal objects and characters). The listed value assumes the Power can affect any Special Effect of Desolidification; if it can only affect a single Special Effect, the value is +¼.

AFFECTS PHYSICAL WORLD

Applies To: No restriction, but usually Attack Powers (especially STR)
Value: +2

Allows a Power to affect the physical world even while the character with the Power remains Desolidified. To affect the physical world with his body (to lift objects and so on), the character applies this Advantage to his STR, not to an ability like Extra Limbs or Stretching.

ALLOCATABLE

Applies To: Barrier and Resistant Protection
Value: +¼

Allows a character to re-allocate the Power's points of defense as desired among the types of defense it provides. For example, Resistant Protection 15 PD/15 ED/5 Mental Defense could become 35 PD/0 ED/0 Mental Defense, or 5 PD/5 ED/25 Mental Defense, or any other combination adding up to 35 among the three defined defenses, but could not become 5 PD/5 ED/10 Mental Defense/15 Power Defense. This is a Half Phase Action that can only be done once per Phase.

ALTERABLE ORIGIN POINT

Applies To: Attack Powers
Value: +5 CP

Allows a character to vary the Power's point of origin on his body. Changing a Power's point of origin is a Zero Phase Action that can only be done once per Phase.

ALTERABLE SIZE

Applies To: Area-affecting Constant Powers
Value: +5 CP

Allows the character to change the size of the area while the Power is in use.

ALTERNATE COMBAT VALUE (ACV) ⚠

Applies To: Attack Powers
Value: Varies (see table)

Changes the form of Combat Value used to target or evade a Power. To change both the offensive and defensive aspects of the attack, add the modifiers together.

ALTERNATE COMBAT VALUE

Value	Effect
+¼	Mental Power uses OCV instead of OMCV
-¼	Mental Power attacks against DCV instead of DMCV
+0	Non-Mental Power uses OMCV instead of OCV
+¼	Non-Mental Power attacks against DMCV instead of DCV

ALWAYS ON

Applies To: 0 END Persistent Powers
Value: -½

Prevents the character from ever turning off or Pushing the power (plus any other difficulties that the GM decides result from the power always being activated).

AREA OF EFFECT

Applies To: No restriction
Value: Varies (see table)

Allows a Power to affect all targets in an area identically; the type and size of this area is chosen at purchase. The minimum cost of Area Of Effect, regardless of modifiers, is +¼. See *Area Of Effect Attacks* (page 145) for more information on using Area Of Effect powers in combat.

AREA OF EFFECT TABLE

Value	Radius	Cone	Line	Surface	Any Area
+¼	Up to 4m	Up to 8m side	Up to 16m	Up to 2m	Up to 2 x 2m Areas
+½	5-8m	9-16m	17-32m	3-4m	3-4 x 2m Areas
+¾	9-16m	17-32m	33-64m	5-8m	5-8 x 2m Areas
+1	17-32m	33-64m	65-125m	9-16m	9-16 x 2m Areas
... and so on					

Value	Modifier
½ less Advantage	Explosion
¼ less Advantage	Nonselective Target
¼ more Advantage	Selective Target
½ more Advantage	Mobile
¼ more Advantage	Accurate (for Radius)
¼ less Advantage	Thin Cone (for Cone)
¼ less Advantage	Fixed Shape (for Any Area)

AREA OF EFFECT (RADIUS)

Covers a spherical area extending from a target point, reaching “up” and “down” in addition to the four cardinal directions.

Accurate: Makes an Area Of Effect (Radius) power affect only a single target, but against DCV 3 instead of the target’s normal DCV. Typically, Accurate is only taken for 1m Radius powers.

AREA OF EFFECT (CONE)

Covers a 60 degree cone that radiates out from the target point in three dimensions. One angle always points directly at the character using it, and the Cone’s target point is at the character’s end of that angle (*i.e.*, where the Cone “begins”).

Thin Cone: The Cone only covers a 30 degree area – the two main sides are the standard length, but the third side is only half as long.

AREA OF EFFECT (LINE)

Covers a straight line 2m wide and 2m tall, with the length depending on the value of the Advantage. The target point is the center of the short edge of the Line (*i.e.*, where the Line “begins”).

AREA OF EFFECT (ANY AREA)

Covers a variable shape – the character determines the shape each time he uses the power, and it can change from use to use. All the Areas in an Any Area must be adjacent to at least one other Area, and cannot be “superimposed” on each other in order to “stack” effects.

Fixed Shape: The 2m Areas must always be arranged into the same shape, such as a circle, an X, or a crescent.

AREA OF EFFECT (SURFACE)

Covers the surface or surfaces of some object, such as a wall, his own skin, or an enemy’s pistol. If applied to a character, the +¼ level covers any character, even if he’s larger than human size. The Surface itself remains unaffected by the power, but any character who comes into contact with that Surface suffers the Power’s effects immediately.

Damage Shield: A Constant Area Of Effect (Surface) power that a character applies to himself is known as a *Damage Shield*. If a Damage Shield involves a Ranged power, it must take the *No Range* (-½) Limitation. A Damage Shield moves with the character as he moves; this doesn’t require the *Mobile* Advantage.

A Damage Shield applies its damage to a target whenever the target and the character come into contact, regardless of how the contact was initiated. If an attacker strikes the character with an object (such as a hand-

Character Creation

to-hand weapon), the GM determines how and whether the Damage Shield applies to the attacker and/or the object.

When the Damage Shield options are added to a Mental Power, along with the Limitation *Mental Contact Only* (-½), this creates a Mental Damage Shield. If someone hits the character with a Mental Power, the attacker suffers the damage from the Shield; it has no effect on non-mental combat.

AREA OF EFFECT OPTIONS

The following options allow characters further customization over how Area Of Effect powers work.

EXPLOSION

The damage applied to affected targets decreases the further one gets from the target point. The full effect occurs at the target point and 2m beyond that, then decreases by one Damage Class or 5 Active Points for every additional 2m distance from the target point. You determine the decreased effects by subtracting the results of the dice, one die at a time, starting with the highest result first, then the next-highest, and so on until you've subtracted all the dice. The Area purchased for an Explosion has to be at least 2m + (2m x DCs) "long."

NONSELECTIVE TARGET

Requires the character to attempt a separate Attack Roll against every target in the Area, at that target's normal DCV/DMCV (in addition to the Attack Roll to place the Area at the correct target point initially). Nonselective Target can also be taken as a separate -¼ Limitation for Powers that inherently affect an Area, such as *Darkness*.

SELECTIVE TARGET

Works exactly like Nonselective Target above, except that the character can choose which characters in the Area to target. Selective Target can also be taken as a separate +¼ Advantage for Powers that inherently affect an Area, such as *Darkness*.

MOBILE

Allows a character to move a Constant Area-affecting Power at a rate of up to 12m per Phase. Moving it any distance counts as an Attack Action. The power can move in three dimensions (*i.e.*, it can "fly"). The movement rate doubles for each additional +¼ Advantage. Mobile can also be taken as a separate +½ Advantage for Powers that inherently affect an Area (such as *Darkness*) or as a separate +¼ Advantage for Barrier (such Barriers have no STR, cannot push characters aside, and must remain attached to the ground).

ARMOR PIERCING

Applies To: Attack Powers and Teleportation

Value: +¼

An Attack Power acts against one-half (½) of the defense it normally acts against; Teleportation works through Entangles or Barriers with *Cannot Be Escaped With Teleportation*. Characters can apply Armor Piercing multiple times to the same Power, but the only effect is counteracting multiple applications of *Hardened* or *Cannot Be Escaped With Teleportation*.

ATTACK VERSUS

ALTERNATE DEFENSE (AVAD)

Applies To: Attack Powers

Value: Varies (see table)

Changes the defense an Attack Power works against (such as making a Blast work against Power Defense instead of PD or ED). The new defense is chosen at purchase, and the value depends on the frequency of the new defense and the original defense. AVAD attacks only do STUN damage (even if they do BODY damage in their ordinary form).

ATTACKS VERSUS

ALTERNATE DEFENSE TABLE

Change	Value
New defense is less common than the original defense	+½ Advantage per step up the table
New defense is the same frequency as original defense	+0 Advantage
New defense is more common than the original defense	-½ Limitation per step down the table
Modifier	Value
All Or Nothing ("NND")	½ less Advantage/more Limitation
Frequency	Examples*
Very Common	PD, ED (the Characteristics)
Common	Resistant PD or ED (any type)
Uncommon	Flash Defense (Sight or Hearing), Mental Defense, Power Defense
Rare	Flash Defense (any other Sense Group), Life Support, Resistant Flash/Mental/Power Defense, a specified defense or condition not listed (see text)

*: These frequency values are typical, but the GM decides for his specific campaign.

For example, making a Drain BODY apply against Resistant Power Defense (instead of regular Power Defense) is a +½ Advantage; making it apply against normal PD is a -1 Limitation; making it apply against Mental Defense is a +0 Advantage. Defenses that don't normally subtract points of damage (such as Life Support) can only be chosen for the No Normal Defense form of AVAD (see below).

NO NORMAL DEFENSE (NND) ATTACKS

This type of AVAD attack is all-or-nothing; if the target has the specified defense at all, he takes no damage whatsoever. Examples include a Sonic Attack that doesn't affect characters with Flash Defense (Hearing), or a Knockout Gas that's ineffective against a target with Life Support (Self-Contained Breathing). NND attacks can also have conditions specified as defenses; for example, a target who holds his breath might also be unaffected by the Knockout Gas.

AUTOFIRE

Applies To: No restriction, but usually Attack Powers

Value: Varies (see table)

Allows the Power to hit a target (or multiple targets) more than once per Phase and to perform certain Combat Maneuvers that require Autofire attacks. See *Autofire* (page 145) for more information on using Autofire powers in combat.

AUTOFIRE TABLE

Value	Maximum Shots per Phase
+¼	3
+½	5
Value Change	Condition
+½ more Advantage	Per additional doubling of maximum shots
+1 more Advantage	If the Power doesn't apply against normal defenses or doesn't require a normal Attack Roll

The listed number of shots is the *maximum*; the character can choose to fire fewer shots. Each shot used costs Endurance (which can make the END cost enormous). *Reduced Endurance* (page 113) costs twice the normal amount when applied to an Autofire power.

Each hit from an Autofire attack applies separately against the target's defenses, and is compared to the target's CON separately to determine whether the target is Stunned. To calculate Knockback, use the BODY of the largest attack and add +1 BODY for each additional hit.

Autofire costs an additional +1 Advantage on an attack that doesn't apply against normal defenses, or that doesn't use a standard OCV vs. DCV Attack Roll. Examples include Mental Blast, Drain, Area-affecting attacks, AVAD attacks, or any other power the GM believes should pay the additional cost. This "surcharge" only applies once (even if a power has more than one of these factors, such as an Area Of Effect Mental Blast).

BACKLASH

Applies To: Barrier and Entangle

Value: +½

Causes any attacks by Entangled or Barrier-englobed characters to apply to themselves as well as the Entangle or Barrier. Attacks that successfully destroy the Entangles/Barriers don't rebound in this way.

BASED ON CON

Applies To: Mental Powers

Value: -1

Changes the Power into a normal Attack Power. It becomes Obvious, has Standard Range, targets via OCV/DCV instead of OMCV/DMCV, works against PD or ED instead of Mental Defense, and measures Effect Rolls against the target's CON instead of EGO. The target also bases his Breakout Rolls on CON rather than EGO. Based On CON most often simulates the effects of truth serums, psychoactive drugs, and other "physical" mind-altering substances.

When sufficiently affected by a Mental Power Based On CON, a character responds to the first person to give commands, regardless of that person's identity. For Telepathy, he answers the first question asked; for Mind Control, he obeys the first order given him; for Mental Illusions, he responds to the first illusion described to him.

BEAM

Applies To: Ranged Attack Powers, except Area-affecting

Value: -¼

Restricts how a character can use the Power as follows: he cannot Spread the attack; he must use the attack at maximum effect; and when the attack damages characters or items, it does so by "puncturing" them rather than blowing open a larger hole.

BODY ONLY

Applies To: Damage Negation and Damage Reduction

Value: -½

Causes the power to only affect BODY damage.

CAN APPLY/REMOVE ADDERS

Applies To: Adjustment Powers

Value: +1

Allows a Positive Adjustment Power to apply Adders that a Power does not already have, or to enhance existing Adders if applicable. Allows a Negative Adjustment Power to remove Adders the Power has, or to "downgrade" existing Adders to a lesser level if applicable.

CAN BE DEFLECTED/REFLECTED

Applies To: Attack Powers that cannot normally be Deflected or Reflected

Value: -¼

Permits Powers such as Mental Powers, Area-affecting Powers, and most Entangles, to be Deflected or Reflected.

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CAN BE DISPELLED

Applies To: Instant Attack Powers with lingering effects
Value: -¼

Allows the lingering effects of Powers such as Entangle, Mind Control, or Telepathy to be Dispelled; the normal rules for Dispel apply.

CAN HEAL LIMBS

Applies To: Healing and Regeneration
Value: +5 CP

Allows characters to regrow limbs, reversing the effects of Impairing or Disabling wounds.

CAN ONLY BE USED THROUGH MIND LINK

Applies To: Mental Powers
Value: -0 or more

Only allows the Power to be used through a Mind Link. Typically a -0 Limitation, but may be increased if Mind Link isn't used often in the game, if the character buying the Mental Power doesn't have Mind Link himself, or the like.

CANNOT BE ESCAPED WITH TELEPORTATION

Applies To: Barrier and Entangle
Value: +¼

Prevents Entangled or Barrier-englobed characters from using Teleportation to escape. Characters can apply Cannot Be Escaped With Teleportation multiple times to the same Power, but the only effect is counteracting multiple applications of Armor Piercing.

CANNOT BE USED THROUGH MIND LINK

Applies To: Mental Powers
Value: -¼

Prevents the Power from being used through a Mind Link.

CANNOT BE USED WITH [SPECIFIC COMBAT MANEUVER]

Applies To: Attack Powers
Value: -¼ or -½

Prevents the Power from being used with a specific Combat Maneuver. The Limitation's value depends on the effectiveness, usefulness, and commonality of the Combat Maneuver in the campaign.

CANNOT USE TARGETING

Applies To: Attack Powers in campaigns using the Hit Location rules
Value: -½

Prevents a character from targeting the Power at specific Hit Locations.

CHARGES

Applies To: No restriction
Value: Varies (see table)

Restricts a power to a limited number of uses per day. Each Charge lasts for one Phase. The GM and player agree upon a reasonable Special Effect for how the power's Charges return each day.

A power that uses Charges does not cost END to use, so while Charges is usually a Limitation, a large enough number of Charges can be an Advantage (if you want a power with Charges to cost END, apply the *Costs Endurance* Limitation as well). Because of this, the value of a standard *Charges* Modifier, with no special options (see below), is capped at +1 (equivalent to 0 END cost on an Autofire attack).

Boostable Charges: Every extra Charge expended in a single use (to a max of 4) increases the power by +1 Damage Class (or +5 Active Points for non-Attack powers). The first time the character uses extra Charges in this way in an adventure, the power acquires a 15- Burnout roll (see *Requires A Roll*, page 114). This roll decreases by one with each subsequent use of Boostable.

Clips: Instead of all Charges being available all the time, they're broken down into multiple "clips" of fewer charges. If moving one level down the table makes Charges an Advantage, double the number of clips. For example, instead of a single clip of 8 standard Charges for -½, a character could have two clips of 8 Charges for -¼, four clips of 8 Charges for -0, sixteen clips of 8 Charges for +¼, and so on. A successful Fast Draw (page 29) roll halves the time to change clips.

Continuing Charges: Makes Charges last longer than a Phase. This also makes the power *Uncontrolled* in most respects. All powers bought with Continuing Charges must include a reasonably common way to turn the power off. When the power is turned off for any reason, that Charge is used up (even if the Charge had time remaining; see Fuel Charge, below). The value of Continuing Charges on inherently Persistent Powers (such as Life Support or Knockback Resistance) is capped at -0 (it cannot become an Advantage).

Fuel Charge: Makes a Constant or Persistent power (usually a Movement Power or other non-offensive ability) usable for a total specified amount of time, and it can be turned on and off as needed until that amount of time is used up.

First, find the value 1 Continuing Charge, with the Charge lasting as long as the Fuel Charge's total duration. For example, a jet pack that can operate for a total of five minutes would start as 1 Continuing Charge of 5 Minutes (-¾). Then move one level down the chart from that point (a final value of -½ for the jet pack). If the power would cost no END even if not bought with Charges, the value of a Fuel Charge is capped at -0 (it cannot become an Advantage).

Recoverable Charges: Represents Charges that aren't expended when the character uses the power (such as a knife he throws or arrows he shoots). The character can recover them when appropriate (such as after combat has ended).

CHARGES TABLE

Value	Number of Uses
-2	1
-1½	2
-1¼	3
-1	4
-¾	5-6
-½	7-8
-¼	9-12
-0	13-16
+¼	17-32
+½	33-64
+¾	65-125
+1	126-250 (max value for standard Charges, regardless of number of uses)
¼ more	Per additional doubling of uses (only for Charges Options)
Value Change	Charges Option
1 level down table	Boostable
1 level down table	Clips (per 2x number of Clips)
1 level down table	Continuing Charges (per step down the Time Chart; Constant or Persistent Powers only)
See text	Fuel Charge
2 levels down table	Recoverable
Value Change	Recovery Time/Difficulty
No change	Per Day
½ more Limitation	Per step down the Time Chart (to a max of -1¾ more Limitation)
2 more Limitation	Charges Never Recover
¼ more Limitation	Charges are expensive, dangerous, or otherwise difficult to recover
Value Change	Reloading Time (Clips Only)
No change	Full Phase
¼ more Limitation	2 Full Phases
½ more Limitation	1 Turn
... and so on	Per additional step down the Time Chart

COMBAT ACCELERATION/ DECELERATION

Applies To: Movement Powers
Value: +¼

Allows a character to accelerate or decelerate at a rate equal to his full meters of Combat Movement per meter.

CONCENTRATION

Applies To: No restriction
Value: Varies (see table)

Requires the character to concentrate partially or totally while activating or using a power. His DCV is reduced, he must succeed with a Targeting Sense PER Roll at -3 to notice nearby events, he may not move more than 2m per Phase, and he may not take any other Actions.

These effects last until the beginning of the character's next Phase. If the power is Constant (or requires *Extra Time* of at least 1 Turn), and the character must Concentrate throughout the power's use (not just when initially activating it), double the value.

Voluntarily breaking his concentration, or taking STUN or BODY damage from any Attack Power, causes the power with Concentration to turn off immediately. A character may only use one power requiring Concentration at a time.

CONCENTRATION TABLE

Value	Concentration Effect
-¼	½ DCV
-½	0 DCV
Value Change	Modifier
¼ more Limitation	Character is totally unaware (no PER roll)
x2	Constant Concentration (see text)

CONSTANT

Applies To: Instant Powers (usually Attack Powers)
Value: +½

Changes a Power's Duration from Instant to Constant and makes it subject to all rules governing Constant Powers.

COSTS ENDURANCE

Applies To: Powers that cost no END
Value: -¼ or -½

Makes a power cost END. At the -¼ level, the power costs half END (1 END per 20 Active Points). At the -½ level, it costs normal END.

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COSTS ENDURANCE

ONLY TO ACTIVATE

Applies To: Constant Powers that cost END

Value: +¼

Makes a power cost its standard amount of END in the Phase when it's activated, and no END thereafter. The value of *Increased Endurance Cost* is halved on a power that Costs END Only To Activate.

COSTS ENDURANCE TO MAINTAIN

Applies To: Continuing-effect Mental Powers, Barrier, and Entangle

Value: -¼ or -½

Requires the user of the Power to pay END both to activate it and to maintain it. At the -¼ value, the Power costs half of its END cost to maintain; at -½, it costs full END to maintain. In either case, this END only maintains the Power, it does not prevent Breakout Rolls from becoming easier (to do that, he must pay END a second time each Phase).

CUMULATIVE

Applies To: Any Power that applies an Effect Roll against a defense to determine a non-damage effect (usually Continuing-effect Mental Powers and Adjustment Powers)

Value: +½

Allows successive Effect Rolls to add to one another (after making Attack Rolls and subtracting defenses as usual), allowing gradual buildup to a large effect. The maximum points the character can achieve through subsequent Effect Rolls equal the maximum he could roll on the dice.

Example: *Baron Mind has Mind Control 8d6, Cumulative. He uses the power to try and make Captain Courage (18 EGO; 5 Mental Defense) surrender. This is an EGO + 30 effect against the stalwart Captain, so Baron Mind needs a total effect of 48 for success. This is also the maximum effect he can achieve with the power, since 48 is the maximum he could roll on 8d6; if Captain Courage's EGO or Mental Defense were 1 point higher, Baron Mind couldn't succeed with this effect.*

After a successful MCV Attack Roll, the Baron rolls 28 for his Effect Roll, for a net result of 23; not enough. The next Phase, he hits the Captain with the Mind Control again, this time rolling a 25, for a net effect of 20 on that attempt, and 43 total; still not enough to get the Captain. If Baron Mind hits Captain Courage with the power again, and rolls at least 10 on his Effect Roll, he'll succeed at last.

DAMAGE OVER TIME

Applies To: Attack Powers of Instant Duration

Value: Varies (see table)

Allows an attack to affect its target for a specific period of time (chosen at purchase) and a specific number of times during that period (also chosen at purchase). Depending on the configuration, Damage Over Time can be an Advantage or a Limitation.

Think of Damage Over Time as “the target takes [amount and type of damage] every [increment of time] for [total length of time].” The amount and type of damage is the base Power; the increment of time is the duration between damage increments, and the number of time increments in the total length of time gives you the number of damage increments.

DAMAGE OVER TIME TABLE

Base Value	Effect
+1	Base value of Damage Over Time

Increment Value	Number of Damage Increments
-----------------	-----------------------------

¼ more Advantage	2
½ more Advantage	3
¾ more Advantage	4
1 more Advantage	5-6
1¼ more Advantage	7-8
1½ more Advantage	9-12
1¾ more Advantage	13-16
2 more Advantage	17-32
2¼ more Advantage	33-64

... and so on

Duration Value	Duration Between Damage Increments
----------------	------------------------------------

2 more Advantage	Every Segment
1½ more Advantage	Every other Segment
1 more Advantage	Every three Segments
½ more Advantage	Every four Segments
¼ more Advantage	Every six Segments
0 more Advantage	Every Turn
¼ less Advantage	Every 30 Segments
½ less Advantage	Every Minute (60 Segments)
1 less Advantage	Every 5 Minutes
1½ less Advantage	Every 20 Minutes
2 less Advantage	Every Hour

... and so on

Value	Other Modifiers
-------	-----------------

x2 Damage Increment value	Target's defenses only apply once (see text)
x2 Duration value	One use at a time (see text)

For example, for a slow-acting poison, you might decide “the target takes 1d6 of Killing damage every 20 minutes for five hours.” That means 1d6 Killing Attack is the base Power, every 20 Minutes is the duration between damage increments, and five hours tells you that you need 15 damage increments (since there are 15 periods of 20 minutes in five hours). So this poison would be a +1¼ Advantage on the 1d6 Killing Attack for Damage Over Time. (+1 base value, plus 1¼ for 15 damage increments, minus 1½ for the damage increments coming 20 minutes apart.)

In addition to any standard defenses that apply, a Damage Over Time power must also have a reasonably common and obvious set of circumstances that will turn it off or negate it (defined at purchase). END is paid only once (at initial use), and it requires no special actions to maintain.

The target’s defenses apply against each damage increment. If the target applies his defense only once against the overall damage of the attack instead (applying his defenses until such time as the total damage from the attack exceeds the value of the defense, but not thereafter), double the Damage Increment value.

A Damage Over Time attack can be used repeatedly (for multiple concurrent effects) on the same target. If one use “locks out” the attack for further use on that target until the first use stops affecting him instead, double the Duration value (if it’s a “less Advantage” value), or reduce it to 0 (if it’s a “more Advantage” value).

DECREASED ACCELERATION/ DECELERATION

Applies To: Movement Powers

Value: -¼ or -½

Reduces the ability to accelerate and decelerate. At the -¼ value, it’s reduced to 4m or 3m per meter; at the -½ value, it’s reduced to 2m or 1m per meter.

DELAYED EFFECT

Applies To: Powers in campaigns with a limit on the number of powers usable at once

Value: +¼ per 2x the number of powers usable at once

Allows a character to go through any preparations needed to turn on a power (Concentration, Extra Time, spending END, and the like), then keep that power “ready” before using it. The “stored” power counts against the total number of powers the character is allowed to have activated or in use at a time. Using a stored power is a Half Phase Action at full DCV, regardless of any Limitations on the power.

DELAYED FADE/RETURN RATE

Applies To: Adjustment Powers

Value: +1 or more

Changes the fade rate of Positive Adjustment Powers, or the return rate of Negative Adjustment Powers, to 5 CP per Minute for a +1 Advantage. Each step further down the Time Chart costs an additional +¼ Advantage.

DIFFICULT TO DISPEL

Applies To: No restriction

Value: +¼ per doubling

Doubles a power’s Active Points for purposes of resisting Dispel or Suppress.

DISMISSIBLE

Applies To: Barrier, Entangle, Continuing-effect Mental Powers

Value: +5 CP

Allows the creator of a Continuing-effect Power to remove it as a Zero Phase Action.

DIVIDED EFFECT

Applies To: Area-affecting Adjustment Powers

Value: -¾

Makes the character divide the Power’s effect between everyone in the affected Area.

DOES BODY

Applies To: Attack Powers that ordinarily only do STUN damage

Value: +1

Allows a STUN-only Attack Power (such as Mental Blasts and AVAD attacks) to do both STUN and BODY damage (as well as Knockback). The BODY damage done is counted as it would normally be counted.

DOES KNOCKBACK

Applies To: Attack Powers that don’t normally do Knockback

Value: +¼

Enables a power to cause Knockback. Count the Normal Damage BODY on the dice (even if the attack doesn’t do BODY damage) and roll normally to determine Knockback. For powers without effect dice (like Darkness), the GM decides how to determine the “Normal Damage BODY” for calculating Knockback.

DOESN’T WORK ON

[DEFINED TYPE OF] DAMAGE

Applies To: Healing and Regeneration

Value: -¼ to -1

Prevents restoration of damage caused by certain types of attacks. At the -¼ value, the character is unable to restore damage from a Rare type of attack (Life Force Energy, Dimensional Manipulation attacks); at the -½ value, an Uncommon type of attack (Sonic, Telekinetic, poisons); at the -¾ value, a Common type of attack (Electricity, Fire, Magic); and at the -1 value, a Very Common type of attack (Blasts, Killing Attacks, punches).

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DOESN'T WORK WHILE DUPLICATE EXISTS

Applies To: No restriction

Value: -¼

Prevents a base character's Power from working when one or more of his Duplicates exist.

DOUBLE KNOCKBACK

Applies To: Attack Powers that do Knockback

Value: +½

Doubles the attack's BODY (before the Knockback Roll is made) only for purposes of determining Knockback. Characters can only purchase Double Knockback once for any given power.

EXPANDED EFFECT

Applies To: Adjustment Powers and Dispel

Value: +½

Allows a Power to have its full effect against two Game Elements simultaneously for a +½ Advantage. This Advantage may be applied more than once to the same Power, Each additional Game Element that can be affected simultaneously is an additional +½ Advantage. The affected Game Elements must be defined when he buys the Power, and he cannot change them later unless he also buys the *Variable Effect* Advantage.

If a Power has both Variable Effect (+½) and Expanded Effect at the "eight Game Elements simultaneously" value (+3½), this allows the character to affect *all* Game Elements of the defined Special Effect at once, even if there are more than eight of them. For ease of reference, you can write this as Expanded Effect (+4).

EXTRA TIME

Applies To: No restriction

Value: Varies (see table)

Makes a power take longer than usual to activate and/or use. The time periods listed in the Extra Time Table replace (not add to) the time it normally takes to turn on and/or use a power.

Extra Time normally applies every time the power is activated. If the power has a lengthy activation time, but can be used every Phase thereafter (usually for Constant or Persistent Powers), halve the Limitation value (to a minimum of -¼).

A character can take other actions while an Extra Time power is activating (if he can't, the Limitation increases). However, the character *cannot* make another attack while an Extra Time attack is activating.

If the character takes STUN or BODY damage while an Extra Time power is activating, the activation is cancelled. A character can only Abort to Extra Time powers that take a Full Phase or less.

Delayed Phase: Halves the character's DEX for purposes of determining when the power activates in the Phase.

EXTRA TIME TABLE

Value	Time Period/Duration
-¼	Delayed Phase (see text)
-½	Extra Segment (see text)
-½	Full Phase (see text)
-¾	Extra Phase (see text)
-1¼	1 Turn (Post-Segment 12)
-1½	1 Minute
-2	5 Minutes
-2½	20 Minutes
... and so on	
Value Change	Modifiers
¼ more Limitation	Cannot activate other powers while activating Extra Time power
Halved	Extra Time only to activate (see text)

Extra Segment: The character starts activating the power on one of his Phases, and it activates at the very end of the next Segment. If the target of such a power moves before the power activates, the attack misses. If the character Aborts before the power activates, the power does not work.

Full Phase: The power requires the character's Full Phase to activate and use. It still activates at his DEX, but he may only perform Zero Phase in that Phase (before activating the power). If the power already takes a Full Phase to use normally (such as Extra-Dimensional Movement), treat this as Extra Phase (below), and Extra Phase may not be taken for it.

Extra Phase: As Full Phase, plus the character's entire next Phase. It activates on the character's DEX in the second Phase, or at half of his DEX, if combined with Delayed Phase (characters cannot combine Extra Phase with any Extra Time period other than Delayed Phase). If the character Aborts before the power activates, the power does not work.

EYE CONTACT REQUIRED

Applies To: Mental Powers

Value: -½ or -1

Requires the user to have eye contact in order to make an MCV Attack Roll. This is typically possible only with targets within 6m of character and in decent light. At the -½ value, after the initial attack succeeds, eye contact can be broken without disturbing the effect of the power. At the -1 value, eye contact must be maintained throughout the use of the power.

FOCUS

Applies To: No restriction

Value: Varies (see table)

Requires the use of some sort of object or device. Examples include guns, swords, powered armor, and so forth.

Six traits define Foci (the plural of Focus): Obviousness, Accessibility, Mobility, Expendability, Durability, and Applicability.

FOCUS TABLE	
Value	Type Of Focus
-¼	Inobvious, Inaccessible (IIF)
-½	Inobvious, Accessible (IAF)
-½	Obvious, Inaccessible (OIF)
-1	Obvious, Accessible (OAF)
Value Change	Mobility
No change	Easily Movable
½ more Limitation	Bulky
-1 more Limitation	Immobile
¼ more Limitation	Arrangement
Value Change	Expendability
No change	Focus isn't expended when used
-¼	Difficult to obtain new Focus
-½	Very Difficult to obtain new Focus
-1	Extremely Difficult to obtain new Focus
Value Change	Durability
No change	Breakable
¼ more Limitation	Fragile
No change	Durable
No change	Unbreakable
Value Change	Applicability
No change	Universal
No change	Personal

Obviousness: With an *Obvious* Focus (such as a shield or a ring that glows when its powers are used), it's clear to any observer that the power comes from the Focus. An *Inobvious* Focus (such as a concealed or disguised weapon, or a ring that grants powers but looks completely normal) requires examination, specific knowledge, special senses, or other means (defined at purchase) to identify it and/or associate it with the power. If it can't be identified as a Focus at all, it cannot take the *Focus* Limitation.

Accessibility: An *Accessible* Focus can be easily taken away from the character (examples include a sword or a magic wand). It can be Grabbed (see page 149), Disarmed (see page 149), or otherwise targeted in combat (see page 149); the character lets go of it if he's Knocked Out, and so on.

An *Inaccessible* Focus cannot be easily taken away from the character (examples include a ring or a suit of armor). It can be targeted in combat to damage it as above, but it cannot be Grabbed, Disarmed, or removed while the character is in combat or resisting. An *Inaccessible* Focus can be taken away from an unresisting target out of combat (or the target can otherwise be

deprived of its use) in 1 Turn. If the character can't be deprived of its use at all, it cannot take the *Focus* Limitation (see *Only In Alternate Identity*, page 111)

Other effects can be simulated with creative definition of a Focus's Accessibility. For example, the ability to use any "objects of opportunity" (individually-Accessible items of some appropriate type, such as small, sharp objects to use as thrown weapons) can be defined as a single *Inaccessible* Focus (since the character can't be as easily deprived of them as he could a normal *Accessible* Focus). Similarly, a power that can work with any one of three *Accessible* Foci could take the same Limitation as a single *Inaccessible* Focus.

Mobility: By default, a Focus doesn't hinder the character's movement or DCV in any way. A *Bulky* Focus halves the character's DCV. An *Immobile* Focus can't move at all (typically because it's part of a building or the like). A Focus cannot be both *Bulky* and *Immobile*.

An *Arrangement* Focus requires some kind of meticulous or easily-disrupted setup that makes it inconvenient to move (such as the candles in a magic ritual, or a finicky sensor that must be recalibrated whenever it's touched).

Expendability: By default, a Focus can be used over and over again; even if the power has *Charges*, the character can regain his *Charges* by some simple means. With an *Expendable* Focus, the Focus itself must be replaced after each use (such as pixie dust used up in casting a magic spell). The difficulty involved in replacing the Focus (due to cost, danger, rarity, and so on) affects the Limitation value.

Durability: By default, a Focus is *Breakable*; it has Resistant PD and ED equal to the Active Points of the largest power in the Focus divided by five, or equal to any Defense Powers it provides the character (whichever is higher). It doesn't normally have any exotic defenses (such as Power Defense), but it does if it provides such defense to the character.

If a *Breakable* Focus is hit by an attack that causes BODY damage past the Focus's defenses, one power bought through the Focus is destroyed (determined by the GM, though any Defense Powers the Focus provides the character should be the last one(s) lost). For this purpose, a Power Framework counts as one power; all powers with the *Unified Power* Limitation bought through the same Focus also count as one power. A Focus is destroyed when it loses all of its powers. Broken Foci can typically be repaired or replaced between adventures, though this is determined by the GM.

A *Fragile* Focus has only 1 PD/1 ED.

A *Durable* Focus has double its normal amount of PD and ED; GMs should allow the *Durable* distinction only for Special Effects that genuinely warrant it.

An *Unbreakable* Focus cannot itself be harmed by attacks (though it still transmits damage normally to the character if worn, and so on). It has Power Defense equal to a *Breakable* Focus's PD and ED to protect it from being Drained or Transformed, and it is *Difficult To Dispel*.

An *Unbreakable* Focus must have one defined way for characters to destroy or unmake it (usually connected with the Focus's origin in some way). *Unbreakable* Foci are typically rare or unique, and cannot be easily repaired or replaced like *Breakable* Foci can.

Character Creation

Applicability: Any character can use a *Universal* Focus; only the character can use a *Personal* Focus. A Personal Focus can't be taken and used against the character, but neither can it be loaned to a friend in an emergency; a Universal Focus can be used by anyone (which is both a benefit and a drawback).

GESTURES

Applies To: No restriction

Value: $-\frac{1}{4}$ or $-\frac{1}{2}$

Requires the character to be able to move freely, and to make gestures that are obviously out of the ordinary (and not useful for any other purpose, such as attacking with a weapon). At the $-\frac{1}{4}$ level, the Gestures require one hand; at the $-\frac{1}{2}$ level, both hands. If he's adversely affected by any power requiring any sort of Attack Roll while Gesturing, the power doesn't activate or immediately turns off. If the power is Constant, or requires *Extra Time* of at least 1 Turn, and the Gestures must be continued throughout, double the value.

HALF RANGE MODIFIER: See Reduced Range Modifier (page 113)

HARDENED

Applies To: Defense Powers

Value: $+\frac{1}{4}$

Allows a Defense Power to operate at full effectiveness against Armor Piercing attacks, ignoring their usual "halving" effect. A given defense must be all Hardened, or it's not Hardened at all. A character can, however, have some defenses that are Hardened, and others that are not. Characters can apply Hardened multiple times to the same Power, but the only effect is counteracting multiple applications of Armor Piercing.

HOLE IN THE MIDDLE

Applies To: Area-affecting Powers

Value: $+\frac{1}{4}$ or $+\frac{1}{2}$

Creates a hole (of any size and shape) at the center of the power's Area where the power has no effect. At the $+\frac{1}{4}$ value, the hole's size and shape are defined at purchase; at the $+\frac{1}{2}$ value, the size and shape can change (or the hole can disappear altogether) from use to use.

IMPENETRABLE

Applies To: Defense Powers

Value: $+\frac{1}{4}$

Allows a Defense Power to operate at full effectiveness against Penetrating attacks, ignoring their usual "minimum damage" effect. A given defense must be all Impenetrable or it's not Impenetrable at all. A character can, however, have some defenses that are Impenetrable, and others that are not. Characters can apply Impenetrable multiple times to the same Power, but the only effect is counteracting multiple applications of Penetrating.

IMPROVED NONCOMBAT MOVEMENT

Applies To: Movement Powers

Value: +5 CP per additional 2x Noncombat velocity

Doubles the Power's Noncombat velocity (to 4x for +5 CP, 8x for +10 CP, and so on).

INACCURATE

Applies To: Attack Powers

Value: $-\frac{1}{4}$ or $-\frac{1}{2}$

At the $-\frac{1}{4}$ level, the character has $\frac{1}{2}$ OCV with the attack, and Range Modifier penalties begin accruing at 6m (then at 12m, 24m, and so on). At the $-\frac{1}{2}$ level, the character has a 0 OCV with the attack, and the Range Modifier begins at 4m (then goes to 8m, 16m, and so on).

INCANTATIONS

Applies To: No restriction

Value: $-\frac{1}{4}$

Requires the character to freely and clearly speak loud phrases that are audible at a distance, and that are obviously out of the ordinary (and not useful for any other purpose, such as normal conversation or shouting a warning). If he's adversely affected by any power requiring any sort of Attack Roll while Incanting, the power doesn't activate or immediately turns off. If the power is Constant, or requires *Extra Time* of at least 1 Turn, and the Incantations must be continued throughout, double the value.

INCREASED ENDURANCE COST

Applies To: Powers that cost END

Value: Varies (see table)

Makes a power cost more END to use.

INCREASED ENDURANCE TABLE

Value	Endurance Multiple
$-\frac{1}{2}$	x2
-1	x3
$-1\frac{1}{2}$	x4
-2	x5
$-2\frac{1}{2}$	x6
-3	x7
$-3\frac{1}{2}$	x8, x9
-4	x10
Value Change	Power Costs More END In...
No change	All circumstances or situations (whenever it's used)
$\frac{1}{4}$ less Limitation	A Very Common circumstance or situation
$\frac{1}{2}$ less Limitation	A Common circumstance or situation
1 less Limitation	An Uncommon circumstance or situation

INCREASED MASS

Applies To: Extra-Dimensional Movement and Teleportation
Value: +5 CP per 2x mass

Allows a character to transport twice as much mass (per level of Increased Mass; 200 kg for +5 CP, 400 kg for +10 CP, and so on). Characters must be conscious and willing to be transported in this manner; *Usable As Attack* is required to transport an unwilling or unconscious target.

INCREASED MAXIMUM EFFECT

Applies To: Positive Adjustment Powers and *Cumulative* powers
Value: +¼ per doubling

Doubles the Power's maximum effect.

INCREASED MAXIMUM RANGE

Applies To: Ranged Powers
Value: +¼ per doubling

Doubles the maximum Range of the power. Characters can only take Increased Maximum Range for powers that don't already have a defined way to increase their maximum Range.

INDIRECT

Applies To: Attack Powers
Value: Varies (see table)

Allows a character to alter the Source Point and/or Path of an attack. Examples of altered Source Points include calling a bolt of lightning down from a Source Point in the sky, or an attack that fires from beyond the character's own Barrier (effectively allowing him to shoot "through" it). Examples of altered Paths include a grenade lobbed in an arc to the target (avoiding obstacles on the ground) or a magic spell that can turn corners to seek out its destination.

For Source Points other than the character, the Range Modifier is based on the distance between the character and the Source Point, *plus* the distance between the Source Point and the target. Knockback is in the same direction as the Path.

Altered Source Points or Paths may allow an attack to bypass Barriers or similar obstacles like walls or fences. However, they do *not* allow an attack to bypass a target's personal defenses such as PD, ED, or Resistant Protection.

INHERENT

Applies To: Persistent Powers
Value: +¼

Makes a power a natural, inherent part of a character's being (such as a ghost that is naturally Desolidified). The power cannot be Aided, Dispelled, Drained, or the like. The power must also cost no END, and must have the Limitation *Always On* if applicable.

INSTANT

Applies To: Constant Powers
Value: -½

Changes the power's Duration attribute from Constant to Instant, and makes it subject to all rules governing Instant Powers.

INVISIBLE POWER EFFECTS (IPE)

Applies To: Obvious and Inobvious Powers
Value: Varies (see table)

Changes a power's Perceivability attribute. See *Perceivability* (page 43) for more information on perceiving Powers.

At its base level, Invisible Power Effects conceals the activity, source, path, target, Special Effects, and intensity of a Power, but not its target effects. For example, a Killing Attack with IPE may not be perceptible, but the wounds it causes are.

INDIRECT TABLE

Value	Power Source Alteration
+0	Source Point is always the character
+¼	Source Point is not the character, but is always the same
+½	Source Point can vary from use to use
Value	Power Path Alteration
+0	Path of Power is always directly from Source Point to target
+¼	Path of Power is not directly from Source Point to target, but is always the same
+½	Path of Power is not directly from Source Point to target, and can vary from use to use

Add the Source and Path values together to get the total Indirect value.

INVISIBLE POWER EFFECTS TABLE

Value	Makes An Obvious Power...
+¼	Inobvious to one Sense Group
+½	Inobvious to two Sense Groups
+½	Imperceptible to one Sense Group
+1	Imperceptible to two Sense Groups ("Fully Invisible")
Value	Makes An Inobvious Power...
+¼	Imperceptible to one Sense Group
+½	Imperceptible to two Sense Groups ("Fully Invisible")
Value	Effects Of The Power Are...
+¼	Inobvious to other characters but not to target
+½	Invisible to other characters but not to target
+¼	Inobvious to target but not to other characters
+½	Invisible to target but not to other characters

Character Creation

CONCEALING THE TARGET EFFECTS [△]

Target effects can be included in IPE for an additional Advantage. However, a character cannot use IPE *just* to hide the target effects.

LIMITED ARC OF FIRE

Applies To: Vehicle or Base Attack Powers

Value: Varies (see table)

Prevents a weapon from firing in all directions.

LIMITED ARC OF FIRE TABLE

Arc of Fire	Value
2m wide line	- $\frac{3}{4}$
60 degrees	- $\frac{1}{2}$
180 degrees	- $\frac{1}{4}$
Only on the same horizontal level	$\frac{1}{4}$ more Limitation

LIMITED COVERAGE

Applies To: Defense Powers on Vehicles

Value: Varies (see table)

Restricts the defense so it only applies against attacks from a certain direction, only protects the Vehicle, or both.

LIMITED COVERAGE TABLE

Coverage Protects	Limitation
60 degrees	-1
180 degrees	- $\frac{1}{2}$
Only on the same horizontal level	- $\frac{1}{4}$
Coverage doesn't protect passengers (like a motorcycle or skateboard)	- $\frac{1}{2}$

LIMITED EFFECT

Applies To: Sense-Affecting Powers and Shape Shift

Value: - $\frac{1}{4}$

Restricts the Power's application to only one or two Senses in a Sense Group, rather than affecting the entire Sense Group.

LIMITED MANEUVERABILITY

Applies To: Movement Powers with a Turn Mode (usually Vehicles)

Value: - $\frac{1}{4}$

Prevents turning 180 degrees in a single Phase, allowing a maximum of two equally spaced turns at Combat Movement speeds, or one turn at Noncombat Movement speeds.

LIMITED POWER

Applies To: No restriction

Value: Varies (see table)

Restricts a power in some way not listed under another Limitation – a catch-all for constructing custom Limitations. The player and GM determine the value, based on how much the Limitation hinders the power. Limited Power applications fall into two general groups: Limited Powers and Conditional Powers.

LIMITED POWER TABLE

Value	Limited Power Effects
-0	Power loses less than a fourth of its overall effectiveness
- $\frac{1}{4}$	Power loses about a fourth of its overall effectiveness
- $\frac{1}{2}$	Power loses about a third of its overall effectiveness
-1	Power loses about half of its overall effectiveness
-1 $\frac{1}{2}$	Power loses about two-thirds of its overall effectiveness
-2	Power loses almost all of its overall effectiveness
Value	Limited Power Examples
-1	Only Works On Women
- $\frac{3}{4}$	Does No STUN (for attacks which normally do STUN)
-0 to - $\frac{1}{2}$	Doesn't Work On Aliens (depending on how common aliens are in the campaign)
- $\frac{1}{4}$	Can't Be Bounced
- $\frac{1}{4}$	Can't Be Pushed
Value	Conditional Power Circumstance Is...
-0	Very Uncommon (character is rarely, if ever, limited)
-1 $\frac{1}{4}$	Uncommon (character is limited about a fourth of the time)
- $\frac{1}{2}$	Common (character is limited about a third of the time)
-1	Very Common (character is limited about half the time)
-1 $\frac{1}{2}$	Extremely Common (character is limited over half the time)
-2	Ubiquitous (character almost never gets to use the power)
Value	Conditional Power Examples
- $\frac{1}{4}$	Only Works In Light
- $\frac{1}{4}$	Only Works While Touching The Ground
- $\frac{1}{2}$	Only Works In Sunlight
- $\frac{1}{2}$	Only Works In Darkness
-1 $\frac{1}{2}$	Only Works Underwater
-2	Only Works In Tornadoes
-2	Only Works In Intense Magnetic Fields
-2	Only Works Under A Full Moon
- $\frac{1}{2}$	Does Not Work In Darkness
- $\frac{1}{2}$	Does Not Work When Wet
- $\frac{1}{4}$	Does Not Work Underwater
- $\frac{1}{4}$	Does Not Work In Intense Magnetic Fields

Limited Powers reduce the power's normal effectiveness. Examples include a Blast that can't be Bounced, a Drain that doesn't work against aliens, or a Killing Attack that only affects men.

Conditional Powers prevent the power from working in certain circumstances, or only allow the power to work in certain circumstances. Examples include a power that doesn't work in sunlight, a power that only works in sunlight, or a power that doesn't work in water.

Limited Power Limitations are, if anything, even more campaign-specific than other Limitations. For example, "Only Works On Women" would be a much smaller Limitation in a campaign featuring Amazon goddesses than it would in a campaign featuring an all-male squadron of super-soldiers.

LIMITED RANGE

Applies To: No Range, Standard Range, or Line Of Sight Powers

Value: +¼ for No Range powers; -¼ for Standard Range or Line Of Sight powers

Makes the power function at Range, but a lesser Range than Standard Range (as set by the GM).

LIMITED SPECIAL EFFECT

Applies To: Adjustment Powers (see below for details)

Value: -¼, -½, or -1

Restricts an Adjustment Power that affects a single Power (*i.e.*, one without Expanded Effect or Variable Effect) so that it only affects that Power when the Power has a specific Special Effect. For example, an Aid Blast that only applies if the Blast has a Fire Special Effect. The value of the Limitation depends on how common the Special Effect is; a Very Common Special Effect is -¼, a Common Special Effect is -½, and an Uncommon Special Effect is -1.

LINE OF SIGHT

Applies To: Ranged Powers

Value: +½

Changes a power's Range attribute to Line Of Sight.

LINKED

Applies To: No restriction

Value: Varies (see table)

Requires that another power (the "greater power") be used in order to use the power with the *Linked* Limitation (the "lesser power"). As their names imply, the lesser power's Active Points cannot be higher than the greater power's; if they're equal, pick one to be the lesser power.

Linked is taken on the lesser power only, and only restricts the use of the lesser power; the greater power can be used with or without the lesser. If the powers are *Jointly Linked* (both powers must be used together whenever either is used), this can increase the Limitation value (if the lesser power costs a lot of END or otherwise inconveniences the character significantly).

LINKED TABLE

Value	Limitation
-½	Lesser power is Linked to greater power (must use greater in order to use lesser)
-¼	Greater power is Linked to lesser power (must use lesser in order to use greater)
Value Change	Jointly Linked
No change	Can use greater power without lesser (not Jointly Linked)
No change	Must use both powers (lesser is not a significant inconvenience)
¼ more Limitation	Must use both powers (lesser is a significant inconvenience)
Value Change	Proportionality
No change	Must use lesser power in proportion to greater (<i>i.e.</i> , if greater is used at half strength, lesser can only be used at half strength)
¼ less Limitation	Need not use lesser power in proportion to greater
¼ more Limitation	Must use greater power at full value in order to use lesser
Value Change	Constant Powers
¼ less Limitation	Greater power is Constant or in use most or all of the time
No change	Can only use Instant lesser power in the Phase Constant greater power is activated
¼ less Limitation	Can use Instant lesser power in any Phase in which Constant greater power is in use

Alternately, a greater power can be Linked to a lesser power for a lower Limitation value (such as a poisoned knife, where a high Active Point poison power is Linked to a lower Active Point knife power). This should be considered a Caution Sign option.

A character activates and uses Linked powers simultaneously. If both are Attack Powers, he must use them against the same target (this is not considered a Multiple Attack), and must resolve them with a single Attack Roll (or MCV Attack Roll). However, the target applies defenses against them separately. Combat Skill Levels must work with both Linked powers in order to apply to the attack. Abilities Linked to STR must Link to a specific use of STR (Linked to Punch, Linked to Grab, and so on), not just to STR in general.

Character Creation

LOCKOUT

Applies To: No restriction

Value: -½

Prevents the character from using other powers while this power is in use. The GM may adjust the value depending on how many powers Lockout prevents the character from using, how important those powers are, and so forth.

MANDATORY EFFECT

Applies To: Continuing-effect Mental Powers

Value: Varies (see below)

Requires that the Power achieve a certain level of effect in order to have any effect at all. If the Power must achieve EGO+10 or fail to work, the Limitation is worth -¼; EGO+20, -½; EGO+30 or greater, -¾. If the character always has to achieve other effects as well (e.g., victim never remembers Mind Control, victim is never aware Telepathy has been used on him) this Limitation is worth an additional -¼.

MASS

Applies To: Defense Powers built as Armor or Shields

Value: -0, -½, -1, or -1½

Assigns a weight (mass) to armor, which the character must factor into his *Encumbrance* while wearing it. Normal Mass equals 5 kg at 2 PD/2 ED defense, and doubles for each +2 PD/+2 ED. At the -0 value, the armor has No Mass; at the -½ value, it has Half Mass; at -1, it has Normal Mass; at -1½, it has Double Mass.

MEGASCALE

Applies To: Area-affecting Powers; Powers that work at Range; Movement Powers (except Extra-Dimensional Movement and FTL Travel)

Value: Varies (see table)

Converts the standard meter used to measure distance and area to a larger unit of measurement. For example, instead of Teleportation 10m, a character might have MegaTeleportation measured in units of 1,000km, so his 10,000km Teleport lets him travel between continents.

The amount of MegaScale a character buys defines the *upper limit* to the scale of his power. He can vary the scale from use to use, from 1m = 1m up to 1m = the maximum distance he bought MegaScale for. If he must use MegaScale at its defined upper limit all the time, it's worth ¼ less Advantage.

MEGARANGE AND MEGAAREA

MegaScale can increase a power's Range or the Area it covers; to do both, you must buy MegaScale twice. Using a MegaScale power at any Range or Area above personal scale requires a Full Phase Action, and the character is at ½ DCV. Measuring Range in MegaScale distances also affects the Range Modifier; for example, a MegaRanged Blast (1m = 1km) suffers Range Modifiers beginning at 9 kilometers.

MEGASCALE TABLE

Value	Length/Area of 1 Unit of Measurement	Examples
+0	1m	Personal; man size
+1	Up to 1km	Town
+1¼	10 km	City
+1½	100 km	Region
+1¾	1,000 km	Nation
+2	10,000 km	Planet
+2¼	100,000 km	Lunar
+2½	1 million km	
+3	100 million km	
+3¼	1 billion km	
+3½	10 billion km	Solar system
+3¾	100 billion km	
+4	1 trillion km	
+4¼	10 trillion km	1 light-year
+4½	100 trillion km	10 light-years
+5½	100,000 light-years	Galaxy-wide
+7	100 billion light-years	Universe-wide
Value	Modifier	
¼ less Advantage	Character cannot alter scale (see text)	

MEGAMOVEMENT

The MegaScale effect applies only to the character's meters of Combat Movement; it has no Noncombat Movement multiple and may not purchase such multiples. However, any use of MegaMovement above personal scale is considered Noncombat Movement (affecting the character's CVs) and constitutes a Full Phase Action (preventing use of Move Throughs, Move Bys, Grab Bys, Strafes, or Dives For Cover). Acceleration and Deceleration at MegaScale work the same as for normal movement, but over the larger scale.

MENTAL DEFENSE ADDS TO EGO

Applies To: Entangle as Mental Paralysis or Telekinesis as Psychokinesis

Value: -½

Allows the victim of a Mental Paralysis or Psychokinetic Grab to add their points of Mental Defense to their EGO when trying to escape.

MOBILE: See Area Of Effect (page 97)

NO CONSCIOUS CONTROL ⚠

Applies To: No restriction
Value: -1 or -2

Gives control of a power to the GM (useful for building powers that help a character, but that he can't rely on). At the -2 level, the GM controls when the power activates, and its effects when it does. At the -1 level, the GM controls only one of those two elements.

NO GRAVITY PENALTY

Applies To: Movement Powers
Value: +½

Allows a character to move at his standard rate of movement even when moving against gravity. This doesn't affect the bonus to movement a character gets from moving with the force of gravity.

NO KNOCKBACK

Applies To: Attack Powers that normally do Knockback
Value: -¼

Prevents an attack from ever causing Knockback. An Attack Power that does No Knockback exerts no pressure – the character can't use it to flip a switch or push a button, for example.

NO NONCOMBAT MOVEMENT

Applies To: Movement Powers
Value: -¼

Prevents a Movement Power from attaining Noncombat Movement velocity.

NO NORMAL DEFENSE (NND): See Attack Versus Alternate Defense (AVAD) (page 98)

NO RANGE

Applies To: Ranged Powers
Value: -½

Changes a Power's Range attribute from Standard Range or Line Of Sight to No Range. Double the value for Constant Powers that require ongoing contact with the target.

NO RANGE MODIFIER: See Reduced Range Modifier (page 113)

NO TURN MODE ⚠

Applies To: Movement Powers that have a Turn Mode
Value: +¼

Exempts a Power from the Turn Mode rules.

NONCOMBAT ACCELERATION/ DECELERATION

Applies To: Movement Powers
Value: +1

Allows a character to accelerate or decelerate at a rate equal to his full meters of Noncombat Movement per meter (and thus to reach his full Noncombat velocity in one Full Phase and one meter of space).

NONPERSISTENT

Applies To: Persistent Powers
Value: -¼

Changes a power's Duration attribute from Persistent to Constant, and makes it subject to all rules governing Constant Powers. A Persistent Power with the *Costs Endurance* Limitation automatically becomes Constant instead, and cannot also take this Limitation.

NONRESISTANT DEFENSES

Applies To: Barrier and Entangle
Value: -¼

Makes the Power's PD and ED Nonresistant.

NONSELECTIVE TARGET: See Area Of Effect (page 97)

ONE USE AT A TIME

Applies To: Adjustment Powers
Value: -1

Prevents the Power from being used on a target a subsequent time until all the CP from the previous use fade or return entirely.

ONLY IN ALTERNATE IDENTITY (OIAID)

Applies To: No restriction
Value: -¼

Restricts a power's use to only one of a character's identities (such as a power a superhero can use in costume, but not in his secret identity). This requires that it take a Full Phase or longer for the character to change between identities, and/or there must be other difficulties or ways to prevent him changing. A power cannot have both OIAID and *Focus* (though OIAID is often used to simulate characters who seem to have a Focus, but somehow never lose it).

ONLY PROTECTS BARRIER

Applies To: Defense Powers and Life Support
Value: -1

Limits the Power to only protecting a Barrier; not the character with the Power, nor any characters protected by the Barrier.

Character Creation

ONLY RESTORES TO STARTING VALUES

Applies To: Positive Adjustment Powers

Value: -½

Limits the Power to only restoring lost Characteristics and Powers (not raising them above starting values).

ONLY WORKS AGAINST

[LIMITED TYPE OF ATTACK]

Applies To: Defense Powers and Desolidification

Value: -¼ to -1

Applies a defense only to a specific type or category of damage. The value depends on how frequently the character is likely to encounter that type of attack: if it's a Rare attack (e.g., Life Force Energy, Dimensional Manipulation attacks), -1; an Uncommon attack (e.g., Sonic, Telekinetic, poisons), -¾; a Common attack (e.g., Electricity, Fire, Magic), -½; and a Very Common attack (e.g., Blasts, Killing Attacks, energy, punches), -¼.

Desolidification with this Limitation becomes a Defense Power, and does not allow the character to move through solid objects or otherwise be intangible (though the character must still apply *Affects Physical World* to any abilities that can affect physical objects while this Power is in use).

OPAQUE

Applies To: Barrier and Entangle

Value: +5 CP per single Sense; +10 per Sense Group

Prevents Senses or Sense Groups from perceiving through the Power's effect.

PARTIAL COVERAGE

Applies To: Powers for Bases (usually Defense Powers and BODY)

Value: See text

The affected defenses and/or BODY only apply to a subsection of a Base. Determine a Size rating for the heavily protected section as if it were a separate Base. Each step up the Vehicle And Base Size table (page 162) from the Base's overall Size to the subsection's Size increases the Limitation value by -¼ (maximum of -2).

PENETRATING ⚠

Applies To: Attack Powers

Value: +½

Causes a target hit by the attack to take 1 point of effect for every "Normal Damage BODY" rolled on the Effect Roll dice, or the damage he'd take from the attack after applying his defenses, whichever is greater. Characters can apply Penetrating to the STUN of Normal Damage attacks, the BODY of Killing Attacks, the points lost due to a Drain, or any other effect that applies the total Effect Roll against a target's defenses; they may not use it with the BODY of Normal Damage Attacks, with Flash attacks, or with AVAD attacks. Characters can apply Penetrating multiple times to the same Power, but the only effect is counteracting multiple applications of *Impenetrable*.

PERCEIVABLE

Applies To: Inobvious or Imperceptible Powers

Value: -¼ or -½

Changes a power's Perceivability attribute. At the -¼ level, it makes an Inobvious power Obvious, or an Imperceptible power Inobvious. At the -½ level, it makes an Imperceptible power Obvious.

PERSISTENT

Applies To: Constant Powers

Value: +¼

Changes a Power's Duration from Constant to Persistent. If the Power doesn't cost END, it becomes subject to all rules governing Persistent Powers. If it does cost END, then it remains turned on as long as the character still has positive END to "fuel" it.

PERSONAL IMMUNITY

Applies To: No restriction, but usually Attack Powers

Value: +¼

Prevents a character from being affected by his own power.

PHYSICAL MANIFESTATION

Applies To: Constant or Persistent Powers; Instant Powers with a continuing effect

Value: -¼

Gives a power some physical embodiment that other characters can attack (using the Breakable Focus rules, and a DCV equal to the character's base DCV). If the Physical Manifestation is destroyed, the power turns off. Re-activating the power must take time and effort, or being without the power briefly must hinder the character significantly (such as Flight, which can result in a dangerous fall if suddenly deactivated).

POSITION SHIFT

Applies To: Flight or Teleportation

Value: +5 CP

Allows a character to move to his feet as a Zero Phase Action after being knocked down, without moving any distance.

RANGE BASED ON STR

Applies To: No Range, Standard Range, or Line Of Sight Powers

Value: +¼ for No Range powers; -¼ for Standard Range or Line Of Sight powers

Makes the power's Range depend on how far the character can throw the power (commonly used to build thrown weapons). See *Strength* (page 13) to determine how far a character can throw an object.

RANGED

Applies To: Powers with a Range attribute of No Range
Value: +½

Changes the power's Range attribute from No Range to Standard Range.

RAPID NONCOMBAT MOVEMENT

Applies To: Movement Powers
Value: +¼

Allows a character to attain full Noncombat Movement velocity in a number of Phases equal to the number of doublings of his Noncombat Movement rate.

REAL ARMOR

Applies To: Defense Powers built as Armor or Shields
Value: -¼

Imposes "realistic" restrictions on a shield or piece of armor:

- It requires appropriate care or begins failing at the GM's option.
- It may be ineffective against some attack types, regardless of its defense (like falling damage).
- It must be taken on and off, may restrict the wearer's ability to move freely (swim, use *Gestures*), may become extremely uncomfortable in certain conditions, and so on.

REAL WEAPON

Applies To: Attack Powers built as Weapons
Value: -¼

Imposes "realistic" restrictions on a weapon:

- It requires appropriate care or begins failing at the GM's option.
- Certain uses of it may be ineffective, regardless of damage caused (like trying to use a bladed weapon to hack through a brick wall).
- It typically takes a Half Phase to draw if it's not already in a character's hand when he wants to use it.
- If added damage more than doubles its base DC, it also takes the full damage it does to the target (likely breaking it).

REDUCED BY RANGE

Applies To: Attack Powers
Value: -¼

Subtracts 2 Damage Classes from the power for each doubling of Range beyond 8m (-2 DC from 9-16m; -4 DC from 17-32m; and so on).

REDUCED BY SHRINKING

Applies To: No restriction
Value: -¼ (or -0; see text)

Causes the Power or Characteristic to decrease by 5 Active Points of effect for every 6 CP worth of Shrinking in use (or some similar proportional ratio determined by the GM). The value of Reduced By Shrinking assumes the character Shrinks fairly frequently; if he doesn't, then Reduced By Shrinking is a -0 Limitation.

REDUCED ENDURANCE

Applies To: Powers that cost END
Value: +¼ for Half END; +½ for 0 END

Reduces the END cost of the power by half (1 END per 20 Active Points) or to 0. At the +¼ (Half END) level, the minimum END cost is 1, and the cost of Reduced Endurance doesn't factor into the Active Points when determining the power's END (it halves the END cost of the power unmodified by itself).

REDUCED NEGATION

Applies To: Attack Powers
Value: +2 CP per -1 DC

Allows a Power to reduce the effect of Damage Negation by 1 DC per +2 CP.

REDUCED PENETRATION

Applies To: Attack Powers
Value: -¼

Splits an attack into two equal parts for the purpose of determining BODY damage and applying it to the target's defenses (though it's still resolved with one Attack Roll and treated as a single attack). Reduced Penetration is often used to build an animal's claw attacks, or (combined with *Reduced By Range*) to simulate shotguns.

To determine the STUN, add the two attacks together before rolling the STUN Multiplier (if it's a Killing Attack) or applying the target's defenses. Determine Knockback from the highest BODY roll.

Example: *One of Dr. Phillippe Moreau's twisted creations, a massive bear-man, catches Kinetik by surprise and rakes him with its massive claws. The claws (with STR added) are a 4d6 HKA, Reduced Penetration. Since Kinetik wasn't moving when struck, he has 15 PD (6 resistant).*

Splitting the 4d6 HKA into two 2d6 rolls, the first roll is 5 and the second is 8. Kinetik takes no BODY from the first part of the attack, and 2 BODY from the second. The rolls are totaled to 13 before applying the STUN Multiple; the GM rolls a 5, for a STUN Multiple of 3 and a total of 39 STUN. After subtracting his 15 PD, Kinetik takes 24 STUN.

REDUCED RANGE MODIFIER

Applies To: Ranged Powers
Value: +¼ or +½

Halves (+¼) or eliminates (+½) the Range Modifier when making Attack Rolls with the power.

REQUIRED HANDS

Applies To: Attack Powers built as Weapons
Value: -0, -¼, or -½

Requires a character to use a particular number of hands to wield a weapon properly. At the -0 value (the default assumed unless otherwise defined), the weapon is One-Handed; at the -¼ value, it's One-And-A-Half Handed; at the -½ value, it's Two-Handed. See also *Using Weapons* (page 165).

Character Creation

REQUIRES A ROLL

Applies To: No restriction

Value: Varies (see table)

Requires the character to succeed with a Success Roll in order to activate and/or use the power. Attempting a Required Roll is always the last part of preparing to use a power (after expending END, attempting Attack Rolls, and so on), so if the Required Roll fails, those preparations are wasted. There are two types of required rolls: Unmodified Rolls and Skill Rolls.

REQUIRES A ROLL TABLE

Value	Roll Type
-½	Unmodified Roll
-½	Skill Roll
Value Change	Roll Frequency
No change	Only when activating power
½ more Limitation	Every Phase or use (Constant or Persistent Powers only)
Value Change	Unmodified Roll
1 more Limitation	7- (or worse)
¾ more Limitation	8-
½ more Limitation	9-
¼ more Limitation	10-
No change	11-
¼ less Limitation	12-
½ less Limitation	13-
¾ less Limitation	14-
Value Change	Skill Roll
No change	Uses Characteristic Roll, PER Roll, or Attack Roll instead of Skill Roll
¼ less Limitation	Uses KS, PS, or SS
¼ less Limitation	-1 to the roll per 20 Active Points
No change	-1 to the roll per 10 Active Points
½ more Limitation	-1 to the roll per 5 Active Points
Value Change	Other Modifiers
No change	Burnout (see text)
½ more Limitation	Jammed (see text)
¼ less Limitation	Character can choose between two rolls

The minimum value is -¼, regardless of modifiers.

With an *Unmodified Roll* (also known as an *Activation Roll*), the Success Roll is always the same – always a specific number the character attempts to roll under, unmodified by the Active Points in the ability, Skill Modifiers, or other circumstances.

With a *Skill Roll*, the Success Roll is usually based on an Agility, Intellect, Interaction, or *Power Skill* (hence the name), though a character can also base it on a Characteristic Roll, a PER Roll, an Attack Roll, or (for a lesser value) a Background Skill Roll if one of those better suits the Special Effects. It always takes a penalty based on the Active Points in the ability, and can also take other appropriate Skill Modifiers (for hurrying or taking extra time, for good or bad conditions for performing the Skill, and so on).

By default, the character must attempt the roll only when activating the power (*i.e.*, whenever he uses an Instant Power, or when he first turns on a Constant or Persistent Power). If he must attempt the roll every Phase he maintains or uses a Constant or Persistent Power (such as a Defense Power where he must succeed with the roll whenever he needs to apply that defense against an attack), the Limitation value increases.

Burnout: The character attempts the roll *after* using the power instead of before. If the roll fails, the power cannot be used again until the GM rules that it's recovered or been repaired (typically between adventures).

Jammed: As *Burnout* above, except that the character attempts the roll *before* using the power (so unlike *Burnout*, there's no guarantee of being able to use it at least once).

REQUIRES MULTIPLE CHARGES

Applies To: Powers that share a "pool" of Charges with other powers

Value: Varies (see table)

Makes one power from a grouping of powers that share the same "pool" of Charges (such as a Multipower with an overall number of Charges for the entire Framework) use up more than one Charge per use. A power cannot require more Charges to use than the "pool" has at full strength.

REQUIRES MULTIPLE CHARGES

Value	Number of Charges Used
-¼	2 per use
-½	3-7 per use
-¾	8-12 per use
-1	13-17 per use
...	and so on

REQUIRES MULTIPLE USERS

Applies To: Attack Powers and powers that *Require A Roll*

Value: Varies (see table)

Requires more than one character to use the power properly (or at all). Examples include weapons systems that need a crew to fire, or magic rituals requiring several spell casters.



REQUIRES MULTIPLE USERS TABLE

Value	Required Crew	Penalty for Single Character to Operate
-¼	2	-3
-½	3-4	-6
-¾	5-8	-9
-1	9-16	Not possible
... and so on		

For Attack Powers, the RMU penalty applies to OCV; for *Requires A Roll* Powers, it applies to the Required Roll. Designate one character to be the chief operator who attempts these rolls (though all characters must take any preliminary actions, such as taking Extra Time, spending END, and the like).

If more than one character, but fewer than the required number, attempts to use the power, reduce the penalty by one for each character after the first. For example, if five characters try to use a power meant for 8, the usual -9 penalty becomes -5.

RESISTANT

Applies To: Defense Powers

Value: +½

Converts a Power's points of Normal Defense into points of Resistant Defense so they reduce the BODY of Killing Damage attacks.

RESTRAINABLE

Applies To: No restriction

Value: -½ or ¼

At the -½ level, Restrained prevents a power from working while the character is Grabbed, Entangled, or otherwise restrained (for example, wings that don't allow the character to fly while the wings are bound). At the -¼ level, Grabs and Entangles don't stop the power, but there is some other identifiable physical way of preventing access to it (for example, a cybernetic implant that an enemy can deactivate). A power should not take both Restrained and *Focus*; Foci have their own defined means of depriving characters of the powers they provide.

RESURRECTION

Applies To: Healing and Regeneration

Value: +20 CP

Allows the Power to bring deceased characters back to life. A character with Resurrection must define a reasonably common way to prevent Resurrection from working (such as being killed by a particular attack type, or the body undergoing a particular treatment such as beheading).

Healing must Heal enough BODY damage to bring the deceased back to positive BODY. Unless the deceased's corpse was repaired prior to resurrection (wounds stitched up or Healed separately, poisons treated with an antidote, and so on), he may quickly die again.

The GM determines how long Resurrection Regeneration takes, though it should usually bear some relation to the speed of the character's Regeneration when alive. This form of Regeneration is an exception to the general rule that a character's powers don't work when he's dead.

Character Creation

RESURRECTION ONLY

Applies To: Healing or Regeneration with Resurrection

Value: -½ (Healing) or -2 (Regeneration)

Restricts the Power with Resurrection so that it can *only* be used to bring the target (Healing) or the character (Regeneration) back from death.

SAFE BLIND TRAVEL

Applies To: Extra-Dimensional Movement and Teleportation

Value: +¼

Allows a character to appear in the nearest open space of adequate size when an object occupies his intended arrival point.

SELECTIVE TARGET: See Area Of Effect (page 97)

SIDE EFFECTS

Applies To: No restriction

Value: Varies (see table)

Disadvantageous or harmful effects happen to the character when the power fails to work properly; characters usually take Side Effects for a power that also *Requires A Roll*. Examples include a weapon that backfires when used improperly, or a summoning spell that calls the wrong sort of creature when miscast.

The player and GM work together to define the nature and effect of a Side Effect when the Limitation is taken (the Side Effects Table includes guidelines for determining its strength). The Side Effect usually relates to the effect of the power, and it must always be disadvantageous or harmful.

Any Side Effect automatically affects the character (or environment or recipient). No Attack Roll is necessary, and no defenses apply against it.

SKIN CONTACT REQUIRED

Applies To: Mental Powers

Value: -1

Requires skin-to-skin contact in order to make an MCV Attack Roll. Otherwise it functions similarly to *Eye Contact Required*. A Power with this Limitation cannot also take the *No Range* Limitation.

STANDARD RANGE

Applies To: Mental Powers

Value: -¼ or -½

Changes the Power's Range attribute from Line Of Sight to Standard Range, though the character must still have Line of Sight to his target when attacking. At the -¼ value, the Power is not subject to the Range Modifier; at the -½ value, it is. On a Continuing-effect Mental Power, the Power stops affecting the target immediately if the target moves beyond the Power's Range.

SIDE EFFECTS TABLE

Value	Level	Side Effect Strength
-¼	Minor	15 Active Points or one-fourth of the Active Points in the power (whichever is greater), or another minor effect the GM and player agree upon
-½	Major	30 Active Points or half of the Active Points in the power (whichever is greater), or another major effect the GM and player agree upon
-1	Extreme	60 Active Points or the Active Points in the power (whichever is greater), or another extreme effect the GM and player agree upon
Value Change	Side Effect Occurs When...	
No change	Required Roll fails	
¼ less Limitation	Character does a specific thing, or a specific thing happens to character	
2x value	Whenever power is used (or is bought for a power which always works)	
¼ less Limitation	Character stops using the power (only applies to Side Effects that always occur)	
Value Change	Side Effect Affects...	
No change	Character only	
¼ less Limitation	Environment near character only	
¼ more Limitation	Both character and environment near character	
¼ less Limitation	Recipient only (only applies to powers intended to benefit the target)	
¼ more Limitation	Both the character and recipient (only applies to powers intended to benefit the target)	
Value Change	Modifier	
¼ more Limitation	Side Effect applies to a Constant Power whose Required Roll must be attempted every Phase	
¼ less Limitation	Side Effect causes a predefined amount of damage/effect	

STICKY

Applies To: Continuing-effect or *Uncontrolled* Powers with a tangible effect

Value: +½

Causes the power to affect any character who touches a character already affected. For example, a character who touches the victim of a *Sticky* Entangle would himself be Entangled. If the power stops affecting one target (even the original target), other affected characters remain affected. If they don't (if freeing one frees all), the value is halved to +¼.

**STOPS WORKING IF
KNOCKED OUT/STUNNED**

Applies To: Continuing-effect Mental Powers

Value: -¼ or -½

Causes the effect to stop immediately if the mentalist is Knocked Out (-¼) or Stunned (-½).

STR MINIMUM 

Applies To: Attack Powers built as Weapons

Value: -¼ or more (see text)

Imposes -1 OCV and -1 DC penalties for every 5 points (or fraction thereof) that the wielder's STR is below the weapon's STR Minimum rating (set by the GM, based on the weapon's size, mass, materials, and balance). At the -¼ value, the minimum STR required is 4-8; at the -½ value, the STR Minimum is 9-13; at -¾, it's 14-18, and at -1, it's 19 or higher. Every 5 full points by which a character's STR exceeds the STR Minimum adds +1 DC to HTH weapons. If it doesn't, increase the Limitation value by -½ (on HTH weapons only).

STUN ONLY

Applies To: Damage Negation and Damage Reduction

Value: -½

Causes the power to only affect STUN damage.

SUBJECT TO RANGE MODIFIER

Applies To: Ranged Powers not normally subject to the Range Modifier

Value: -¼

Makes the power subject to the Range Modifier.

TIME LIMIT 

Applies To: Instant Powers and Powers that cost no END to maintain

Value: Varies (see table)

Causes an effect to last for a defined period of time. Time Limit should not be used for Powers that have their own defined rules for altering the duration.

TIME LIMIT TABLE

Value	Instant Powers (except Continuing-effect)
+¼	Extra Phase
+½	Up to 1 Turn
+¾	Up to 1 Minute
+1	Up to 5 Minutes
	... and so on
Value	Constant Powers
+¼	Up to 1 Turn
+½	Up to 1 Minute
+¾	Up to 5 Minutes
+1	Up to 20 Minutes
	...and so on
Value	Continuing-effect Instant Powers and Persistent Powers
-3	Extra Phase (or less)
-2½	1 Turn
-2	1 Minute
-1½	5 Minutes
-1	20 Minutes
-¾	1 Hour
-½	6 Hours
-¼	1 Day (or more)

TIME LIMIT AS AN ADVANTAGE

As an Advantage, Time Limit works best for powers that require some type of preparation to use (such as Extra Time, Gestures, or a Required Roll). While the power remains "in effect," the character can use it on any of his Phases without having to redo any preparations. For example, if a magic spell (requiring several preparations) grants the character *Invisibility* for 1 Hour, he can start and stop using *Invisibility* repeatedly during the hour without having to make the preparations each time.

On an Instant Power that doesn't normally linger (such as Blast), the power costs END when first activated, then again whenever it's used, but not on Phases when it isn't used.

The power doesn't turn off during the defined Time Limit, even if the character is Stunned or Knocked Out.

TIME LIMIT AS A LIMITATION

The lingering effects of the power last only as long as the defined Time Limit (not indefinitely). For example, an Entangle or Barrier with a 5 Minute Time Limit would vanish after 5 Minutes, even if undamaged.

TRANSDIMENSIONAL

Applies To: Usually Sensory Powers (but also see text)

Value: +½ to affect targets in a single additional dimension; +¾ for a related group of dimensions one at a time; +1 for any dimension one at a time

Allows a power to affect targets in additional dimensions (other than the current one). Calculate any Range Modifiers based on the relative position between the point where the power breaches the dimensional barrier and the position of the target in that dimension.

Transdimensional is primarily intended for Sensory Powers, but can also apply to *Indirect* powers with appropriate Source Points different than the character, or to powers with some inherently indirect properties (such as Telekinesis). Mental Powers (except Mind Scan) must be made *Indirect* before they can be *Transdimensional*.

TRIGGER

Applies To: No restriction

Value: Varies (see table)

Activates the power when a defined circumstance occurs. Examples include a radio control device, an activation word, or the passage of a particular amount of time.

The circumstance that activates a Trigger must be easily verifiable, and cannot rely on any Senses the character doesn't possess. The act of activating a Trigger never constitutes an Attack Action, even if it involves an attack or making an Attack Roll.

Some Triggers can *Misfire*, activating due to conditions other than those defined (such as a bomb with a radio detonator Trigger that might Misfire if a radio tuned to certain frequencies comes too close to it). The chance to Misfire when a "false condition" occurs is 11-.

END cost (if any) is paid when the Trigger is set, and that is also when any Limitations such as Extra Time or Requires A Roll apply. Any needed Attack Rolls are attempted when the power is Triggered (not at setup).

TURN MODE

Applies To: Movement Powers with no Turn Mode

Value: -¼

Makes the Power use the Turn Mode rules.

UNCONTROLLED

Applies To: Constant Powers

Value: +½

Allows a power to maintain itself without conscious thought or action from its user. GMs should be extremely wary of Uncontrolled powers (especially attacks) bought to 0 END.

The character activates the power normally (including succeeding with an Attack Roll if necessary), then feeds as much END as he desires into a "pool" of END to fuel the power. The Uncontrolled power then runs on its own as long as END remains to power it (even if the character is Stunned, Knocked Out, or loses Line Of Sight on a target, or if the power is in a Power Framework and the character switches to a different slot).

Uncontrolled attacks damage the target when first used, then again at the attacker's DEX value on each of the attacker's Phases. An Uncontrolled power must have a reasonably common and obvious set of circumstances that will turn it off or negate it.

UNIFIED POWER

Applies To: Any two or more powers

Value: -¼

Makes a power part of a larger group of powers (at least two) that are all affected equally and simultaneously by Negative Adjustment Powers. (The opposite is *not* true; Positive Adjustment Powers affect Unified Powers normally.) All Powers in the group take the Unified Power Limitation.

TRIGGER TABLE

Value	Basic Activating Circumstances
+¼	One defined condition or related set of conditions
+½	Character can redefine the Trigger condition from use to use
Value Change	Activation Modifiers
No change	Activating the Trigger requires a Zero Phase Action
¼ more Advantage	Activating the Trigger is a No Time Action
No change	Only one activation condition applies at a time (when A happens)
¼ more Advantage	Two activation conditions apply simultaneously (when A <i>or</i> B happens)
½ more Advantage	Three or more activation conditions apply simultaneously (when A or B or C happens)
Value Change	Reset Parameters Modifiers
½ less Advantage	Trigger requires a Turn or more to reset
¼ less Advantage	Trigger requires a Full Phase Action to reset
No change	Trigger requires a Half Phase Action to reset
¼ more Advantage	Trigger requires a Zero Phase Action to reset
½ more Advantage	Trigger resets automatically, immediately after it activates
Value Change	Miscellaneous Modifiers
No change	Once set, Trigger remains "ready" indefinitely (even if character is asleep, Knocked Out, etc.)
¼ less Advantage	Trigger expires (it has a time limit)
¼ less Advantage	Trigger can Misfire (see text)

The minimum value of Trigger is +¼, regardless of the modifiers applied.

Unified Power typically represents constructs where the character needs multiple Powers (in the game system sense) to build all of the aspects or facets of a single power (in the campaign world sense). For example, an arachnid superhero might apply Unified Power to Barrier, Entangle, and Swinging, since he bought them all to represent aspects of a single “Create Webs” power. But his Clinging, Enhanced Senses, and Leaping would *not* take Unified Power. Even though they also fall under a general “spider powers” motif, they’re not literally facets of the *same* spider power.

If one slot in a Power Framework takes Unified Power, all must take it (unless the entire Unified Power group is together in a single Power Framework slot).

USABLE AS [ADDITIONAL FORM OF MOVEMENT]

Applies To: Movement Powers

Value: +¼ per additional mode of movement

Allows a Power to function as another mode of movement. When functioning as a different mode of movement, the power is subject to all the rules governing that Movement Power, instead of the primary Power. Changing from one mode of movement to another is a Zero Phase Action that can only be once per Phase.

A character must apply this Advantage to the most expensive of the Movement Power types he wants to use. For example, if he wants a Movement Power to function as both Flight and Swimming, he buys Flight and applies this Advantage to make it also work as Swimming; he can’t buy Swimming and apply this Advantage to make it also work as Flight.

The character has the same number of meters in the alternate mode(s) of movement as he does with the primary mode of movement. In the case of Movement Powers not measured in meters, such as FTL Travel, use the Base Cost of the primary Movement Power to determine the speed or effect in the secondary mode of movement.

USABLE AS ATTACK (UAA): See Usable On Others (below)

USABLE ON OTHERS (UOO)

Applies To: No restriction

Value: Varies (see table)

Allows a character to give a power to another character, or to impose a power on another character without his consent (*i.e.*, as an attack). For ease of reference, the character giving the power to another character (or forcing it on him) is the “Grantor;” the character getting the power is the “Recipient.”

USABLE ON OTHERS TABLE

Value	Basic Target
+¼	Grantor can give power to one Recipient
Value Change	Target Modifiers
¼ more Advantage	x2 number of Recipients (+¼ for x2, +½ for x4 +¾ for x8, and so on)
+1 more Advantage	Everyone within 10m can be Recipient, regardless of number
No change	Multiple Recipients all receive power at once
¼ less Advantage	Grantor must grant power to multiple Recipients one at a time
Value Change	Willingness Modifiers
No change	Recipient must be willing to receive power
+1 more Advantage	Grantor can force power onto unwilling Recipient (“Usable As Attack”)
Value Change	Control Modifiers
No change	Recipient controls the power
¼ more Advantage	Recipient controls the power, but Grantor can take it back as a Half Phase Action
½ more Advantage	Grantor controls the power totally
Value Change	Endurance Modifiers
No change	Recipient pays the END for using the power
¼ less Advantage	Grantor pays the END whenever the power is used
Value Change	Granting Modifiers
No change	Grantor can grant power to others or to himself
½ less Advantage	Grantor can only grant the power to others (doesn’t apply to “Usable As Attack”)
Value Change	Range Modifiers
No Change	Recipient must be within Reach of the Grantor when power is granted
¼ more Advantage	Recipient must be within Limited Range of the Grantor when power is granted
½ more Advantage	Recipient must be within Standard Range of the Grantor when power is granted
Value Change	Proximity Modifiers
No change	Recipient can go anywhere after receiving power
¼ less Advantage	Recipient must remain within Line Of Sight of Grantor
½ less Advantage	Recipient must remain close to Grantor (determined by GM)

The minimum value of Usable On Others, regardless of modifiers, is +¼

Character Creation

GRANTING POWERS

Granting a power costs END for the Grantor (on the Phase he grants it) if the granted power costs END to use; if it doesn't, then granting it costs no END. Using a granted power costs END for the Recipient (or the Grantor, depending on how UOO is bought) when it's used; simply receiving or maintaining a grant of power cost no END.

Granting a UOO power is an Attack Action and requires a successful Attack Roll against the Recipient. A Grantor "granting" the power to himself can ignore both of these requirements; granting the power to a willing Recipient within easy reach can ignore the Attack Roll.

USING GRANTED POWERS

A granted power follows the standard rules for that power. For example, the Recipient must turn it on and off, must gesture if the power has *Gestures*, and so on. However, the granted power does not itself include Usable On Others (*i.e.*, the Recipient cannot grant the power to other characters).

The Recipient loses "access" to the power if he is Stunned or Knocked Out (though the Grantor could give it to him again normally). The Recipient may voluntarily relinquish a UOO power as a No Time Action.

Applying UOO to a Self Only power converts it into a No Range power. UOO can only grant a Recipient a new power; it can't enhance or add to a power he already has.

A UOO power that can be forced on the Recipient ("Usable As Attack") must define a reasonably common and obvious set of defenses that cancels out the attack. UAA is required for affecting unconscious or unaware Recipients with powers not beneficial to them, but not for affecting them with beneficial powers (such as granting them defenses).

COMMON CONFIGURATIONS

Usable By Other: can grant power to one Recipient; Recipient is willing; Recipient controls power; Recipient pays END; Recipient must be within Reach when granted; Recipient can go anywhere after receiving power. (**Value:** +¼)

Usable Simultaneously: can grant power to two Recipients (typically the Grantor and one Recipient); Recipient is willing; Recipient controls power; Recipient pays END; Recipient must be within Reach when granted; Recipient can go anywhere after receiving power. (**Value:** +½; an additional +¼ for every 2x Recipients)

Usable Nearby: can grant power to anyone Grantor chooses within 10m; Recipient is willing; Grantor controls power; Grantor pays END; Recipient must be within Reach when granted; Recipient must remain within 10m of Grantor. (**Value:** +1)

Usable As Attack (UAA): can grant power to one Recipient; Recipient need not be willing; Grantor controls power; Grantor pays END; Recipient must be within Reach when granted; Recipient must remain within Line Of Sight of Grantor. (**Value:** +1¼)

DIFFERING MODIFIERS

Some UOO powers are used by the Grantor and the Recipient with different Modifiers. For example, a magic spell might require *Gestures* and *Incantations* for the Grantor to bestow it (but not for the Recipient to use it), or a power might have *Increased Endurance Cost* for the Recipient to use (but not for the Grantor to bestow).

To build such a power, first create the power as the Recipient will use it, with all appropriate Advantages and Limitations. The Real Cost of that power becomes the Base Cost of the ability to grant it to other characters, and any appropriate Advantages and Limitations (including UOO) are applied to that cost.

THE DANGERS OF USABLE ON OTHERS

GMs should consider UOO's "Stop Sign" to be flashing red. It enables characters to create many flexible and interesting abilities, but it's also unusually easy to abuse. GMs should be particularly wary of UOO powers that seem to cheaply duplicate the effects of an existing Power (such as buying Flight UAA instead of Telekinesis). Because UOO can interact with so many Game Elements in ways impossible to anticipate ahead of time, it requires GMs to make many judgment calls in handling it.

VARIABLE ADVANTAGE

Applies To: No restriction

Value: Double the value of the Advantages the power can have

Allows a power to have any Advantages that total a certain value; the value of Variable Advantage is double that total. For example, a power that could have any Advantage(s) totaling +½ would take *Variable Advantage* (+1). If the power can only choose from a limited set of Advantages (typically no more than four), the value of Variable Advantage is reduced by ¼ (to a minimum of +½).

Changing the Advantage(s) is a Zero Phase Action that can only be done once per Phase. A character cannot choose an Advantage that counteracts, contradicts, or compensates for a Limitation on the power (such as choosing *Ranged* on a power with the Limitation *No Range*).

VARIABLE EFFECT

Applies To: Adjustment Powers and Dispel

Value: +½

Allows a Power to vary which Game Element it affects within a defined Special Effect. For example, a character could have Drain Fire Powers 4d6, and use that Drain against any Characteristic or Power defined as having a "Fire" Special Effect – one at a time.

Instead of defining a Variable Effect power as affecting a pure Special Effect, a character can define it as working against any similarly related large group of Characteristics and/or Powers. Examples include "any Characteristic that's currently below its starting value" or "any Attack Power."

VARIABLE LIMITATIONS ⚠**Applies To:** No restriction**Value:** Half the value of the Limitations the power must have

Requires a power to have Limitations that total a certain value; the value of Variable Limitations is half that total. For example, a power required to have any Limitation(s) totaling $-\frac{1}{2}$ would take *Variable Limitations* ($-\frac{1}{4}$). Switching the Limitations on the power requires a Full Phase Action, during which the character is at half DCV.

VARIABLE SPECIAL EFFECTS**Applies To:** No restriction**Value:** $+\frac{1}{4}$ for a Limited Group of Special Effects; $+\frac{1}{2}$ for Any Special Effect

Allows a power to change its Special Effects (as a Zero Phase Action that can only be done once per Phase). Examples of a “Limited Group of Special Effects” include all heat/cold Special Effects, or any magic Special Effect.

**WORKS AGAINST EGO,
NOT [CHARACTERISTIC]** ⚠**Applies To:** Entangle, Telekinesis, or Transform**Value:** $+\frac{1}{4}$

This Advantage usually takes the form of *Works Against EGO, Not STR* (for *Mental Paralysis* Entangles and *Psychokinesis* Telekinesis), or *Works Against EGO, Not BODY* (for Mental Transforms). In campaigns where typical EGO values are as high as or higher than the Characteristic that EGO replaces, the GM may wish to make this a +0 Advantage, or even a slight Limitation.

A character trapped by Entangle or Telekinesis that *Works Against EGO, Not STR* uses EGO to escape, in the same manner that a character uses STR to escape from ordinary Entangles and Telekinesis (he rolls 1d6 per 5 points of EGO, which costs END, he has a Casual EGO value, and so on).



POWER FRAMEWORKS

Power Frameworks allow characters to buy a number of powers that are grouped together and draw from a common “pool” of points. This substantially lowers the cost, but in exchange, there are restrictions on how and when they can use the powers.

There are two Power Frameworks: the *Multipower* and the *Variable Power Pool* (“VPP”). The individual powers in a Power Framework are usually referred to as *slots*.

GENERAL RULES

SLOT PURCHASES

A Power Framework can never be bought through another Power Framework. For example, a character cannot create a Multipower with his Variable Power Pool, or have a VPP as a slot in a Multipower. A slot in a Framework cannot add to or modify a slot in the same or another Framework.

A character may have other powers outside of a Power Framework that add onto one of his Framework slots. However, that sort of extra Power can only work with the slot (not by itself or with another slot). If the extra power is simply extra dice of, or an extension of, the same power in Framework, it's usually written with a plus sign, like this: Blast +6d6 (adds to Blast 8d6 slot).

A character may only place multiple Powers into a single Power Framework slot if those Powers are *Linked* or they comprise an entire set of *Unified Powers*. Maintaining a Constant or Persistent Power keeps the Framework's reserve or Pool allocated to that slot, unless the Power is *Uncontrolled* or has *Continuing Charges*.

LIMITATIONS AND ADVANTAGES

Limitations can apply to a Framework only (not its slots), to both a Framework and its slots, or to one or more slots only (but not the Framework). Advantages always apply to the Framework only; calculate Advantages on slots into the slot's Active Points (even if all slots in a Framework take the same Advantage).

Framework Only: ⚠ Only the reserve/control cost takes the Advantage or Limitation (such as a restriction that reallocating the Framework points takes *Extra Time*, but the powers themselves don't take Extra Time to use). It affects the cost of the reserve/control cost only (not the slot costs). GMs should ensure (particularly for Multipower) that Framework Only Limitations will actually hinder the character (*i.e.*, that the character will want/need to reallocate the Framework points).

Framework And Slots: If the same Limitation applies to all of the slots (such as every power in a Framework requiring *Extra Time*), it reduces the cost of both the reserve/control cost and each of the slots.

Slots Only: One or more slots take the Limitation, but not all (such as one power that requires *Extra Time* to use, when others in the Framework don't). It reduces the cost of the slot(s) only (not the reserve/control cost).

CHARGES

Charges is a special case. It cannot apply to Framework And Slots, even if every slot has the same number of Charges.

On the Framework Only, *Charges* generally means the Framework as a whole has the defined number of uses per day. For example, a four-slot laser rifle Multipower with 64 Charges on the reserve can be fired 64 times, and the character need not allocate these uses to the specific slots in advance. (For this purpose, reallocating points is not a “use,” and does not consume a Charge.)

Alternately, applying *Charges* only to the Framework can mean the character can reallocate the Framework points that many times per day, but there is no restriction on how many times he can use the slots once allocated. This form of Charges doesn't affect the END cost of the powers. (The warning about Limitations on reallocating Framework points applies here as well.)

On the Slots Only, each individual slot has its own supply of Charges.

MULTIPOWER ⚠

Cost: 1 CP per point in the Multipower reserve; Slots cost their Real Points divided by 5 (for Variable slots) or by 10 (for Fixed slots)

Allows a character to use a single pool of CP (known as a *Multipower reserve*) for several different Powers. He may change the distribution of reserve points from Phase to Phase (as a Zero Phase Action that can only be done once per Phase), but because the powers in the Multipower share those points, a character cannot use all the powers in his Multipower at full power at the same time. No power in a Multipower can have an Active Point cost greater than the Base Point cost of the Multipower reserve.

A *Fixed* slot requires the character to assign it reserve points equal to the Active Points in the power in order to use the slot. He doesn't have to use a power in a Fixed slot at full effect, but it always occupies its full amount of Multipower reserve points. Character descriptions denote Fixed slots with an ‘f’ next to the slot cost.

With a *Variable* slot, the character can choose to allocate fewer reserve points to it than the power's maximum Active Points (potentially saving some reserve points to allocate to other slots). The character can only use a number of Active Points in that power equal to the number of reserve points assigned. Character descriptions denote Variable slots with a ‘v’ next to the slot cost.

See *The Champions* (pages 191-199) for several examples of Multipowers featuring Fixed slots. See *Power Ring* (page 210) for an example of a Multipower that includes Variable slots.

VARIABLE POWER POOL Ⓢ

Cost: 1 CP per point in the Pool; 1 CP per 2 points in the Control Cost

Establishes a pool of CP that the character can use to create powers. The character distributes the points in the Pool among whatever powers he wants to have at a given time. Typically, these powers are linked by common Special Effects, such as “gadgets,” “magic,” “fire/heat,” or “mentalism.”

A VPP consists of two parts: the *Pool* (the pool of CP the character uses to buy powers) and the *Control Cost* (which dictates how powerful those powers can be). Power Modifiers apply *only to the Control Cost*. The Pool Cost always remains unmodified.

A character with a Variable Power Pool can have any combination of powers whose total Real Costs don't exceed the Pool of the VPP. No power in a VPP can have an Active Point cost higher than the Control Cost.

Changing a power takes between 1 Turn and 1 Minute. The character may (but is not obligated to) buy a *Power Skill* for manipulating his VPP. A successful Power Skill Roll, at -1 per 10 Active Points in the power(s) being created, allows the character to change powers as a Full Phase Action.

Whenever possible, a player should prepare in advance a list of powers his character typically uses through his VPP. The need to create powers and calculate VPP point allocations each Phase can slow the game down drastically.

LIMITATIONS FOR VARIABLE POWER POOLS

There are three kinds of Limitations that characters apply to a VPP's Control Cost. The first is Limitations that affect when the character can change powers. For example, maybe a character can only change his powers between adventures, or after consulting his grimoire. This type of Limitation applies only to the Control Cost; the slots in the VPP don't also take it.

The second is Limitations that affect the types of powers a character can create with the Power Pool. Examples include VPPs that may only be used for Fire powers, or to simulate animal abilities. This type of Limitation also applies only to the Control Cost; the slots don't take it.

The third type affects the powers bought through the VPP. This sort of Limitation is taken for both the Control Cost and for any powers built with the Power Pool. For example, a VPP

where any power created through it *Requires A Roll* would take that Limitation on the Control Cost, and every power built with that VPP would take it as well.

FOCUS

If the character takes a *Focus* Limitation on the Control Cost of his VPP, then losing a gadget built with that VPP means losing as many points from the Pool as there were Real Points in the gadget. If he doesn't take Focus for the Control Cost, but only for the individual powers bought through the pool, then losing the Focus doesn't deprive the character of any part of his Pool (but he won't be able to use that gadget again until he can replace it normally).

COMMON CONFIGURATIONS

Gadget Pool: Control Cost takes *Slightly Limited Class* (-¼), *VPP Powers Can Be Changed Only In Given Circumstance* (can only be changed in a laboratory; -½); Control Cost and slots take *Focus*. VPP Skill: Gadgeteering.

Magic Pool: Control Cost takes *Slightly Limited Class* (-¼), *VPP Powers Can Be Changed Only In Given Circumstance* (must study bulky spell book; -½). VPP Skill: Magic Skill.

Cosmic Power Pool: Control Cost takes *Powers Can Be Changed As A Zero Phase Action* (+1), *No Skill Roll Required* (+1). Whatever the character wants, whenever the character wants.

Mimic Pool: Control Cost takes *VPP Powers Can Be Changed Only In Given Circumstance* (requires successful HTH attack roll to change; -½), *Limited Class* (VPP mimics target's powers in descending order of Active Points; -½) *Character Has No Choice Regarding How Powers Change* (powers may only be as powerful as target's powers; -½)

VARIABLE POWER POOL MODIFIERS

Value	Advantage
+½	<i>Powers Can Be Changed As A Half-Phase Action:</i> A successful <i>Power Skill</i> Roll changes powers in a Half-Phase
+1	<i>Powers Can Be Changed As a Zero Phase Action:</i> A successful <i>Power Skill</i> Roll changes powers as a Zero Phase Action that can only be done once per Phase
+1	<i>No Skill Roll Required:</i> Can change powers in a Full Phase (or less, if combined with one of the above) without needing a Skill Roll
Value	Limitation
-¼	<i>VPP Can Only Be Changed Between Scenes</i> (takes hours)
-½	<i>VPP Can Only Be Changed Between Adventures</i> (takes days)
-½	<i>VPP Powers Can Be Changed Only In Given Circumstance</i> (e.g., character must touch target; only when character has access to his bulky grimoire and time to study it; only in a lab or arsenal)
-½	<i>Character Has No Choice Regarding How Powers Change</i>
-1	<i>Character Has No Choice Regarding How Or When Powers Change</i>
-¼	<i>Slightly Limited Class</i> of powers available (e.g., Only Magic, Only Gadgets)
-½	<i>Limited Class</i> of powers available (e.g., Only Fire Powers, Only Powers The Target Has)
-1	<i>Very Limited Class</i> of powers available (e.g., Only Drains and Aids, Only Necromancy Powers)
-½ to -1½	<i>One Type Of Power</i> (such as Only Absorption or Only Multiform; the value depends on the utility of the single power)

COMPLICATIONS

Characters have weaknesses as well as strengths – both are necessary to create an interesting, well-rounded hero. In *Champions*, these personal challenges are represented with *Complications*.

CHOOSING COMPLICATIONS

Along with defining an amount of Starting CP (page 9) for building characters in his campaign, the GM also defines a required amount of Complications. The GM may set a limit of how many points from a single Complication type can apply toward satisfying the required amount.

Choose Complications that reflect the key aspects of your character – his dominant personality traits, the obstacles he most commonly encounters, and so on. The Complications you select tell the GM what sorts of adventures and subplots you would like your character to be involved in. A character can define more Complications than required if he wishes; although this has no mechanical game effect, the better-defined a character is, the easier it is for a GM to put that character in interesting and compelling situations.

Remember the Core Concept of *You Get What You Pay For*: A Complication that doesn't complicate the character's life in any way doesn't count toward his required Complications. Likewise, a Complication's value can't be reduced below 0 (*i.e.*, characters are never required to “pay” for a Complication, regardless of modifiers).

USING COMPLICATIONS

Complications are there to be used in creating adventures and subplots – the player chose each Complication for his character because he wanted it to be part of the campaign. A Complication shouldn't *dominate* play, but Complications should come into play often enough for the player to feel like his choices about the character's role in the game are being honored.

COMPLICATION COMMONALITY AND FREQUENCY

Many Complications' values depend on the how often they affect the character or come into play (the more frequently they factor into the campaign, the more they're worth). A Complication noted as *Extremely Common* or *All The Time* typically affects the character every game session; *Very Common* or *Very Frequent* Complications apply roughly every other game session; *Common* or *Frequent* Complications usually come into play once every three or four game sessions; *Uncommon* or *Infrequent* Complications typically come up about once every five game sessions.

A Complication's frequency indicates how often it affects a character *in the game*. Many Complications technically affect the character “all the time” (such as a Physical Complication *Has No Legs* or a Psychological Complication *Code Against Killing*), but their frequency for game purposes depends on how often they influence his performance in the game. For example, since the character can still do many things in the game that don't require legs, *Has No Legs* might only affect the character *Frequently*, not *All The Time*; even though the character is always opposed to killing, wrestling with the consequences of his vow is only *Common*, not *Very Common*.

“Affecting the character or coming into play” doesn't always mean the Complication has to be a major plot point in the game session; it just means the GM needs to consider the Complication and how it might affect the character. For example, Sapphire is *Hunted* by VIPER (Infrequently). This means the GM needs to think about what VIPER's doing to make Sapphire's life difficult once every five game sessions or so. It doesn't necessarily mean they have to show up and attack her; they could be plotting behind the scenes, hatching or advancing plans against her, and so on.

Also, the frequency of a particular Complication might vary from campaign to campaign, and the GM sets the value accordingly. For example, attacks with a Sonic Special Effect might be Common in one campaign, but Uncommon in another.

FLOATING COMPLICATIONS

Some Complications (mainly DNPC and Hunted) can be defined as *Floating*. This means the GM can change the identity of the Complication from game to game, but the Complication will always be there. For example, a Floating DNPC (current boyfriend) might be appropriate for a superheroine who's always dating someone she has to protect (but it's not always the same person), or a Floating Hunted can represent a “rogues' gallery” of enemies.

MYSTERY COMPLICATIONS

Sometimes, a player or GM wants a character to have a Complication because it's going to be part of the campaign, but the player doesn't initially know what it is. Such *Mystery Complications* can just be noted on the character sheet with the appropriate point value.

EVERYMAN COMPLICATIONS

If the GM wants all PCs in the campaign to have a certain Complication (usually to provide a central “story hook” he can make use of), this *Everyman Complication* just acts as a “ground rule,” and typically doesn't count toward satisfying the required number of Complications points.

CHANGING OR ELIMINATING COMPLICATIONS

Complications often evolve over the course of a campaign; experiences alter personalities, characters defeat enemies (and acquire new ones), secret identities may be revealed, and so on. To reflect this, characters may alter or trade old Complications for new, or “buy off” Complications with Experience Points.

Altering or trading Complications usually occurs because an old one is no longer appropriate, or because a new one arises during play. For example, an impetuous young superhero with the Psychological Complication *Showoff* might change that to *Code of the Hero* as he matures; a heroine with the Social Complication *Secret Identity* might exchange that for *Public Identity* or a *Hunted* if her secret ID is exposed; a character whose DNPC dies might swap that Complication for Psychological Complication *Protective Of Innocents*; and so on.

Alternately, a character can remove an obsolete Complication by spending Experience Points equal to the Complications points it provided. For example, removing a 10-point Psychological Complication would cost 10 Experience Points.

Similarly, the GM may allow characters to trade Starting CP for fewer required Complications. For example, a character could start at only 390 CP instead of 400 CP, and take only 65 points in Complications instead of 75.

COMPLICATION DESCRIPTIONS

ACCIDENTAL CHANGE

Causes a character with at least two forms or identities to change between them accidentally or involuntarily at times. Examples include a werewolf who changes from human form to wolfman form at the full moon, or a scientist who transforms into a rampaging green monster when angered.

A character rolls 3d6 every Phase he is exposed to the circumstances that cause his change; if he rolls lower than the listed number, he changes. He cannot change back until the circumstances which caused the change have altered. If he has multiple alternate forms, he specifies which one he Accidentally Changes into when he takes the Complication.

ACCIDENTAL CHANGE	
Points	Circumstance Commonality
5	Uncommon
10	Common
15	Very Common
Points	Change Frequency
+0	Infrequently (8-)
+5	Frequently (11-)
+10	Very Frequently (14-)
+15	Always

DEPENDENCE

Causes a character to suffer negative effects (possibly even injury or death) if he is unable to get a certain substance or item. Examples include an aquatic superhero who becomes ill without frequent contact with seawater, or a character whose powers eventually stop working if he can't recharge them with his mystic power battery.

The value of a Dependence is based on three factors: how rare or difficult to obtain the substance is, the effects of deprivation, and how long it takes before the effects of deprivation begin. A Dependence first takes effect at whatever time increment the character defines, then takes effect again at every additional time increment until the character gets the substance.

A Dependence that causes damage causes STUN damage until the character is unconscious; STUN and Normal Damage BODY thereafter (no defenses apply to Dependence damage). If a Dependence causes powers to acquire a Required Roll, the roll decreases by 1 for each additional time increment, and the powers stop working if a roll ever fails.

DEPENDENCE	
Points	Rarity Of Dependent Substance
5	Very Common/Easy To Obtain
10	Common/Difficult To Obtain
15	Uncommon/Extremely Difficult To Obtain
Points	Effect
	Damage:
+5	1d6
+10	2d6
+15	3d6
+5	Powers acquire a 14- Required Roll
+10	Powers acquire an 11- Required Roll
+5	Incompetence: -1 to all Skill Rolls and related rolls per time increment
+5	Weakness: -3 to all Characteristics per time increment
Points	Time Before Suffering Effects
+25	Segment
+20	Phase
+15	Turn
+10	1 Minute
+5	5 Minutes
+0	20 Minutes
-5	1 Hour
-10	6 Hours
-15	1 Day
	... and so forth
+5	Addiction

ADDICTION

Rather than defining a specific time increment at which a Dependence takes effect, a character can define his Dependence as an *Addiction*; an Addiction must cause damage, incompetence, or weakness. Addictions usually cause deprivation at least once a day at first, and this interval becomes shorter the longer the character remains addicted. Breaking an Addiction requires successful EGO Rolls to resist the cravings (though these don't prevent the character from suffering the effects of deprivation); the GM determines how many EGO Rolls the character must succeed with, or how long he must go without the substance, to break the Addiction. Once broken, the Addiction should be removed by spending Experience Points, or traded for another appropriate Complication.

DEPENDENT NON-PLAYER CHARACTER (DNPC)

Requires a character to protect an NPC friend, companion, or associate who often gets into trouble. Examples include significant others, family, sidekicks – anyone who becomes involved in the character’s adventures, and whom the character feels he has to look out for.

If the DNPC Complication represents a group of people, it gets +5 points per x2 NPCs covered. Typically, NPCs who involve themselves in the character’s adventures at different times and in different ways (such as a frail old uncle and an intrepid young girlfriend) are separate DNPCs, while those who come into play together (such as parents or neighbors) comprise a Group DNPC.

A DNPC is a *Complication*; he might help the character once in a while, but he’s ultimately more hindering than helpful. If an NPC is equally helpful and hindering, the character doesn’t get any Complication points for him. If an NPC is *more* helpful than hindering, the character may even pay CP for the NPC; see *Contact* (page 36) and *Follower* (page 37).

DEPENDENT NPC

Points	DNPC Competence
10	Incompetent (-20 CP or lower)
5	Normal
0	Slightly Less Powerful than the PC
-5	As Powerful as the PC
-5	DNPC has useful noncombat position or skills
Points	Appearance Frequency
+5	Infrequently
+10	Frequently
+15	Very Frequently
Points	Other Factors
+5	DNPC is unaware of character’s adventuring
+5	Group DNPC (per x2 DNPCs)

DISTINCTIVE FEATURES

Enables others to easily recognize the character, due to features which are difficult to conceal. Examples include distinctive traits (unusual height, extra arms, a strange odor), identifying clothing or markings (a uniform, a gang tattoo), unusual habits (always tells puns, always leaves a lily at the scene of his crimes), and the like.

Simply looking odd or standing out isn’t enough to warrant a Complication; the character’s unusual features have to hinder him somehow. Characters generally only take Distinctive Features once – having several distinctive traits just makes someone more distinctive. However, if a character’s Distinctive Features are unconnected, or only perceivable by different Senses or groups, the GM may let him take the Complication multiple times.

DISTINCTIVE FEATURES

Points	Concealability
5	Easily Concealed
10	Concealable (with Disguise Skill or major effort)
15	Not Concealable
Points	Reaction To Feature
+0	Noticed and Recognizable
+5	Always Noticed and Causes Major Reaction or Prejudice
+10	Causes Extreme Reaction (e.g., terror, lust, disgust)
Points	Feature Detectable By...
-0	Commonly-Used Senses (Sight, Hearing) and/or By Virtually Everyone
-5	Uncommonly-Used Senses (Smell, Touch, Taste) and/or by a Large Group and/or By Simple Tests
-10	Unusual Senses and/or by a Small Group and/or Only By Technology or Major Effort
-5	Feature is Not Distinctive in Some Cultures or Societies

ENRAGED/BERSERK

Causes a character to lose control of himself when confronted by certain situations or stimuli. Examples include a villain who loses his temper when his plans are thwarted, or a beast who frenzies at the scent of blood.

ENRAGED/BERSERK

Points	Frequency of Circumstances	Points	Type
5	Uncommon	+0	Enraged
10	Common	+10	Berserk
15	Very Common		
Points	Chance to Lose Control	Points	Chance to Regain Control
+0	8-	+0	14-
+5	11-	+5	11-
+10	14-	+10	8-

A character rolls 3d6 when he is exposed to the circumstances that Enrage him; if he rolls lower than the listed number, the Complication takes effect. He can roll to regain his composure whenever he defeats a foe, runs out of END, or someone else tries to snap him out of it. If he fails to recover even after defeating/destroying his target, he continues to vent his anger on the target most closely-related to the original.

While Enraged, a character mindlessly attacks the individual or object that Enrages him. He cannot take any defensive actions (such as using a defensive Combat Maneuver or allocating Combat Skill Levels to DCV) or do anything other than attack his target, using his most familiar or often-used offensive power at full strength.

BERSERK

A *Berserk* character behaves as described above, but he attacks the nearest target (not just the one that made him angry), so he's a danger to friend and foe alike. Once he Knocks Out or kills that target, he then attacks the next-nearest target (and so on until he regains control).

HUNTED

A character with this Complication is pursued by a person or group, who may show up during adventures to harm or hinder him. Examples include a superhero hunted by an arch-enemy, a villain wanted by the police, or a government operative watched by the agency employing him.

When considering the capabilities of a character's Hunted, factor in the Hunter's motives and rationale. For example, a rich and influential business tycoon might be much Less Powerful than a superhero in combat, but More Powerful as a Watcher; a supervillain team might only be considered As Powerful as a superhero (even though they're collectively more powerful) if they Hunt the hero as part of his superteam, not alone (*i.e.*, the *teams* are enemies).

HUNTED	
Points	Hunter's Capabilities
5	Less Powerful than PC
10	As Powerful as PC
15	More Powerful than PC
Points	Frequency of Appearance
+0	Infrequently
+5	Frequently
+10	Very Frequently
+5	PC is very easy to find
Points	Hunter's Scope of Operations
+5	Extensive Non-Combat Influence (NCI) (usually applies to organizations)
-5	Limited to a certain geographical area
Points	Hunter's Motivation
-10	Watched: Hunter is only Watching the character
-5	Mildly Punish (<i>e.g.</i> , deport, fine, question)
-0	Harshly Punish (<i>e.g.</i> , imprison, enslave, kill)

NEGATIVE REPUTATION

Causes others to view the character unfavorably, and/or gives them disadvantageous information about him that they wouldn't ordinarily have. Examples include a friendly neighborhood superhero who's regularly denounced in the press, or a politician known for racist rhetoric.

NEGATIVE REPUTATION	
Points	Recognition Frequency
5	Infrequently
10	Frequently
15	Very Frequently
+5	Extreme Reputation
-5	Reputation is Known To (or Believed By) only a Small or Limited Group (<i>e.g.</i> , the underworld, the army, followers of a particular sect)

A Negative Reputation is more hindering than useful; for the reverse, see *Positive Reputation* (page 38). It can dictate the actions of NPCs the character encounters, and give them information about him (which may or may not be accurate).

A Negative Reputation's frequency represents how often it causes problems for the character. For example, "Infrequent" might mean the reputation is associated with the character, but the character himself isn't widely-recognized; it could mean the character is famous, but the reputation isn't widely-known; it could mean the character and reputation are well-known, but it isn't widely-believed; and so on.

PHYSICAL COMPLICATION

Restricts a character in some physical way that cannot be represented by selling back specific Game Elements (such as Characteristics, Senses, or Movement). Examples include a character with one eye or no hands.

Physical Complications can also represent mental or psychological issues that cannot be overcome with willpower or Mind Control; for example, an alien with *No Knowledge Of Earth Culture* can't simply will himself to understand better (nor can someone "force" him to). A Physical Complication simulates something a character *can't* do; if it's something he *won't* do, it's probably a Psychological Complication (see below).

PHYSICAL COMPLICATION	
Points	Impairment Affects Character in Play
5	Infrequently
10	Frequently
15	Very Frequently
20	All The Time
Points	Impairs Character's Ability to Function Effectively...
+0	Barely (rarely has significant impact)
+5	Slightly (by 25-50% when it affects him)
+10	Greatly (by 33-75% when it affects him)
+15	Fully (by 76-100% when it affects him)

PSYCHOLOGICAL COMPLICATION

Restricts a character's choices and behavior. Examples include codes of morality or conduct (Code Against Killing; Chivalrous; Code of Honor), fears or hatreds (Fear of Heights, Hatred of Foreigners; Fear of the Dark), and strong personality traits or compulsions (Greedy; Overconfident; Will Not Lie).

Psychological Complication traits are not necessarily "bad" (a code of honor may be admirable, for example), but they're still restrictive because they require a character to make choices or take courses of action that may not always be the most advantageous ones available. When a situation related to a character's Psychological Complication occurs, he must react as the Complication dictates for at least one Phase before attempting to control his feelings (via EGO Rolls, as outlined in the accompanying table).

PSYCHOLOGICAL COMPLICATION

Points	Situation Frequency
5	Uncommon
10	Common
15	Very Common
Points	Intensity
+0	Moderate: Determines choice of targets and reaction to situations; successful EGO Roll at +5 required to change actions
+5	Strong: Character takes irrational actions concerning the situation; successful EGO Roll required to change actions
+10	Total: Character becomes totally useless or completely irrational in the situation; successful EGO Roll at -5 required to change actions (if the GM allows such a roll at all)

RIVALRY

Engages a character in a not-so-friendly rivalry with another character. Examples include a competing reporter angling for the best stories or a fellow superhero vying for the affections of the same alien princess.

Although similar in some ways to *Hunted*, a Rivalry typically represents a relationship where one-upmanship, indirect manipulation, and behind-the-scenes trickery are more appropriate than actual pursuit and combat. The rivals are often on the same "side," their conflicts usually affect the character's personal life, and they're usually content to "cross swords" when their paths happen to cross (rather than actively seeking opportunities to oppose each other).

RIVALRY

Points	Nature of Rivalry
5	Professional or Romantic Rival
10	Professional and Romantic Rival
+5	Rival is Unaware of Rivalry
+5	Rival is a Player Character
Points	Power/Resources of Rival
-5	Rival is Less Powerful or in an Inferior position (lower rank, fewer in number, poorer)
+5	Rival is More Powerful or in a Superior position (higher rank, greater in number, wealthier)
+10	Rival is Significantly More Powerful or in a Very Superior position (engaged/married to romantic interest, very superior rank, much greater in number, much wealthier, significant social or political power)
Points	Intensity of Rivalry
+0	Character seeks to Outdo, Embarrass, or Humiliate Rival
+5	Character seeks to Harm or Kill Rival

SOCIAL COMPLICATION

Restricts a character's ability to interact with society or other people. Examples include keeping an important secret (such as a secret identity), being subject to orders, or belonging to a disfavored minority.

SOCIAL COMPLICATION

Points	Frequency of Circumstances
5	Infrequently
10	Frequently
15	Very Frequently
Points	Effects of Restrictions
+0	Minor (inconvenience but little danger; that which is taken away can eventually be restored)
+5	Major (risk of injury or extreme inconvenience; that which is taken away can only be restored with great difficulty)
+10	Severe (extreme risk of death or injury; that which is taken away cannot be restored)
-5	Not Restricting in Some Cultures or Societies

SUSCEPTIBILITY

Causes a character to take damage from a substance or condition harmless to most people. Examples include an alien superhero hurt by exposure to debris from his exploded home world, or a demon who can't bear to be on holy ground.

A character takes STUN damage (with no defense) immediately when exposed to the substance or condition to which he's Susceptible, and again at each time increment defined by the Complication; once unconscious, he also takes Normal Damage BODY. The GM may allow damage other than STUN (such as a Drain), with each 1d6 of Susceptibility dice equalling 10 Active Points of effect.

A character can choose to take both BODY and STUN from his Susceptibility, even before he's unconscious, by taking the Complication twice. Be careful with this alternative – it's quite dangerous.

SUSCEPTIBILITY

Points	Condition Frequency
5	Uncommon
10	Common
15	Very Common
Points	Take Damage Every
+0	Effect is Instant
+15	Segment
+10	Phase
+5	Turn
0	Minute
-5	5 Minutes
	... and so forth
Points	Number of Dice
+0	1d6
+5	2d6
+10	3d6
Points	Proximity of Substance or Condition
-0	Affects Character if Within 8m
-5	Must Touch Character's Skin
-10	Must Be Ingested/Injected

UNLUCK

Causes misfortune to befall a character when things are going too smoothly. Examples of when Unluck might arise include when the character is winning easily in a fight, depending on a sure thing, succeeding easily, taking a simple task for granted, and so forth.

When the GM checks for the effects of Unluck, each "1" that appears on the dice counts as one level of Unluck (and multiple levels rolled bring increasingly intense effects). Unluck is more than *just* a roll – it should affect the character in minor ways whenever he's winning or on top of a situation. However, the GM shouldn't *overemphasize* Unluck either; that can be extremely frustrating for the player.

UNLUCK

Points	Dice of Unluck
5	1d6
+5	Per +1d6 (to a max of 5d6 total for 25 points)
Levels	Possible Effects
1	The character slips and is put at a disadvantage in combat, the computer malfunctions, the character loses a vital clue or piece of equipment, or a complete stranger picks a fight.
2	Bystanders get between the character and his target, normally friendly people are unwilling or unable to help the character, the character's weapon breaks at an inopportune moment, or an attack misses its target and injures a friend.
3	The character is suddenly Stunned by falling debris, another enemy shows up, a downed enemy is revived by a spectacular coincidence, or the character's jetpack shuts off in flight. Incredibly bad coincidence is possible.
4 +	Like three levels, only the bad luck also starts to affect the character's friends or comrades.

VULNERABILITY

Causes a character to take more effect from a particular type of attack (defined when he chooses the Complication). Examples include an icy supervillain who takes extra damage from fire/heat attacks, or a timid character who's easily impressed by Presence Attacks.

A Vulnerability typically involves taking more STUN or BODY damage, but a character can also have a Vulnerability to effects such as Continuing-effect Mental Powers, Flashes, or Presence Attacks. The multiplier applies to the damage or effect before any defenses. Vulnerability may be chosen more than once, to apply to more than one aspect of a single attack type (such as taking extra STUN *and* extra BODY from fire/heat attacks), to apply to different attack types (such as taking extra STUN from fire/heat attacks and from ice/cold attacks), or both.

VULNERABILITY

Points	The Attack Is
5	Uncommon
10	Common
15	Very Common
Points	The Character Takes
+0	1x damage or effect
x2	2x damage or effect

RESULTS AND RECOGNITION

For most players, part of the fun of a roleplaying game lies in seeing their characters grow and change over the course of their adventures. Old abilities improve, new abilities develop, contacts are made, reputations are built, and legends arise from the characters' deeds. *Champions* encourages these story elements through two game mechanics: Heroic Action Points and Experience Points.

HEROIC ACTION POINTS

Heroic Action Points ("HAPs") allow a player a measure of control over the elements influencing his character's fate. In fiction, characters succeed, struggle, or fail when it's dramatically appropriate. This is only possible because the author not only controls the characters' reactions to the world, but also the world's reaction to the characters.

In a roleplaying game, the GM controls part of the world's reaction to the characters, but the randomizing factor of the dice governs much of it. HAPs help limit the extent to which the randomness of the dice can create dramatically *inappropriate* results.

ACQUIRING HEROIC ACTION POINTS

Each player rolls 2d6 at the start of each game session and notes the total. These are his character's HAPs for that session, and they don't carry over to future sessions. Once a character spends a HAP, it's gone; when he's out of HAPs, he has no more until the next game session. The GM usually also gives HAPs to important adversaries, but not to "run-of-the-mill" opponents.

USING HEROIC ACTION POINTS

Characters mainly use HAPs to alter die rolls. Every HAP spent reduces the die roll of a Success Roll by 1, or increases the result of an Effect Roll by 1 (either the total shown on the dice, or the "Normal Damage BODY" result, as appropriate for the ability). A character doesn't have to decide to spend HAPs until after the initial results are known; for example, he can attempt an Attack Roll, then spend HAPs to alter the roll only if it didn't succeed.

HAPs also apply for any other purposes the GM allows, at whatever HAP "costs" he finds appropriate. Other commonly-allowed uses include increasing DCV against a single Attack Roll by +1 per HAP spent, or arranging beneficial coincidences in a similar manner to Luck (at the rate of 1 HAP per Luck level). Characters typically *can't* spend HAPs to negatively modify the results of adversaries' rolls, but many GMs allow them to positively modify allies' rolls.

Many GMs also modify HAP costs or effects depending on the drama of the situation or the desired result. For example, a GM might allow HAPs to have greater impact on a poor Presence Attack roll that followed a great soliloquy, or on the crucial attack to bring down a scenario's main villain in the climactic scene.

EXPERIENCE POINTS

Experience Points allow characters to develop over the course of the campaign.

AWARDING EXPERIENCE POINTS

The GM awards Experience Points after each adventure, to each character separately. The Experience Points table lists common guidelines, but the GM should also consider how quickly or slowly he wants the characters to develop. Never take Experience Points away once awarded, and characters should almost always get a minimum of 1 Experience Point for playing in a scenario.

EXPERIENCE POINTS

Factor	Experience
Base Experience Points for being in a scenario	1
Scenario was very long and involved	2
Adventure ran more than one session	+1/session
Adventure was difficult	+1
Characters were heavily outnumbered	+1
Characters were clever, inventive, subtle, or roleplayed well	+1
Characters solved a mystery	+1
Adventure was a resounding success	+1
Characters roleplayed very poorly	-1
Adventure was a terrible failure	-1

ASSIGNED EXPERIENCE POINTS

When appropriate, the GM can earmark Experience Points for specific uses, such as improving a particular Skill or helping buy off a Complication (these are typically awarded in addition to regular Experience). He can also award specific Skills or Perks in lieu of (or in addition to) Experience Points, such as earning a Favor from the mayor for saving the city, or gaining KS: VIPER by learning about their operations while thwarting their latest scheme.

SPENDING EXPERIENCE POINTS

Characters spend Experience Points just like CP (usually between adventures). Common uses include improving Characteristics, improving known Skills or learning new ones, buying new Advantages for Powers or buying off existing Limitations, buying new Powers or Power Framework slots, buying off Complications, and so forth.

A character should provide a reasonable rationale for spending his Experience Points as he does (though in worlds where characters gain superpowers from radioactive insect bites, a wide variety of justifications might qualify as "reasonable"). This is especially true when buying off Limitations or Complications. For example, gaining more control over his power might allow a character to remove his *Requires A Roll* Limitation, but he can't just put his *Focus* in a milkshake and drink it.

CHARACTERS AND THE WORLD

MOVEMENT

GENERAL RULES

GAME SCALE

Champions measures distances in meters (abbreviated “m”). For example, a character with Flight 20m can fly up to 20m as a Full Move.

Participants often run combat without a map or board, using only their imaginations to keep track of who is where and how far away they are from prominent objects. For large or intricate situations, you may want to use a map, and perhaps some miniatures or other markers for the characters. Establish a scale on your map that fits the size and scope of the area (such as 1” = 2m).

FULL MOVES AND HALF MOVES

A *Full Move* is defined as moving more than half of a character’s movement distance with a particular mode of movement. It takes a Full Phase Action to make a Full Move; a character who has made a Full Move can’t perform any other Action in that Phase.

A *Half Move* is defined as moving up to half of a character’s movement distance with a particular mode of movement. A character who’s made a Half Move can perform another Half Phase Action in that Phase (including making a Half Move with some other mode of movement, if desired).

COMBAT AND NONCOMBAT MOVEMENT

Combat Movement equals the number of meters of a given mode of movement. A character using Combat Movement has his full OCV and DCV.

A character using *Noncombat Movement* moves at double his Combat Movement rate. While moving at Noncombat Movement velocity, a character is at 0 OCV and ½ DCV.

VELOCITY-BASED DCV

For greater “realism,” use *Velocity-Based DCV*. This bases the DCV of a character using Noncombat Movement on his velocity (faster things are harder to hit).

Velocity-Based DCV is *relative*. If characters are moving in the same direction, subtract the attacker’s velocity from the target’s; if the result is greater than 0, use that figure to determine its Velocity-Based DCV (if it’s less than 0, use its normal DCV). If characters are moving in opposite directions (*i.e.*, toward each other), add their velocities together to determine each one’s Velocity-Based DCV relative to the other.

VELOCITY-BASED DCV TABLE

Meters Per Turn	Base DCV
1-64	1
65-125	3
126-250	5
251-500	7
...and so on	+2 per additional 2x velocity

Meters per Turn = Velocity per Phase x SPD

MEGAMOVEMENT VELOCITY-BASED DCV

Levels of MegaMovement	Velocity-Based DCV
1	19
2	39
Each level thereafter	+20 DCV

ACCELERATION, DECELERATION, AND GRAVITY

A character can accelerate at a rate of 5m per meter, up to his maximum normal Combat Movement in meters per Phase. Thus a character with 50m of Flight would be moving at a velocity of 5m after traveling one meter, 10m after traveling two meters, 15m after traveling three meters, and so on, up to 50m after traveling ten meters.

A character decelerates at the same rate. A character cannot deactivate a Movement Power until he decelerates to 0m normally or through some outside means (such as being hit with an attack that would stop him from moving).

Adding or removing velocity is a Zero Phase Action that can only be done once per Phase. The common sense exception to this is if a character simply wants to move to a location within his meters of movement. In that case, the character accelerates while moving there, then slows down and stops when he reaches his destination, all in the same Phase.

Flight (including Gliding), Running, Swimming, and Swinging are also affected by gravity. When moving with the force of gravity (such as flying straight down), the character may add 1m of movement for every 1m of movement he uses (effectively doubling his movement rate). This does *not* improve the character’s ability to decelerate. When working against gravity (such as flying straight up), the character must use 2m of movement to move 1m (effectively halving his movement rate).

Characters and the World

MOVEMENT AND STRENGTH

Characters can use their Flight or Leaping to enhance their ability to lift or push. Every 4m of Combat Movement becomes +1 point of STR. Any movement “velocity” used in this way cannot be used for movement at the same time, nor can the STR granted be used for any purpose except lifting or pushing.

Characters can also use STR to oppose another character’s or object’s movement (such as to stop a speeding car). The character first Grabs the object; the object may make a STR Roll (with additions to STR from movement) every Phase to break free from the character’s grip. For every 5 points of STR a character has (including STR added from movement), he may subtract 2m of movement per Phase. If the character doesn’t stop the target’s movement completely the first Phase, and it doesn’t break free from his grip, he’s dragged along with it unless he lets go. A character can only stop a resisting object if he has enough STR to lift that object when it’s not in motion.

COLLISIONS

If a character (or vehicle, or mount) collides with a large object, he takes his velocity/6 in dice of physical Normal Damage, but limited to a number of dice equal to the object’s PD + BODY. If both the character and the object are moving, use their relative velocity.

DRAGGING

A character dragged along the ground (such as behind a moving vehicle or a runaway mount) takes velocity/6 in d6 of Normal Damage.

MOVEMENT MODES

RUNNING

Running is the standard form of movement for most characters. Running normally has no Turn Mode (see *Flight*, below), though GMs might apply a Turn Mode when the footing is especially treacherous.

LEAPING

Leaping has no Turn Mode because it’s impossible to change direction once a leap has started. A leap is considered to include a short run to get some velocity. If he can’t or doesn’t run, he makes a standing leap (which is only half as far). See *Leaping* (page 73) for more information.

SWIMMING

Swimming has no Turn Mode. Unless a character has at least 2m of Swimming, he cannot even stay afloat.

FLIGHT AND TURN MODE

A flying (or gliding) character has a *Turn Mode* that defines how often he may make a 60-degree turn. The Turn Mode is defined by the formula:

$$\text{Current Turn Mode} = \text{Total Distance Traveled This Phase} / 5$$

A character can make his first 60-degree turn any time after the start of his move; this turn is “free.” Once he’s turned, he cannot turn again until he moves his Turn Mode in meters forward.

SWINGING

Swings generally travel in straight lines and can’t change directions once started, though the GM should determine based on the situation (such as where the character anchors the swingline). When a swing *is* allowed to change directions (such as swinging in an arc around the corner of a building when the swingline is anchored to the top of the corner), it has the standard Turn Mode.

TELEPORTATION

A character unlucky enough to Teleport into a solid object (for whatever reason) takes damage (as shown in the Teleportation Damage Table) from the system shock of his natural safety system getting him to the nearest safe place where he fits. He gets no defenses of any kind against this damage; even if he’s Desolidified, he still takes full damage. It’s impossible for a character to deliberately Teleport another character into a solid object, even if the Teleportation is bought *Usable As Attack* (page 120). See *Teleportation* (page 91) for more information on Teleporting.

TELEPORTATION DAMAGE TABLE

2d6 Roll	Effect Roll	Effect Roll Result In Dice Of...
2-7	3d6	STUN Only Damage
8-11	2d6	Normal Damage
12	1d6	Killing Damage
Effect Roll Modifier	Reason	
+2	Nearest safe place is further than the character’s Combat Movement with Teleportation	
+4	Nearest safe place is further than 2x the character’s Combat Movement with Teleportation	

Example: *Cheshire Cat (Teleportation 60m) tries to escape a cell by blindly Teleporting his Noncombat Movement (120m) straight up. Unfortunately for him, the cell is buried several hundred meters below ground. So the nearest safe location is the cell; he’s shifted back there automatically, and the GM rolls for damage. He rolls a 7 on the initial 2d6 roll, which means Cheshire Cat takes 3d6 dice of STUN Only Damage. He rolls 14 on the Effect Roll, then adds +2 because the safe place was further than Cheshire Cat’s Combat Movement. The ‘Cat takes 16d6 STUN Only Damage with no defense. Nighty-night, ‘Cat...*



TUNNELING

Tunneling has no Turn Mode. See *Tunneling* (page 94) for more information.

VEHICLE MOVEMENT

Vehicles move just like characters, with a SPD, Combat Movement velocity, and Noncombat Movement velocity. However, all vehicles have a Turn Mode with *all* forms of movement. For information on vehicle movement in combat, see *Vehicle Combat* (page 164).

MOUNTED MOVEMENT

A mount essentially functions as a Vehicle. Its meters of movement substitute for the character's. However, when it moves, and what Actions it can take, depend on its SPD and DEX and the rider's SPD and DEX.

If the rider's SPD exceeds the mount's, the rider can only make the mount move on its own Phases. If the mount's SPD exceeds the rider's, the rider can make the mount Hold its Action so their Phases coincide.

Regardless of their relative SPDs, both rider and mount only act on their own DEXes in their Phases. Thus, if a high-DEX character rides a low-DEX mount, he has to wait until the mount's DEX comes up during the Phase before the mount (and thus he) can move.

In combat, if the mount isn't trained for combat, the rider must spend a Half Phase and succeed with a *Riding Skill Roll* every one of his Phases, and he's at ½ OCV. If the mount is trained for combat, no Riding roll is needed, and the rider is at -2 OCV.

SENSES AND PERCEPTION

Characters have normal human senses for no cost; these Senses are *Inherent* (page 107). Characters can purchase additional Senses, or improve existing Senses, by buying various *Enhanced Senses* and *Sense Modifiers* (page 63).

TARGETING AND NONTARGETING SENSES

A *Targeting Sense* is a Sense a character can use to determine the exact location of a target. For normal humans, Sight is the only Targeting Sense.

A *Nontargeting Sense* only allows a character to sense the general location of a target (at best). For normal humans, Hearing and Smell are Nontargeting Senses.

Taste and Touch both have no range, so characters can't use them to locate targets at all. To use these Senses, the character would already need to have found his opponent.

LACK OF SENSES

Characters can find themselves unable to perceive the world around them, due to the effects of Sense-Affecting Powers or due to lacking the appropriate Senses entirely.

IN COMBAT

When a character cannot perceive his opponent with any Targeting Sense, he is at ½ DCV. He's also at ½ OCV in HTH Combat and 0 OCV in Ranged Combat.

As a Half Phase Action, a character can attempt a PER Roll to perceive a particular target with a Nontargeting Sense (at -5 if the Nontargeting Sense is Smell). If successful, then the penalties above are reduced (against that target only) to ½ OCV in HTH or Ranged Combat, and -1 DCV in HTH Combat (full DCV at Range). These effects last until the beginning of the character's next Phase.

WHILE MOVING

The rules have no specific penalties or restrictions for moving while a character is unable to perceive his surroundings with a Targeting Sense (*i.e.*, while "blinded"). The GM can impose any penalty he considers appropriate, though a character should be able to eliminate the penalty by moving slowly (2m per Phase as a Full Phase Action).

LACKING NORMAL SENSES

If a character lacks a Normal Sense entirely, he sells that Sense back using the following values:

- Normal Hearing: 25 CP
- Normal Sight: 35 CP
- Normal Smell: 5 CP
- Normal Taste: 5 CP
- Normal Touch: 10 CP
- Normal Voice: 25 CP

Lacking Normal Touch imposes penalties of -3 on Agility Skills, OCV with HTH Combat and muscle-powered Ranged Combat, and any other activities requiring dexterous action. Lack of Touch does *not* render a character immune to pain or reduce the degree of damage he takes from attacks.

A character cannot use his voice to perceive anything, of course. However, since Darkness that affects Hearing will also silence characters' voices, the voice has some Sense-like aspects.

If a Normal Sense is impaired but not absent, a character represents that with a Physical Complication. Following are some typical values.

Deaf In One Ear (-3 to Hearing PER Rolls; Frequently, Slightly Impairing): 15 points.

Blind In One Eye - No Depth Perception (character suffers no penalties in HTH Combat, but is at ½ OCV in Ranged Combat; Frequently, Greatly Impairing): 20 points.

SENSE GROUPS

Champions organizes Senses into six Sense Groups that have important effects on the way Sense-Affecting Powers (and some other abilities) work:

SENSE GROUPS TABLE

Sense Group	Senses Included	Sense Modifiers Provided
Hearing Group	Normal Hearing, <i>Active Sonar</i> , <i>Ultrasonic Perception</i>	Discriminatory*, Range, Sense
Mental Group	Mental Awareness, Mind Scan	Range
Radio Group	Radio Perception, <i>Radar</i>	Range, Sense
Sight Group	Normal Sight, Nightvision, <i>Infrared Perception</i> , <i>Ultraviolet Perception</i>	Discriminatory*, Range, Sense, Targeting
Smell/Taste Group	Normal Smell, Normal Taste	Discriminatory*, Range (Smell Only), Sense
Touch Group	Normal Touch	Discriminatory*, Sense

Senses in *italics* are usually assigned to the listed Sense Group, but can be assigned to another (or not assigned to a Sense Group)

* = These Sense Groups have a somewhat cruder discriminatory effect than the full Discriminatory Sense Modifier (though such Senses/Sense Groups can be made fully Discriminatory by paying the usual cost). For example, a typical character can:

- hear the difference between a bird's song and a trumpet solo, but can't distinguish one trumpet from another
- tell two typical strangers apart by sight, but not identical twin strangers
- smell or taste salsa and spaghetti sauce and know which is which, but can't identify the varieties of tomatoes used in preparing either of them
- distinguish by feel between a dollar bill and an ordinary piece of paper of the same size, but not between a \$1 bill and a \$5 bill

UNUSUAL SENSES

Unusual Senses don't automatically belong to a Sense Group (though they can be assigned to Sense Groups). Sense-Affecting Powers, Sense Modifiers, and the like cannot be bought to apply to the "Unusual Sense Group." The Unusual Senses are:

- Active Sonar
- Clairsentience
- Detect
- Infrared Perception
- Radar
- Spatial Awareness
- Talents with Sensory aspects
- Ultraviolet Perception
- Ultrasonic Perception

TELEPATHY

Telepathy (which acts as both "mental hearing" and a "mental voice" and Mind Link (a more limited form of Telepathy) are considered part of the Mental Sense Group for the purposes of applying Sense-Affecting Powers.

TOUCH

Characters generally cannot make themselves Invisible to Touch; this is more or less the same thing as Desolidification, and should be bought using that Power. However, characters *can* Flash the Touch Sense Group (with effects indicated above) or create Images that affect it (page 71).

THE SIMULATED SENSE RULE

If one of a character's Senses is based on or "mimics" (*i.e.*, has the Special Effect of) one of the standard Senses, that Sense is affected by Sense-Affecting Powers that affect the mimicked Sense's Sense Group *and* by Sense-Affecting Powers that specifically target that Sense. For example, if a character's *Infrared Perception* simulates Sight (such as an ability to "see heat"), then a Flash against the Sight Group would affect it, and so would a Flash specifically against Infrared Perception.

Senses "assigned" to a Sense Group in this way receive the Sense Modifiers associated with that Sense Group for free. If a Sense is not assigned to one of the standard Sense Groups, it can only be affected by Sense-Affecting Powers individually (but it also gets no free Sense Modifiers).

PERCEPTION ROLLS

Whenever something's obvious, in ordinary situations, the GM simply tells the character about it ("You see a '67 Chevy in front of you"). But when something is inobvious, or during chaotic or crisis situations like combat, he may require a character to succeed with a *Perception Roll* (PER Roll) in order to notice it. A PER Roll is a Success Roll with a base value of 9 + (INT/5) or less.

THE RANGE OF SENSES

The Range Modifier (page 144) applies to all PER Rolls with Ranged Senses; this effectively restricts their Range significantly. The rules don't establish any absolute outer limit or boundary for a Ranged Sense; the GM should establish the limit based on common sense and the situation. As a guideline, when the Range Modifier exceeds the point where it reduces a character's PER Roll to 0 or below, things become too blurry, indistinct, or obscured for the character to perceive, even if he rolls a 3.

PERCEPTION ROLL MODIFIERS

The accompanying Perception Modifier tables show modifiers for specific objects or conditions with affect those Senses. The GM should add up all of the modifiers; if the total is positive, then the character can probably perceive the phenomenon without attempting a PER Roll. If the total is zero or negative, the character has to succeed with a PER Roll at that modifier to perceive the phenomenon.

SIGHT PERCEPTION MODIFIERS

Situation	Modifier
Contrast	
Extremely high contrast (<i>e.g.</i> , a lighted object in darkness)	+5
High contrast (<i>e.g.</i> , black object on white)	+1
Low contrast	-1
Darkness and Shadow	
Dark night	-4
Night	-2
Moving object	+1
Object Size*	
Large (per doubling of human size)	+2
Small (per halving of human size)	-2
Sight Aids	
Telescope	+3
Binoculars	+2
Time Spent Looking	
Long look (Full Phase, ½ DCV)	+2
Looking (Half Phase)	+1

*: Object Size modifiers apply when someone's trying to hide the object, it's a long way away, or the like. A small object isn't inherently hard to see when it's in plain sight.

SMELL PERCEPTION MODIFIERS

Situation	Modifier
People	
Extremely smelly person	+4
Smelly person (unbathed or perfumed)	+2
Wind	
Downwind, light breeze	+1
Downwind, strong breeze	-1
Upwind, light breeze	-2
Upwind, strong breeze	-4
Miscellaneous	
Skunk	+5
Dung	+3
Gasoline	+3

HEARING PERCEPTION MODIFIERS

Situation	Modifiers
Doors	
Slamming a door	+2
Slowly open a door (Full Phase)	-2
Echoes	
Generally	+3
Locating source of echoes	-3
The Environment	
Quiet area	+3
Downwind from noise	+1
High contrast sound	+1
Upwind from noise	-1
Foggy weather	-1
Noisy area	-3
Movement	
Run (12m+)	+1
Fast walk (6m)	+0
Normal walk (4m)	-1
Careful walk (2m)	-2
Time Spent Listening	
Listen close (Full Phase, ½ DCV)	+2
Listen (Half Phase)	+1
Vehicles	
Spaceship taking off	+5
Truck	+3
Hovercar	+1
Voices (and like noises)	
Whistle	+3
Shout	+2
Loud conversation	+1
Whisper	-3
Weapons	
Grenade	+6
Rifle	+5
Submachine gun	+4
Pistol	+3
Miscellaneous	
Siren	+4
Parabolic microphone	+4
Car alarm	+3
Breaking glass	+1
Sneeze	+1

HIDING AND FINDING THINGS

A character uses the *Concealment* Skill to hide objects (such as in a room or on his person). To find objects, he uses *Concealment* or a PER Roll (his choice) in a Skill Versus Skill Contest against the hider's *Concealment*. These rules apply to finding things that someone has intentionally tried to hide; for spotting objects that are hard-to-find due *only* to their size, environmental conditions, distance, and so on, simply use PER Rolls with modifiers as described above.

GMs should apply common sense modifiers and restrictions to hiding and finding objects. For instance, you obviously can't hide a shotgun under a hat; it's obviously easier to conceal a pistol under a bulky jacket than under a tee-shirt; searching a person or area thoroughly and by hand will be more effective than searching only quickly and visually; and so on.

TIME

The game treats time differently depending on what's happening. Out of combat (*Noncombat Time*), time isn't meticulously measured. Hours, days, or weeks of game time may pass in only a few minutes of real time, as the GM and players describe what's happening in the events of the adventure and campaign.

TIME CHART

Many Powers, Power Modifiers, Skills, and Actions involve greater amounts of time than are used for combat. The *Time Chart* indicates the different time increments used both in and out of combat.

TIME CHART

1 Segment	1 Week
1 Phase	1 Month
1 Turn (Post-Segment 12)	1 Season (3 months)
1 Minute	1 Year
5 Minutes	5 Years
20 Minutes	25 Years
1 Hour	1 Century
6 Hours	... and so on
1 Day	

COMBAT TIME

In combat or other crisis situations (*Combat Time*), time is very precise, measured second-by-second with exact actions and results, because so much can happen in only a few seconds.

URNS, SEGMENTS, AND PHASES

The basic time frame of combat is the *Turn*, divided into 12 one-second sections called *Segments*. At the end of every Turn, before the next Turn begins, there's a "Post-Segment 12" period that takes no time. At this time, most characters automatically get to take a Recovery (see page 18).

A Segment in which a character can perform an Action is known as a *Phase*. Each character gets a number of Phases equal to his Speed. The *Speed Chart* indicates which Segments a character's Phases are in. Each time a character has a Phase, he may perform one or more Actions.

INITIATING COMBAT

Combat always begins at the beginning of Segment 12 (so that all characters except those with SPD 1 will have a Phase in the first Segment of the battle). Generally, any character can initiate combat; they go first (regardless of Initiative; see below), then other characters take their Actions in Initiative order. If more than one character wants to begin combat simultaneously, the GM may choose to simply begin in Initiative order.

INITIATIVE

Characters with Phases in a Segment act in descending order of DEX (or EGO, for Mental Combat). Highest DEX goes first, then next-highest, and so on; resolve ties with 1d6 rolls. A character's Phase begins on his DEX in each of the indicated Segments. Players typically refer to this as having a character's DEX "come up" or as a character "going on" his DEX ("My character goes on DEX 21").

CHANGING SPEED

A character can change his SPD in any of his Phases. After he has changed his SPD, he cannot act (though he may Abort; see below) until both SPDs would have had a Phase. As soon as both Segments occur, the character can begin to act at his current SPD. A character cannot temporarily choose to act at a lower SPD so he can act again sooner.

Characters cannot voluntarily lower their SPDs to lower than SPD 2. In non-combat situations, everyone is assumed to act at SPD 2 at all times, unless the circumstances require them to use their full SPDs.

ACTIONS

Actions come in four lengths: Full Phase Actions, Half Phase Actions, Zero Phase Actions, and Actions which take No Time:

- **Full Phase Actions** require a character to use his entire Phase, and include moving more than half of his meters of Movement (a "Full Move") or recovering from being Stunned.

		SPEED CHART											
		Segments											
		1	2	3	4	5	6	7	8	9	10	11	12
Character's Speed	1	-	-	-	-	-	-	☒	-	-	-	-	-
	2	-	-	-	-	-	☒	-	-	-	-	-	☒
	3	-	-	-	☒	-	-	-	☒	-	-	-	☒
	4	-	-	☒	-	-	☒	-	-	☒	-	-	☒
	5	-	-	☒	-	☒	-	-	☒	-	☒	-	☒
	6	-	☒	-	☒	-	☒	-	☒	-	☒	-	☒
	7	-	☒	-	☒	-	☒	☒	-	☒	-	☒	☒
	8	-	☒	☒	-	☒	☒	-	☒	☒	-	☒	☒
	9	-	☒	☒	☒	-	☒	☒	☒	-	☒	☒	☒
	10	-	☒	☒	☒	☒	☒	-	☒	☒	☒	☒	☒
	11	-	☒	☒	☒	☒	☒	☒	☒	☒	☒	☒	☒
	12	☒	☒	☒	☒	☒	☒	☒	☒	☒	☒	☒	☒

- **Half Phase Actions** require only half of his Phase (so he could perform two of them in a single Phase), and include moving up to half his meters of Movement (a "Half Move") or standing up after falling.
- **Zero Phase Actions** don't use up any time, can be performed at the beginning of a Phase or after taking a Half Phase Action, and can't be performed after an attack; turning a Power on or off is a Zero Phase Action.
- **No Time Actions** can be performed whenever a character wishes (even if he doesn't have a Phase or has already acted in a Phase), and include making a Presence Attack or making a roll at the GM's request.

Attack Actions are a special kind of Action. Most attacks are Half Phase Actions, allowing a character to attack after a Half Move or other Half Phase Action. But once a character makes an attack, that's the last thing he can do in that Phase. So if a character attacks *before* making any Half Moves or other Half Phase Actions, then the attack ends his Phase. Any action the rules describe as an "Attack Action" works this way as well, whether the effect is literally an "attack" or not.

WHO GOES FIRST?

If there's some question as to the exact timing of Actions, resolve the situation by having both characters attempt DEX Rolls (the character who succeeds by the most gets to act first). However, Aborting (see below) to a defensive Action, or using a Held Action (see below) defensively, always takes place before an attack.

If characters used DEX Rolls to determine who acts first, the loser of the roll cannot then choose to Abort to a defensive action – committing to the roll means the chance to Abort is lost. Similarly, if a character loses a DEX Roll contest attempted for the purpose of making an attack, and the target of his attack moves away from the target point, the character cannot "re-target" his attack to "track" the target and still hit him.

HOLDING AN ACTION

A character may choose not to act when his DEX indicates that his Phase begins. He may wait until a lower DEX or until some event occurs (“I wait until he strikes;” “I wait until he comes around the corner”). This is known as *Holding an Action*.

A character may Hold his Action until a later Segment. However, he can never use a Held Action to take two Actions in one Segment – he loses any Held Action when the next Segment in which he has a Phase begins. A character who Holds his Action on Segment 12 still gets his Post-Segment 12 Recovery (page 18), and may use his Held Action in the next Turn on any Segment until a Segment in which he has another Phase.

ABORTING AN ACTION

A character can act first to protect himself, regardless of relative DEX or the fact that he doesn't have a Phase; this is known as *Aborting an Action*. A character can only Abort to a *defensive* Action. Defensive Actions include:

- Block (including any Martial Maneuver with the *Block* Element)
- Dodge (including any Martial Maneuver with the *Dodge* Element)
- Dive For Cover
- Any Combat or Martial Maneuver with the *Abort* Element
- Activating a Defense Power
- Allocating Combat Skill Levels to improve DCV
- Switching forms, shapes, or identities to obtain more defense or protection
- Activating any Power that provides more points of defense (such as Density Increase) or other significant protection (such as Desolidification)
- Decelerating or turning while moving, operating a vehicle, or riding a mount
- Resisting Knockback with STR or Flight
- Anything else approved by the GM

A character cannot Abort to a movement Action or an attack. He may perform more than one defense Action while Aborting (such as Aborting to Dodge and activating a Defense Power) provided they're not mutually exclusive (like Dodge and Block).

Many Actions are defensive in certain conditions but not in others (requiring a judgment call from the GM). For example, a character creating a Barrier to separate two areas is not performing a defensive action, nor is using a Barrier to englobe an opponent (because it constitutes an attack), but simply throwing up a Barrier to protect himself would be a defensive action.

A character declares an Abort before any rolls are attempted. For example, he can't wait to see whether an opponent's Attack Roll succeeds, then Abort only if it does.

Aborting an Action requires the character's next full Phase to perform – in essence, the character uses his next Phase “early” to protect himself. If he's Holding an Action, he may Abort to use the Held Action to perform a defensive Action; in that case, he doesn't lose any more Phases.

Because characters cannot have more than one Action in a Segment, once a character has performed an Attack Action or otherwise used his full Phase in a particular Segment, he cannot Abort to any Action until the next Segment. Once a character Aborts, he cannot Abort again or take any other Actions until after the Phase he Aborted has passed. *Surprised* (page 147) characters cannot Abort an Action.

THE ACTIONS TABLE

The Actions Table lists some examples of the Actions a character can perform in a Phase. The GM must decide how long an Action not listed takes, using the listed examples as guidelines.

ACTIONS TABLE

Action	Time Required
Any action that requires an Attack Roll	½ Phase
Accelerating/decelerating	0 Phase
Change clothes	1 Phase
Draw a weapon	½ Phase
PER Roll with a Nontargeting Sense to perceive an enemy	½ Phase
Make a roll at the GM's request	No Time
Open a door	½ Phase
Pick up Disarmed weapon	½ Phase
Presence Attack	No Time
Recover from being Stunned	1 Phase
Shift a Multipower	0 Phase &
Shift Skill Levels	0 Phase &
Skill Roll	Variable
Speak (conversation)	Variable
Speak (soliloquy)	No Time
Stand up	½ Phase
Start a vehicle	½ Phase
Take a Recovery	1 Phase
Turn on a Power	0 Phase &
Turn off a Power	0 Phase
Use STR or a Power Casually	0 Phase
Use more than half of your meters of movement (“Full Move”)	1 Phase
Use up to half of your meters of movement (“Half Move”)	½ Phase

&: Even though they are Zero Phase Actions, a character can only perform these Actions once per Segment. For turning on a Power, this applies *per Power*.

FALLING

Falling objects move every Segment at the DEX on which they started to fall; thus, the object falls its velocity in meters each Segment. An object's velocity increases by +10m each Segment due to the acceleration of gravity, to a maximum gravity-based velocity of 60m/Segment.

When a character hits the ground, he takes physical Normal Damage. For short falls (20m or less), he takes 1d6 damage per full 2m fallen. For long falls (21m or more), he takes 1d6 damage per 2m/Segment of velocity he has at the time he strikes the ground (see the Falling Table).

FALLING TABLE		
Segments Since Fall Began	Current Velocity	Total Distance Fallen
1	10m	10m
2	20m	30m
3	30m	60m
4	40m	100m
5	50m	150m
6	60m	210m
7	60m	270m
... and so forth		

Falling characters use their base DCV Characteristic, with no Combat Skill Levels, Combat or Martial Maneuvers, or the like. Catching a falling character is a Grab (often a Grab By). Subtract 1d6 falling damage per 5 STR of the Grabbing character. If the damage reduces to 0d6 or less, neither character takes damage from the catch; if any remains, both characters take the remaining damage.

If an object falls on a character, determine how many dice of damage that object would take from the fall, and apply that many dice to both the object and the character (to a maximum of the object's PD + BODY).

ENVIRONMENTAL CONDITIONS – LIVING IN A DANGEROUS WORLD

The environment around them affects characters in various ways. From CV modifiers for fighting in unusual conditions, to the effects of weather phenomena, to damage caused by assorted hostile conditions and environmental sources, this section offers GMs some guidelines for handling these factors.

Survival guidelines in this section assume “normal” humans; obviously, superheroes may be affected differently (or not at all) for various reasons. Generally, GMs should adjudicate such situations with an eye toward what would be exciting and dramatically interesting, more so than what would be strictly “realistic.”

In addition to CV and DC effects listed in this section, GMs may also wish to restrict the use of certain Combat/Martial Maneuvers or other Actions in particular conditions. For example, characters fighting in chest-deep water typically can't use kicks. In addition to the specific Skills mentioned below for offsetting environmental effects, characters can “buy off” many of these penalties with CP via *Environmental Movement* (page 40) for CV or DC modifiers, and/or *Life Support* (page 74) for damage-causing conditions.

ACID: See *Chemicals*.

CHEMICALS

Caustic chemicals (and similar substances, like acid or demon's blood) cause energy Normal Damage, NND, Does BODY (defenses are appropriate protective gear, or ED Resistant Protection (or other Power) that keeps the substance from contacting the character). The character takes damage every Segment of exposure until the substance is removed. Some chemicals also generate fumes; these do 2d6 NND damage (defense is appropriate Life Support).

CHEMICALS TABLE	
Type Of Chemicals	Damage Per Segment
Diluted, Weak	½d6
Diluted, Strong	2d6
Concentrated, Weak	1d6
Concentrated, Strong	4d6

CLIMBING

For easy climbs, such as climbing up or down a ladder, a character suffers -1 DCV. Climbs difficult enough to require a successful *Climbing* Skill roll halve his DCV and subtract 2 DCs from all attacks. A character can eliminate these penalties with a successful Climbing roll (separate from any roll needed to keep climbing or not fall).

CLUTTERED OR CRAMPED CONDITIONS

Characters are typically at -1 OCV/-2 DCV, and restricted in which Maneuvers they can use. A successful Acrobatics roll eliminates these penalties.

COLD: See *Temperature*.

DARKNESS & SHADOW: See *Senses And Perception* (page 133).

DEHYDRATION

After 24 hours without water, a character takes 1d6 Normal Damage (no defense) every 6 hours; each Temperature Level (see below) above or below the Comfort Zone adds 1d6.

Characters and the World

ELECTRICITY

Includes effects like being Knocked Back into a junction box, accidentally touching a live wire, or being struck by lightning. *Well Grounded* includes such states as standing in water or holding onto a metal pipe stuck in the ground. *Insulated* includes flying, standing on a rubber mat, or wearing an insulating suit. In other situations, characters should generally be considered *Poorly Grounded*.

ELECTRICITY TABLE

Power Type	Insulated	Poorly Grounded	Well Grounded
Automobile Spark Plug	2d6 S	5d6 N	2d6 K
Electric Train, Overhead Line	5d6 S	8d6 N	3d6 K
Electric Train, Third Rail	3d6 S	5d6 N	2d6 K
Household Current, Standard	1d6 S	2d6 N	1d6 K
Household Current, Heavy	3d6 S	5d6 N	2d6 K
Light Industrial Current	5d6 S	8d6 N	3d6 K
Heavy Industrial Current	7d6 N	11d6 N	4d6 K
Lightning Bolt	5d6 S	10d6 N	4d6K+
Power Transmission Line	9d6 N	14d6 N	5d6 K

S: STUN only damage
 N: Normal Damage
 K: Killing Damage

FIRE

To have a fire, you need three things: fuel, oxygen, and heat; putting out a fire involves depriving it of at least one of those three elements. Characters with powers based on manipulating air, chemicals, fire, matter, or telekinetic force may be able to find all sorts of ways to extinguish a fire.

For large fires, the listed damage occurs per 1m radius area. Thus, if a character runs through a bonfire 8m wide, he takes fire damage for each 1m area (8 times). A fire may also cause dangerous smoke, which acts as a Constant Area Of Effect NND of ½d6 to 2d6 (defense is LS: Self-Contained Breathing), and entails a PER Roll penalty to the Sight and Smell Groups.

Fire can also cause flammable materials to ignite. The stronger the fire, and the more highly flammable the material, the more likely this is (GM decides).

FIRE TABLE

Fire Type	Heat Damage	Other Damage
Blast Furnace	6d6 K	12d6 N (physical) if in furnace
Boiling Oil or Tar	2-4d6 K	May have Sticky effect
Electric Burner/ Heater	½-1d6 K	
Molten Metal	4d6 K	14d6 N (physical)
Oil or Chemical Fire	1 pip to 3d6 K	Toxic smoke (as text; +1d6)
Rocket Exhaust	6-8d6 K	18d6 N (physical)
Superheated Steam	2-3d6 K	10d6 N (physical) if in blast
Torch, wood	1 pip to 1d6 K	
Torch, Acetylene	2d6K AP	
Torch, Plasma	4d6 K AP	
Wood or House Fire	1 pip to 2d6 K	Smoke (see text)

AP: Armor Piercing
 N: Normal Damage
 K: Killing Damage

FOG

Causes -1 or more to Sight Group and Sonar PER Rolls.

HEAT: See *Temperature* for hot weather; see *Fire* for fire-related heat.

HIGH PRESSURE

Causes 1d6 RKA, NND, Does BODY (defense is LS: Safe in High Pressure) when the pressure suddenly returns to normal (“the bends”).

INTOXICATION

Intoxicated, drunk, stoned, or similarly impaired characters are at -2 OCV/-2 DCV.

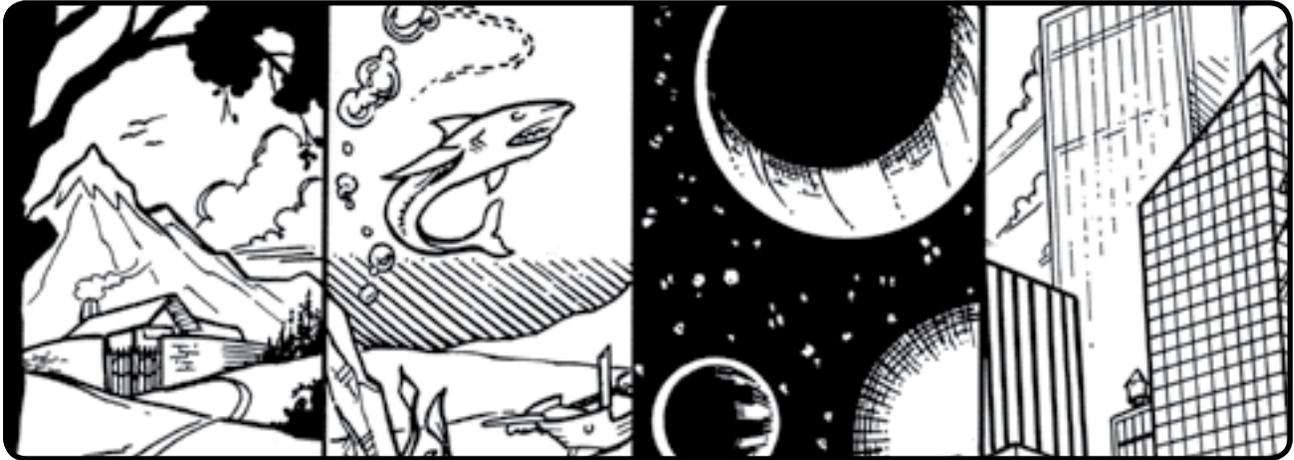
LAVA

A character immersed in lava takes 4d6 Killing Damage (energy), Armor Piercing, every Phase he remains in it. If only part of a character’s body suffers exposure, use the Hit Location Table to adjust the damage accordingly.

LIGHTNING: See *Electricity*.

LOW PRESSURE

Characters must spend a minimum of 1 END per Phase, in addition to any they spend taking Actions. Characters who run out of END burn STUN and then BODY (like drowning). REC is halved.



MAGNETIC FIELDS

Generate a field of Telekinesis, *Only Works On Ferrous Metals* (-½), and may trigger Susceptibilities or Limitations, or cause malfunctions in technological devices.

NARROW SURFACES

Characters fighting on narrow surfaces (such as tightropes, tiny ledges, tree branches, and the like) suffer -2 DCV and -2 DC to all attacks. A successful Acrobatics roll eliminates these penalties.

POOR FOOTING

On ice, rain-slicked rocks, mud, and similarly treacherous footing, a character suffers -1 DCV and -1 DC to all attacks. A successful Breakfall roll eliminates these penalties.

RADIATION

Causes NND Normal Damage (for low-intensity or brief exposure) or NND Killing Damage (for high-intensity or prolonged exposure); defense is LS: Safe in High Radiation. Number of dice depend on overall intensity and length of exposure. High-intensity or prolonged exposure may also cause mutations, cancer, death, or development of superpowers (depending largely on the nature of the campaign).

RAIN/SNOW

Causes -1 to Sight and Hearing Group PER Rolls, and often causes the Poor Footing combat effects (see above).

STARVATION

After three days without food, a character suffers 1d6 Normal Damage (no defense) per day, and loses 1 STR, 1 DEX, and 1 CON for each 1 BODY lost.

SUNBURN

Extreme sunburn (hours of continuous unprotected exposure in fierce sunlight) causes 1d6-3d6 Normal Damage (no defense), depending on the amount of skin affected.

TEMPERATURE

The “Comfort Zone” for humans ranges from about 10° Celsius (50° Fahrenheit) to about 27° Celsius (80° Fahrenheit). For each “Temperature Level” of 5° Celsius/10° Fahrenheit hotter

or colder than that, a character loses 1 REC, and loses 1 Long-Term END per 20 minutes (once END is gone, he burns STUN, then BODY, as with drowning). The Comfort Zone is a single Temperature Level (even though it’s larger than other Temperature Levels).

WATER

Characters fighting underwater or while swimming have -2 DCV and -2 DC to all attacks; TF: SCUBA eliminates these penalties. Standing in water while fighting results in -2 DCV; a successful Breakfall roll eliminates this penalty.

WIND

Wind can move/push/knock over objects with STR depending on the wind speed (about 5-10 STR at 25-50 MPH, up to 30 STR or more for hurricane/tornado force winds over 100 MPH). Strong winds also interfere with Hearing and Smell (apply PER Roll penalties) and muscle-powered Ranged attacks (apply OCV penalties).

UNDERGROWTH

Characters in thick undergrowth (such as brambles or thickets) suffer -1 OCV and -2 DCV, and can only move on the ground at 4m per Phase (at most).

VEHICLE IMPACT

Determine the damage as you would for a Move By (for glancing collisions) or Move Though (for full collisions), using the vehicle’s movement and STR.

ZERO GRAVITY

Characters are at -3 OCV, half DCV, and -3 to all Agility Skills and other DEX-based Skills. A successful *PS: Zero-G Operations* roll eliminates these penalties.

Combat in zero-G should always use the Knockback rules, even if the campaign normally only uses Knockdown rules. When a character takes Knockback in zero-G, he continues to move that many meters per Segment until he hits something. Also, instead of applying Knockback to just the target, divide it between attacker and target.

BREAKING THINGS

The rules in this section apply to ordinary objects characters encounter in the world around them (such as furniture, walls, mailboxes, or boulders). For objects built with CP (like *Foci* or Vehicles), use the rules in those sections for damaging them.

ATTACKING AND DAMAGING OBJECTS

A human-sized inanimate object typically has a DCV of 3, and the Target Size modifiers (page 147) apply to an attacker's OCV. Each object has a PD and ED value and a BODY total (an object's PD and ED are Resistant unless noted otherwise). Only BODY matters in breaking an object – objects don't have STUN.

The PD and ED of an object depend on the material it's made from. Objects made from multiple materials generally use the defenses of the weakest major part (though common sense should apply; for example, if one of the "parts" is a steel casing that completely encloses the rest of the object, then the steel casing determines its PD and ED, even if internal parts are weaker).

MATERIALS DEFENSE TABLE

Substance	PD	ED
Metal		
Sheet metal	4	6
Chain or heavy tube	5	8
Heavy bar	6	9
Plate	7	10
Casting	8	12
Hardened casting	9	14
Light armor	10	15
Medium armor	13	20
Vault doors	16	24
Heavy armor	19	28
Plastic		
Light plastic	1	1
Plastic castings	2	2
Light fiberglass	4	4
Heavy fiberglass	6	6
Armored plastics	8	8
Stone		
Brick	5	10
Concrete	6	10
Reinforced brick	7	10
Reinforced concrete	8	10
Wood		
Thin board	2	1
Plywood	3	2
Heavy wood	4	3
Very heavy wood	5	4

The BODY of an object depends primarily on its mass and nature. An inanimate object that weighs about as much as a human (100kg) has 7 BODY. Each doubling of mass from that baseline adds +1 BODY, while each halving of mass is -1 BODY (to a minimum of 0).

An object breaks (or a device stops functioning entirely) when it takes more damage than it has BODY. To completely destroy it takes twice as much damage.

COMPLEX OBJECTS

Complex devices with interworking or easily-disrupted parts (precision machinery, electronics, and so forth) typically have 2 fewer BODY than an ordinary object of the same mass. A device that takes *any* damage acquires a *Required Roll* (page 114) until it's repaired: 14- if it's lost up to ¼ of its BODY, 11- if it's lost from ¼ to ½ of its BODY, and 8- if it's lost more than half its BODY.

WALLS

With walls and similar structures, a character may not need to destroy it completely – just blow a hole through it. In this case, use the wall's thickness to determine the BODY. Exceeding the wall's BODY creates a human-sized hole it; every +1 BODY inflicted doubles the size of the hole.

WALL BODY

Material	Thickness (millimeters)									
	4	8	16	32	64	125	250	500	1m	2m
Metal	1	3	5	7	9	11	13	15	17	19
Plastic	1	3	4	6	7	9	10	12	13	15
Stone	-	-	-	1	3	5	7	9	11	13
Wood	-	1	2	3	4	5	6	7	8	9

BEND STEEL WITH HIS BARE HANDS ⚡

For *Champions* games where you want to emphasize the amazing impact supers can have on the world around them (punching through tanks or melting vault doors with their energy blasts), establish a ground rule that objects have *Vulnerability: 2x BODY from Superpowers*. "Superpowers" typically includes STR above the *Superhuman* benchmark, innate Powers (but usually not Talents), and appropriate super-gadgetry (but usually not normal equipment, even if it's high tech). This ground rule should only apply to "normal" objects, vehicles, weapons, and so on commonly found in the campaign world; it shouldn't apply to "special" objects that characters bought with CP.

COMBAT

TYPES OF COMBAT

All combat can be divided into three types: *Hand-To-Hand Combat* (HTH), *Ranged Combat*, and *Mental Combat*.

HTH Combat is combat between characters who are within Reach of one another. A character's Reach is 1m around himself – about the length of an ordinary human arm plus room to maneuver a bit. HTH Combat involves punching or melee weapons such as swords.

Ranged Combat is any combat between characters who aren't within Reach. It requires weapons such as guns or bows, or Ranged attacks like Blasts or RKAs. Using a Ranged attack is always considered Ranged Combat, even if the attacker and target are within Reach of each other.

Mental Combat is a special type of combat involving Mental Powers. See *Mental Combat* (below).

COMBAT SEQUENCE CHECKLIST

Once a character decides to attack a target and decides what means he'll use for the attack (Combat Maneuver, Power, and so forth), these steps take place:

1. Determine the attacker's OCV.
2. Determine the target's DCV.
3. Attacker attempts an Attack Roll and pays the END cost for the attack.
4. If the Attack Roll fails, the attack misses (skip to step 7).
5. If the Attack Roll succeeds, the attacker hits and typically makes an Effect Roll to determine damage/effect.
6. Check for and/or apply any optional effects of damage used in the campaign, in this order: Hit Location; Knockback/Knockdown; Wounded; Bleeding; Impairment.
7. The attacker's Phase ends, and the GM moves on to the next character with a Phase in that Segment.



ATTACK ROLLS AND COMBAT VALUES

THE BASIC ATTACK ROLL

Whether an attack hits a target is determined by an *Attack Roll*. All Attack Rolls are Success Rolls (page 8), calculated as follows:

Attacker's OCV + 11 - 3d6 = the DCV the attacker can hit

CALCULATING COMBAT VALUES

The rules sometimes refer to Combat Values generally as CVs, which means the topic at hand can apply to OCV, DCV, or both.

Follow the steps below to determine the attacker's OCV; it looks more complex in writing than it is to do in practice.

1. Determine base OCV (usually a character's OCV Characteristic).
2. Add any applicable Combat Skill Levels the character has assigned to OCV for this attack.
3. Apply any modifiers for the particular weapon.
4. Apply any modifiers for the particular Combat Maneuver or Martial Maneuver.
5. Apply any Combat Modifiers.
6. Apply the Range Modifier (if applicable).
7. Apply any other modifiers.
8. Apply any modifiers that halve OCV (or otherwise reduce it by a fraction or percentage, including dropping it to 0). Apply only one modifier of this sort (whichever one reduces OCV the most).

DCV uses the exact same sequence of steps, except that there's no Range Modifier involved (step 6).

REDUCING COMBAT VALUES TO ZERO OR LESS

A character's OCV can be reduced below 0 – just apply the negative value of the OCV to increase the target's DCV and attempt the Attack Roll at OCV 0. For example, a character with OCV -3 attacks at OCV 0, and his target gets +3 DCV.

A character's DCV cannot be reduced below 0, regardless of how many modifiers apply. A character can voluntarily lower his DCV to 0 as a No Time Action; it remains 0 until he uses a Zero Phase Action to restore it to normal.

THE DURATION OF COMBAT VALUE MODIFIERS

Modifiers that alter a character's CV remain in effect from when they take effect until the beginning of the character's next Phase. For example, a SPD 3 character who takes a Recovery on his Phase in Segment 4 remains at ½ DCV until the beginning of his next Phase in Segment 8.

RANGE MODIFIER

When a character attacks a target at Range, the attack is subject to the *Range Modifier*. This reflects the fact that it's harder to hit a target who's far away than one who's nearby.

RANGE MODIFIER TABLE

Range	Modifier
Within Reach (1m)	-0
2-8m	-0
9-16m	-2
17-32m	-4
33-64m	-6
65-125m	-8
126-250m	-10
... and so forth	

MENTAL COMBAT

Mental Powers use *Mental Combat Value* (OMCV and DMCV) instead of the normal Combat Value. The Powers that use MCV are Mental Blast, Mental Illusions, Mind Control, Mind Link, Mind Scan, Telepathy, and certain *Alternate Combat Value* Powers.

Substituting OMCV for OCV and DMCV for DCV, Mental Combat works just the same as normal combat. However, Mental Combat works on a Line Of Sight basis; if an attacker can see the target, he can attack him without suffering the Range Modifier. Typically, none of the Combat Modifiers apply either. However, in some cases (such as with Haymaker and Multiple Attack involving a Mental Power), the GM may want to use DCV penalties as DMCV penalties.

A character using a Mental Power uses EGO instead of DEX to determine when he acts in the Phase. If he wants to take any physical actions first (such as making a Half Move), he must wait until his DEX comes up, move, and then use his Mental Power.

Willing targets can voluntarily lower their DMCV or EGO to 0, making it easy for a friendly mentalist to "lock on." A willing target can also lower his Mental Defense to 0. A sleeping or unconscious mind has DMCV 0.

Area-affecting Mental Powers use the character's OMCV against DMCV 3. A character doesn't need LOS against all possible targets in an Area to effect them; he only needs LOS to the target point of the Area. For Mental Powers requiring a specific command or description from the mentalist, such as Mind Control or Mental Illusions, the effect must be the same for everyone in the Area.

COMBAT MODIFIERS

Combat Modifiers describe environmental conditions, character actions that affect combat (other than Combat Maneuvers), certain Advantages, and other such factors that help or hinder a character in battle. Examples include a character attacking someone by surprise, or ducking behind cover.

Any DCV modifiers from Combat Modifiers modify a character's DCV versus all attacks, both HTH and Ranged.

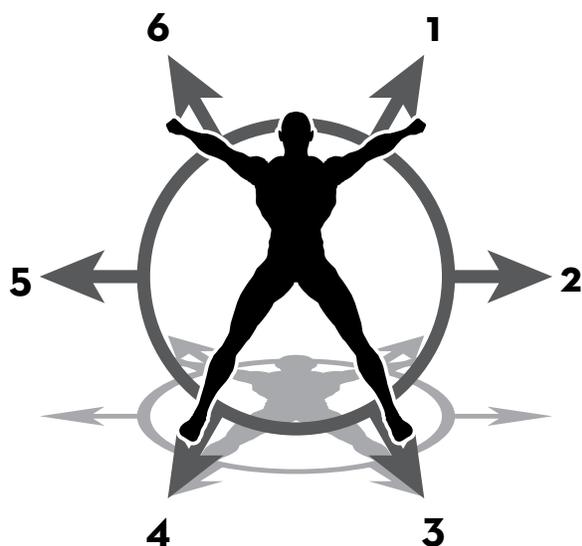
AREA OF EFFECT ATTACK

The rules in this section cover not only Area Of Effect attacks, but any attack directed against a target point rather than a character.

The DCV of a target point is 3, or 0 if the target point is within 2m of the attacker. Attacks aimed at a target point suffer the normal Range Modifier.

If an attacker using an Area Of Effect attack fails his Attack Roll, the center of the Area misses the target by 2m for every 1 point the Attack Roll failed by (to a maximum of half the distance to the target). Roll 1d6 and consult the facing diagram to determine the direction of the miss. Of course, even if the center of the Area misses the target point, the attacker may still catch characters within the Area Of Effect, depending on how far he misses by and in what direction.

CHARACTER FACING



AUTOFIRE

Powers bought with the Advantage *Autofire* (including automatic weapons) can fire more than one attack with a single Attack Roll. Thus, they can hit one target several times, or several targets one time each, with just one Attack Roll. Each Autofire shot counts as a separate attack for purposes of determining if a target's Stunned.

AUTOFIRE AGAINST A SINGLE TARGET

If the Attack Roll succeeds, the character hits the target one time; in addition, for every full 2 points the Attack Roll succeeds by, he hits the target an additional time. For example, if a character's Attack Roll indicates that he hits a target with DCV 12 or less, he hits a target with DCV 12 once, one with DCV 10 twice, one with DCV 8 three times, and so on.

AUTOFIRE AGAINST MULTIPLE TARGETS

The attacker declares the targets and counts the line of meters "connecting" them. He suffers a -1 OCV penalty for each 2m in the line. He must attempt a separate Attack Roll for each target fired at, and each target can only get hit one time. He must fire a minimum of one shot into each 2m "area" of the line, even if no target occupies it (thus, a character with a 5-shot Autofire attack could affect a maximum of 10m and, at most, five separate targets).

BEHIND COVER

Targets who are partly Behind Cover are harder to hit. This affects both Ranged and HTH attacks, though Behind Cover is most likely to come into play during Ranged Combat. When using the Hit Location rules (page 157), if the Hit Location rolled on an attack is Behind Cover (as determined by the GM), the attack strikes the cover instead.

BEHIND COVER MODIFIERS

Percentage Of Target's Body Behind Cover	OCV Modifier
1-10% (nearly all of the body showing)	-0
11-24% (two-thirds of the body showing)	-1
25-50% (half the body showing)	-2
51-74% (one-third of the body showing)	-3
75-90% (head and shoulders showing)	-4
91-100% (head showing)	-8

BOUNCING AN ATTACK ⚡

A character with an appropriate Ranged Attack, and Combat Skill Levels that apply to it, can Bounce An Attack off the right surface (the GM defines "appropriate" attacks and "right" surfaces). For each bounce the character wants the attack to perform, he must use one CSL. Determine the Range Modifier by counting the length of the entire path of the attack. A Bounce can give the character a Surprise Move bonus (see below), and eliminate or reduce the effects of *Behind Cover*.

CHARACTERS AS WEAPONS

Hitting one character with another does the attacker's STR damage to both. The attacker must Grab a victim before using him as a club (HTH) or a missile (Ranged); he cannot use the victim as a weapon as his "free" action immediately following Grab. Using a victim as a club entails a -2 OCV penalty (in addition to the penalties for Grab); see *Throwing A Character* (page 153) for using a victim as a missile.

COORDINATED ATTACKS

To Coordinate attacks, two or more characters must succeed with an appropriate roll (typically a *Teamwork* Skill Roll, but possibly a *Tactics* or DEX Roll with penalties at the GM's discretion), and must attack at the same DEX on the same Phase. Even though Coordinated attacks are considered to occur "simultaneously," if one of them would reduce the target's DCV or otherwise make the target easier to hit or harm, it's considered to occur "last."

If the characters successfully Coordinate, they may make the target easier to hit (for the Coordinating characters only; see *Multiple Attackers*, below), and any STUN damage the target takes (after applying his defenses) adds together for the purpose of determining whether he's Stunned. Knockback is determined normally for each attack, then added together.

Because the point of Coordinating is to improve the chances of Stunning a target, characters cannot Coordinate effects that don't do STUN damage. For example, characters cannot Coordinate their Grabs to somehow obtain a "better" Grab effect.

DISGUIISING DAMAGE

An attacker can make an attack appear to cause Normal Damage (when it's actually another damage type; usually Killing Damage) by accepting a -1 OCV penalty for every 2 DC in the attack.

ENCUMBRANCE

Calculate the total weight of all the items a character carries. Compare this total weight to the Encumbrance table.

ENCUMBRANCE TABLE

Total Weight Carried*	DCV/DEX Roll	Movement	END Cost Per Turn
Up to 10%	-0	—	0
10-24%	-1	—	0
25-49%	-2	-2m	1
50-74%	-3	-4m	2
75-89%	-4	-8m	3
90-100%	-5	-16m	4

*: As a percentage of the total weight the character can lift.

FIRING INTO MELEE

When attempting a Ranged Attack against a character in the middle of a HTH Combat, the other bodies in the battle (between the attacker and target) may provide "cover" (see Behind Cover). If an Attack Roll in such a situation misses *solely as a result of the Behind Cover OCV penalty* (i.e., if it would have hit without the penalty), the attacker may actually have hit the "cover" – one of the other characters in the melee. The GM decides, based on the situation.

IMPROVISED WEAPONS

Circumstances may result in characters using random objects as weapons (such as bashing a foe with a chair or throwing a rock at him). A character can pick up and attack with an unresisting object he can lift with his Casual STR, all as a single Attack Action; heavier objects, moving objects, or the like require him to Grab the object first.

IMPROVISED WEAPON DAMAGE

Compare the character's number of STR dice to the object's PD + BODY. If the STR dice are higher (or equal), the most damage dice he can use with it is the PD + BODY.

If the PD + BODY is higher, he does his full STR dice, adding +1d6 for each 2 full points by which the object's PD + BODY is higher (to a maximum of doubling the STR dice; this is an exception to the *Adding Damage* rules). The character can only add damage in this way in HTH combat, and only with a *Strike* Combat Maneuver (with another Maneuver, the improvised weapon just allows him to hit the target without touching it).

Improvised weapon damage is usually physical Normal Damage. When a character does damage with one, the improvised weapon also takes the damage.

IMPROVISED WEAPON MODIFIERS

An object's weight, balance, and size affect its use as a weapon. The balance modifiers apply to HTH combat only; improvised thrown weapons use the rules under *Throw*. If a larger than human-sized object seems evadable despite its size (like a telephone pole a target might duck under or jump over), grant the character an OCV bonus; if the object completely fills an area (like a bus or a big section of wall), target it as an Area Of Effect attack.

IMPROVISED WEAPON MODIFIERS

Weight	OCV Modifier
Not liftable	Can't use
Liftable with Casual STR	-0
Liftable with 1-10 STR beyond Casual	-1
Liftable with 11-20 STR beyond Casual	-2
... and so on	
Balance	OCV Modifier
Balanced (a lot, a telephone pole, most rocks)	-0 to -2
Poorly Balanced (a tree, a car)	-2 to -3
Unbalanced (a piece of rubble, a character)	-4 or worse
Size	OCV Modifier
Human-sized or smaller	-0
Large, but evadable	Use object's Target Size penalty as OCV bonus
Large, fills an Area	Attack versus DCV 3

MISSED SHOTS

Ordinarily, a Ranged attack that misses its target simply misses – it doesn't hit another character. If the GM thinks there's a possibility an attack could hit an unintended target instead, the attacker attempts an Attack Roll against that target's DCV using his base OCV Characteristic at -3; if he succeeds, the attack hits that target.

MULTIPLE ATTACKERS

If attackers Coordinate (see above), the defender suffers a -1 DCV (against those attackers only) for every attacker after the first, down to a minimum of ½ DCV. The attackers can fight at Range, HTH, or a combination of both. Attackers can Coordinate in this way to make the defender easier to hit, even if they cannot Coordinate their effects (usually because they don't cause STUN damage).

A character attacked by Multiple Attackers can choose to ignore some of them to concentrate on a more dangerous opponent. In this case, he gets his full DCV against the single opponent, but is ½ DCV against all the other Multiple Attackers. This option doesn't apply if the Multiple Attackers would already reduce the character's DCV to half.

OFF HAND

An attack made with a weapon used in the character's "off" hand suffers -3 OCV penalty.

PRONE TARGET

A prone target is at ½ DCV. If a character wants to drop prone voluntarily, this is a Zero Phase Action (and a defensive Action he can Abort to). Getting to one's feet is a Half Phase Action.

SPREADING AN ATTACK

A character can "spread" a Ranged attack, effectively "widening" the attack at the cost of doing less damage. The character does -1 DC for every +1 OCV he wants.

Alternately, a character may Spread his attack to hit more than one target. The character loses 1 DC for each 1m radius Area he wants to fill with his attack. The affected Areas must be adjacent. The character attempts a separate Attack Roll against each target; he gets no OCV bonus in this case (his "bonus" is the ability to attack more targets).

Spreading is most commonly used with Blast, but characters may Spread any Ranged attack the GM allows (usually determined by Special Effects). Characters may not Spread attacks that already affect an Area.

SURPRISED

When a character is attacked from behind, above, by an invisible attacker, from ambush, or any similar situation, he may be Surprised by the attack. For *Surprised* to apply, the target must not be expecting an attack from that source.

GMs should interpret this in a common-sense fashion. For example, a character attacked from behind by a foe he doesn't know is there is Surprised (even if he's expecting trouble in general); he's not Surprised by a foe simply stepping around behind him to attack from behind.



A character who's Surprised is at ½ DCV. A character who's Surprised while out of combat also takes 2x STUN from the attack (before applying defenses); if using Hit Locations, the targeting penalty is halved, and the 2x STUN also applies before Hit Location modifiers.

SURPRISE MOVE

A Surprise Move startles an opponent, tricks an enemy, or involves an unexpected action that provides a new angle of attack. This grants the character OCV bonuses at the GM's discretion, depending on the move and the situation (typically +1 to +3 OCV).

TARGET SIZE

Big objects are easier to hit; a target 2x human size is +2 to an attacker's OCV, with an additional +2 for each additional doubling of size. Targets smaller than human size are harder to hit; ½ human size is -2 to an attacker's OCV, with an additional -2 for each additional halving of size.

UNEQUAL REACH

If characters have unequal Reach in HTH (usually because one has a Medium or longer weapon, and another is unarmed or using a Small weapon), the character with the shorter Reach suffers -1 OCV against the character with the longer Reach, per 1m of difference. For example, an unarmed or Small weapon attacker is at -2 OCV against a character with a Long weapon.

This lasts until the shorter-Reach character succeeds with an Attack Roll; once he lands a hit, he's "gotten inside" the longer Reach, and the situation reverses. Now the longer-Reach character suffers the OCV penalty against the shorter-Reach character until *he* successfully hits, and so on.

UNFAMILIAR WEAPON

A character suffers a -3 OCV penalty when using a weapon he doesn't have *Weapon Familiarity* with.



COMBAT MANEUVERS

There are three types of Combat Maneuvers. The first type, *Standard Combat Maneuvers*, can be used by any character in just about any type of campaign. They cover the vast majority of combat situations, and many characters never need to use any other Maneuvers. The second type, *Optional Combat Maneuvers* tend to be more advanced or complicated, or are primarily suited to particular types of campaigns. These two types of Maneuvers cost no CP. The third type, *Martial Maneuvers*, do cost CP to learn, and are available only to characters with Martial Arts (see *Martial Arts*, page 32).

Combat Maneuvers can modify the character's OCV, DCV, damage done, and/or other factors. The character must state what Combat Maneuver he uses before rolling the dice. Unless the rules note otherwise, using any Combat Maneuver counts as an Attack Action.

Characters are not limited to using only the maneuvers listed here – they're free to try any action they wish. The GM should determine the modifiers applicable to and effects of a maneuver by comparing it to the listed Combat Maneuvers.

Example: *Black Mask says: "I'll pull out my stun gun, shoot the guard, smash the window, and leap outside!" The GM analyzes this action, and decides it consists of: a Half Phase Action (draw weapon), an Attack Action (shoot the guard, which is a Strike), a Zero Phase Action (smashing the window – a use of Casual STR), and a Half Phase Action (leap out the window). It takes Black Mask one full Phase and a Half Phase to do what she's described. That leaves her a Half Phase (the second half of her next Phase) to move away from the window, shoot other guards, or do something else.*

COMBAT MANEUVERS AND SPECIAL EFFECTS

The rules explain how combat works in game system terms only. The names of the Maneuvers shouldn't dictate how the character actually performs the action.

Just as a blinding light might be the Special Effect of a "Darkness" power, so also might "I grit my teeth and tough out his attack!" be the Special Effect of a "Block" Maneuver. The "Special Effects" of Combat Maneuvers can also vary from use to use. A character can usually describe a Haymaker as a "kick" for one attack, then later use Haymaker for a "roundhouse punch."

However, if a character's Special Effects ascribe a *particular* action to a Maneuver, then he must perform that action when using that Maneuver. For example, the Kung Fu style Martial Art defines its Offensive Strike as a "Kick;" if a character's legs are restrained, he can't just choose to make his Offensive Strike a hand strike of some kind instead.

COMBAT MANEUVER DESCRIPTIONS

BLOCK (½ Phase; +0 OCV; +0 DCV)

Allows a character to block an opponent's attack and set himself up to deliver the next blow. The character must declare the Block before his attacker attempts an Attack Roll. A character can normally Block any non-Area attack that he can perceive, though the GM should consider common sense, dramatic sense, and game balance when determining what attacks a character can Block.

To attempt a Block, the Blocker attempts an Attack Roll against his opponent's current OCV (instead of DCV). If successful, he Blocks the attack and takes no damage or Knockback. If the Blocker and attacker both have their next Phases in the same Segment, the Blocker gets to act first (regardless of relative DEX). If the Block misses, the attacker still has to resolve his attack normally; he must still succeed with an Attack Roll against the Blocker's DCV.

To Block a Ranged attack, the character must be the target of the attack, or must be adjacent to the target. The GM may also require that a character attempting such a Block have a shield or some other appropriate means of blocking, depending on the Special Effects involved.

After a successful Block, the character can attempt to Block additional attacks in the same Phase, or in later Segments before his next Phase. Each such attempt takes a cumulative -2 penalty (-2 for the second attempt, -4 for the third, and so on), and once any attempt misses, the Blocker can make no further attempts.

A character can Block for someone else (at a -2 penalty), provided the Blocker is within Reach of either the attacker or the target. In this case, the "go before the attacker" benefit does not apply.

The "go before the attacker" benefit also doesn't apply when Blocking Ranged attacks. Characters cannot Block both HTH and Ranged attacks in the same Segment. Combat Skill Levels with Block apply only to Blocking HTH attacks.

⊗: An unarmed Blocker against an armed attacker takes a -1 to -3 penalty to Block HTH attacks (set by the GM). In Ranged combat, an unarmed Blocker is at -4 or more (if allowed to Block at all).

BRACE (0 Phase; +2 OCV*; ½ DCV)

Allows a character to improve his accuracy at range. To Brace, a character takes a Zero Phase Action, then makes a Ranged attack in the same Phase. This gives him +2 OCV that only offsets the Range Modifier, and +5 STR only to reduce the STR Minimum of a Ranged weapon. A character may Brace and Set (see below) in the same Phase and get both bonuses.

DISARM (½ Phase; -2 OCV; +0 DCV)

Allows a character to knock a weapon or hand-held object out of another character's grasp. With a successful Attack Roll, the two characters engage in a STR Versus STR Contest. If the defender's BODY total is higher, the Disarm attempt fails.

If the Disarmer's BODY total is higher or the rolls tie, the target's weapon or object goes flying 1d6+1 meters in the direction of the strike. Recovering a Disarmed weapon/object typically requires a Half Phase Action (in addition to any time required to move within Reach of it).

A character with a Martial Maneuver involving Disarming opponents can add that maneuver's STR bonus to resist Disarm attempts against him (this prevents fencers and the like from constantly Disarming each other). If the target of a Disarm is Surprised, he may only use his Casual STR to resist. Two-handed weapons are more difficult to Disarm; such attempts suffer a -2 OCV penalty or a +5 STR bonus for the defender to resist (GM's choice).

Disarm is not typically considered a "defensive action" that a character can Abort to, so Disarming in incoming attack requires a Held Action, the characters make DEX Rolls to see who goes first, and so on.

Characters can perform Disarms with Ranged attacks (such as shooting a gun out of an enemy's hand) with an OCV penalty based on the size of the weapon/object being Disarmed instead of the normal -2 OCV penalty. This penalty typically ranges from -2 to -3 for a rifle or sword (or similarly sized object), up to -5 to -8 for a handgun or knife (or similarly sized object). Convert the Damage Classes of the Ranged attack used to Disarm into STR for the STR Versus STR Contest at the rate of 1 DC = 5 STR.

DODGE (½ Phase; —; +3 DCV)

Prevents a character from attacking, but makes him harder to target (by increasing his DCV).

GRAB (½ Phase; -1 OCV*; -2 DCV*)

Allows a character (the "Grabber") to get a hold on another character or object (the "victim"). When attempting a Grab, the Grabber suffers the CV penalties shown above (these will change if the Grab succeeds; see below).

After a successful Attack Roll, the Grabber gets hold of the victim. The victim immediately makes an escape attempt with his Casual STR (as a No Time Action); the Grabber uses his entire Grabbing STR to resist this.

Assuming the Grabber holds on, the Grabber and victim are now ½ DCV. The Grabber is full OCV against the victim and the victim is -3 OCV against the Grabber; both are ½ OCV against other targets. The OCV and DCV penalties for Grabbing and being Grabbed end immediately when the victim breaks free or is released.

Once the Grab has been established, the Grabber has four basic options:

GRAB ACTIONS

Action	Effect	Damage	Attack Action	Maintain Hold
<i>Control</i>	None beyond holding onto victim	None	No	Yes
<i>Squeeze</i>	Do crushing damage to target	STR Damage	Yes*	Yes
<i>Slam</i>	Bash victim against something (such as the ground)	STR Damage	Yes*	Yes
<i>Throw</i>	Use <i>Throw</i> Combat Maneuver on victim	As <i>Throw</i>	Yes*	No

*: Grabber may use one of these as a No Time Action (requiring no additional Attack Roll) immediately following a successful Grab (in the same Segment). In later Phases, these are normal Attack Actions.

ESCAPING GRAB

When the victim tries to escape from the Grabber, the two characters engage in a STR Versus STR Contest. If the victim rolls twice as much BODY as the Grabber, he escapes and has a Full Phase in which to act. If the victim rolls more BODY than the Grabber (but less than 2x), he escapes but may take no further actions that Phase. If the Grabber's total is higher, or the rolls tie, the victim remains Grabbed.

Trying to break out of a Grab does no damage to either character. If a Grab-based Maneuver (such as Martial Grab) provides a STR bonus, that bonus applies solely for purposes of holding on to the victim.

The sorts of attacks a victim can use depend largely on the Special Effects involved and the circumstances. He can never use Accessible Foci (unless the limb holding it isn't Grabbed), and he can always use his own raw STR to try and break free or hurt the Grabber. Beyond that, the GM has to decide.

GRAB AND LIMBS

Grab immobilizes two of the victim's limbs (usually the arms), and prevents him from using most handheld objects and Accessible Foci. For the purposes of Grab, characters are considered to have five limbs: two arms, two legs, and one head. Immobilizing more than two limbs requires a Multiple Attack; each additional limb counts as a separate attack.

The Grabber uses two manipulable limbs to perform a normal Grab. If he uses only one (a one-handed Grab), he's at -5 STR to hold on. He can only use half of any STR bonuses from Grab-based Martial Maneuvers, unless the Maneuver specifies that it only immobilizes one limb.

GRAB AND DAMAGE EFFECTS

A Grabber who's Knocked Out releases the victim at the end of the Segment. A Grabber who's Stunned does the same unless he succeeds with an EGO Roll at -1 per 10 points of STUN damage he took (after defenses) from the attack that Stunned him.

If Knockback applies to the Grabber or the victim, roll the full Knockback damage dice as a "Strength" Versus Strength Contest against the Grabber's STR. If the Knockback wins the contest, the victim is knocked out of the Grab, and the character who was attacked travels a number of meters equal to the meters of Knockback minus twice the BODY rolled for the Grabber's STR.

GRAB AND MOVEMENT

When a moving character is Grabbed, and his Casual STR roll for immediate breakout succeeds, he keeps moving; if it fails, he's reduced to 0m of movement and remains where he was Grabbed. A victim cannot use any form of movement to keep moving while Grabbed (though Teleportation allows a character to escape most Grabs easily). The Grabber *can* move and bring the victim along, subject to normal rules of transporting other characters.

GRABBING WEAPONS OR OBJECTS

A character can choose to Grab a victim's weapon, Accessible Focus, or other carried object (instead of the victim himself), and attempt to wrench it away. Such attacks are at -2 OCV in addition to all other modifiers, and use normal Grab rules to determine if the attempt succeeds. Until one character gains control of the weapon, neither can use it. When Grabbing a weapon and successfully gaining control of it, the Grabber's DCV returns to normal at the beginning of the Segment after he gained control.

VOLUNTARY GRABS

If the "victim" *wants* to be Grabbed (perhaps to let the Grabber carry him), there's no need for any rolls. The normal CV penalties for Grab apply.

GRAB BY (½ Phase; -3 OCV; -4 DCV)

Allows a character to move past another character and Grab an object that person's holding, or to do things like flying through the air and catching a falling person. Grab By is essentially a combination of Grab and Move By, and the rules for both of those Maneuvers apply to Grab By as well (including the ability to perform it along with a Full Move). When Grabbing a weapon or object with Grab By, the Grabber's velocity divided by 10 adds to his STR only for purposes of winning the STR Versus STR Contest.

HAYMAKER (½ Phase*; +0 OCV; -5 DCV)

Adds four Damage Classes to an attack. Haymaker takes an extra Segment to execute. The character begins the attack on one of his Phases; however, he doesn't actually launch the attack until the very end of the next Segment, after all characters who can act in that Segment have acted.

If a character has a Phase in the Segment a Haymaker would launch, he loses his Phase in that Segment. For example, a SPD 8 character declaring a Haymaker in his Phase in Segment 2 would lose his Phase in Segment 3; a SPD 5 character who Held his Phase on Segment 3, then declared a Haymaker on Segment 4 using the Held Action, would lose his Phase in Segment 5.

If either the character or the target move before the Haymaker launches (due to movement, Knockback, or any other reason), or if the attacker is Stunned or Knocked Out, the Haymaker fails. The character pays END for the Haymaker on the Segment when it launches (not when it's declared); if the Haymaker can't be performed for any reason, he must still pay the END.

Haymaker is a Maneuver in and of itself – a character cannot, for example, do a Haymaker with an Offensive Strike. A character cannot Push a Haymaker (though he can Haymaker an attack he's Pushing).

MOVE BY (½ Phase; -2 OCV; -2 DCV)

Allows a character to attack in HTH combat while moving past his target. The character must plot his entire movement path and then attempt his Attack Roll; the target can be at any point along the intended path. Hit or miss, the character finishes at the end of his movement path.

A successful Move By does half of the character's regular STR damage plus (velocity/10)d6. The attacker himself takes one-third of this damage (both STUN and BODY; appropriate defenses apply).

MOVE BY AND MOVE THROUGH

Several rules apply to both Move By and Move Through:

- A character must move at least 2m, and may move up to his Full Move.
- The added damage based on velocity comes from the *relative* velocity between the attacker and target.
- Neither Maneuver can be performed with Extra-Dimensional Movement, FTL Travel, Teleportation, or any MegaScaled movement. However, a character can perform either Maneuver at Noncombat Movement speeds with other forms of movement (at OCV 0; see page 131).
- When a character performs either Maneuver with a weapon, halve the character's STR for purposes of the STR Minimum (calculating extra damage or DC/OCV penalties), and apply the damage normally taken by the attacking character to the weapon instead.
- If the target of either Maneuver successfully Blocks, neither the target nor the attacker takes any damage.
- *Hand-To-Hand Attack* damage adds to either Maneuver *if* (and only if) the GM believes it makes sense based on the Special Effects of the HA and the Maneuver. If it adds, it adds to the overall damage (so it isn't halved along with STR for a Move By, and it affects the damage the attacker himself takes).

MOVE THROUGH

(½ Phase; -v/10 OCV; -3 DCV)

Allows a character to attack at the end of a move by running right into his target. If the attacker misses his target and has meters of movement remaining in his Full Move, he keeps traveling in a straight line; he may decelerate if he wishes. If he doesn't have meters of movement remaining in his Full Move, he ends his Full Move at the target's location.

If the character hits his target, he does his regular STR damage plus (velocity/6)d6. The attacker himself takes one-half of this damage (both STUN and BODY; appropriate defenses apply). If the attack did no Knockback, then the attacker takes the *full* damage instead (it's like running into a wall).

If the attacker hits the target and doesn't do Knockback, or he hits the target at the end of his Full Move, he stops at the target's location (directly in front of the target). If he hits and does Knockback, and has meters remaining in his Full Move, he has his choice of three options:

- Travel with the target, ending up at any point (up to his remaining movement) between the point of impact and where the target comes to rest.
- Continue to move, up to his remaining meters of movement or the meters of Knockback done to the target, whichever is less.
- Remain at the point of impact.

MULTIPLE ATTACK

(1 Phase; -var OCV; ½ DCV) ⚠

Allows a character to make more than one attack in a Phase, either at a single target or at multiple targets. Using two or more powers in a single attack against a single target (provided they would all use the Strike Maneuver if performed separately) isn't a Multiple Attack; it's a *Combined Attack* (see Strike, page 152).

Any kind of attack (except as noted) can be used in a Multiple Attack sequence, but the GM should forbid any use of Multiple Attack that he feels defies common or dramatic sense. (All references to OCV/DCV in this section also apply to OMCV/DMCV when dealing with Mental attacks.) All targets of any Ranged attack in a Multiple Attack sequence must be within the attacker's front 180-degree line of sight.

A character performing Multiple Attack suffers a cumulative -2 OCV penalty for each attack in the sequence after the first, and attempts a separate Attack Roll (at this penalty) for each attack in the sequence. For example, if a character attempts a Multiple Attack with four attacks in the sequence, that's a total -6 OCV penalty (-2 for each of the three attacks "after the first"), and the penalty applies to all four Attack Rolls.

If the character misses any of his Attack Rolls, all remaining attacks in that Multiple Attack sequence also miss. A target successfully Blocking one of the attacks in the sequence does not count as a "miss." However, if a target successfully Dodges an attack in the sequence, or avoids it by Diving For Cover, that does count as a miss, and ends the sequence.

From the target's perspective, each attack in a Multiple Attack sequence is separate; his defenses apply separately to each, he Blocks each separately, and so on. If one of the attacks reduces or affects the target's defenses or CV, other attacks apply first.

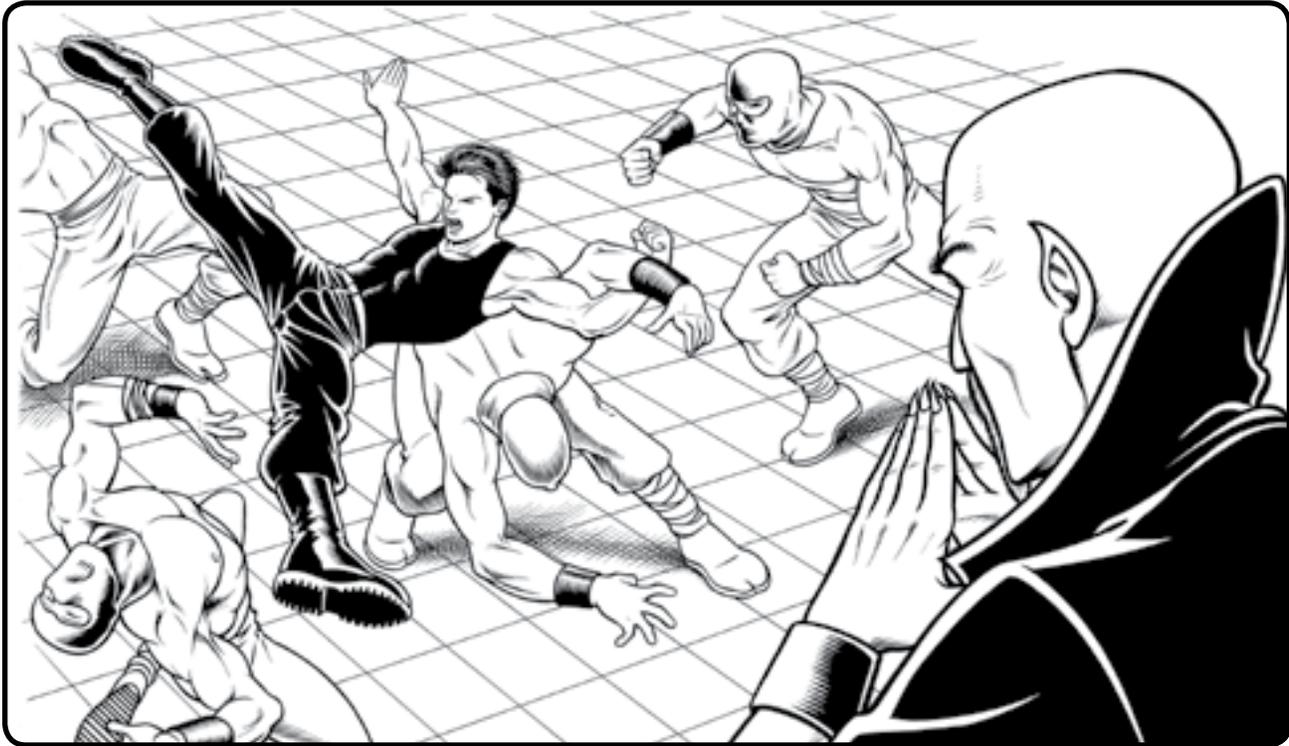
Any method used to add damage applies equally and in full to all attacks in the Multiple Attack that it can affect; it doesn't have to be "divided" among the various attacks. Apply only the best Knockback result from the sequence against the target.

SPECIAL CASES AND EXCLUSIONS

If the sequence includes both HTH and Ranged attacks, or both Mental and non-Mental attacks, the attacker takes an additional -2 OCV penalty on each Attack Roll. If a Multiple Attack uses more than one attack type that includes CV modifiers (Combat Maneuvers, weapons, and so forth), the character uses the least favorable modifiers.

A character making a Multiple Attack with Move By on a single target (moving in a circle around him and hitting him repeatedly) has to travel a full 10m circle around the target between each attack. An attacker with a Multiple Attack Grab must have sufficient limbs to Grab the number of targets/limbs he wishes to affect (in the judgment of the GM). A character may only apply Combat Skill Levels that could apply to any of the individual attacks involved in a Multiple Attack sequence.

A character can only Spread a Multiple Attack if he can Spread all the powers used in the attack. He must Spread them equally, and he gets the OCV bonus only once, even though the Spreading reduces the DCs of all.



A character cannot use Autofire attacks or powers that require *Extra Time*, as attacks in a Multiple Attack sequence, nor can he Haymaker a Multiple Attack (in whole, or any attack that's part of a sequence). Characters cannot buy Combat Skill Levels specifically with Multiple Attack.

SET (1 Phase; +1 OCV*; +0 DCV)

Allows a character to improve his accuracy by taking extra time to aim at a specific target. During this time he cannot move, change clips of Charges, attack the target, or perform any Actions other than Zero Phase or No Time Actions.

The +1 OCV bonus applies only to the specific target the character Sets against. Set is nullified if the character is forced to stop aiming at the target for any reason (such as being Stunned or Knocked Back), or if the target moves out of sight. A character may Brace (see above) and Set in the same Phase and get both bonuses.

SHOVE (½ Phase; -1 OCV; -1 DCV)

Allows one character to push another, moving him back 1m for every 5 points of STR used to Shove. Shoving does no damage to a target unless he's Shoved into a surface such as a wall (in which case, he takes the attacker's STR damage, to a maximum of the PD + BODY of the object he collides with).

Resisting and reducing Shove generally uses the same rules as resisting and reducing Knockback (page 158). In addition, a successful DEX, Acrobatics, or Breakfall roll (target's choice; at -1 for every point the Shover's Attack Roll succeeded by) allows the target to voluntarily fall (becoming Prone) at any point during his "move," eliminating any further movement and halving any damage the Shove would have caused. Also, a character whose Clinging wasn't already being used to resist can activate it to stop himself with a successful DEX roll (at -1 per 10 STR used to Shove him).

STRIKE (½ Phase; +0 OCV; +0 DCV)

This is the basic attack Maneuver; it includes attacks from punches and kicks, to firing a gun or a bow, to a Blast, an Entangle, a Flash, and so on.

A character can include multiple forms of Strike attacks into a single Strike, made with a single Attack Roll against a single target. This is known as a *Combined Attack*. For example, a character could simultaneously Blast and Flash an enemy in a Combined Attack. As with *Multiple Attack*, the GM should forbid any Combined Attack that he feels defies common or dramatic sense.

THROW (½ Phase; +0 OCV; +0 DCV)

Allows a character to throw things; a rock, a car, another character, you name it. A character must already have something in order to Throw it (see Grab, page 149).

To determine how far a character can throw something, compare the character's STR to the STR necessary to pick up the object; subtract the latter from the former, and use the result as the "extra STR" (see Strength Table, page 14). For lightweight objects, that weigh less than 8kg, every halving of the weight adds +5 to the character's "extra STR" for purposes of determining Throw distance (not damage).

Successfully hitting a target with a Thrown object does the character's dice of STR damage to the target, up to a maximum of the PD + BODY of the object. Alternately, a Throw may place an object (such as a grenade) near a target for some reason, rather than hitting him.

The Range Modifier applies to Throws, adjusted by the object's shape and balance as shown in the Thrown Objects Range Modifier Table.

THROWN OBJECTS RANGE MODIFIER TABLE

Range Modifier	Object Is
Normal	Balanced and aerodynamic (a boomerang, a pole)
-1 to -3	Balanced but not aerodynamic (a tomahawk, a grenade, most rocks) or aerodynamic but not balanced (a jetpack)
-3 to -5	Neither balanced nor aerodynamic (another character, a piece of furniture, a car)

THROWING A CHARACTER

The Thrower determines what he wants to Throw the victim into. If this is a specific target (such as hurling a character into another character, or into a wall), he has to succeed with an Attack Roll to hit it. This counts as a separate Attack Action, so it cannot be performed with the “free” Throw a character gets immediately after a successful Grab. If the Attack Roll succeeds, the victim and target both take the Thrower’s STR damage, to a maximum of the PD + BODY of the surface or object he’s Thrown into.

If the Thrower just wants to hurl the target without aiming at anything in particular, his Attack Roll is against DCV 0, and the target takes half damage from hitting the ground. This sort of Throw *can* be a character’s “free” post-Grab Throw.

After any successful Throw, the target is prone, and if the Thrower and the target both have their next Phases in the same Segment, the Thrower acts before the target in that Phase, regardless of relative DEX. If any Throw attempt fails, no Throw effects apply. This means a character cannot Throw another character in an effort to hit another target, miss that target, but still inflict Throw effects on the Thrown person; a miss is a miss.

MINIMIZING THROW EFFECTS

See *Breakfall* (page 26) for its effects on Throw. A successful Acrobatics roll at -3 allows the target to keep his feet (but does not prevent damage). A character’s Clinging STR must be overcome before the character can be Thrown. If a character actively uses Flight to resist being Thrown (in the same manner as resisting Knockback), every 1m of Flight subtracts 1d6 of damage; if the damage is reduced to 0d6, the character suffers no effects from the Throw attack.

TRIP (½ Phase; -1 OCV; -2 DCV)

Allows a character to propel another character to the ground without causing serious harm. After a successful Attack Roll, the target falls to the ground at any point within 2m of the attacker (chosen by the attacker). If the target is moving when Tripped, he takes his velocity divided by 20m in dice of physical Normal Damage. (Alternately, or in addition, he may skid or slide in the direction he was moving, and possibly collide with something to take greater damage; see *Collisions*, page 132.)

If the target succeeds with an Acrobatics roll at -1 per point the Attack Roll succeeded by, it negates all effects of the Trip. Successful use of *Breakfall* affects Trip exactly as it affects Throw (see above and page 26).

OPTIONAL COMBAT MANEUVERS

CHOKER (½ Phase; -2 OCV; -2 DCV)

Allows a character to grasp an opponent’s head and neck, prevent the victim from speaking, and inflict NND damage on him. The defense against this NND is having rigid armor on the neck, Resistant Protection PD on the neck, or Life Support: Self-Contained Breathing.

A Choke works just like a normal Grab, except that the attacker cannot Squeeze, Slam, or Throw the victim, and it only immobilizes one “limb” (the head). Choke is not a Constant attack; it requires successful Attack Rolls each Phase to re-apply the NND damage, even if the Grab is maintained. If an attacker maintains a Choke after the victim is unconscious, the victim starts losing BODY (as discussed under *Holding Breath and Drowning*, page 19).

CLUB WEAPON (½ Phase; +0 OCV; +2 DCV) ☒

Allows a character to take a weapon that ordinarily does Killing Damage, and do an equivalent amount of Damage Classes in Normal Damage instead, by striking with the “flat of the blade” or other blunt part of the weapon instead of the edge or point. Whether a character can perform Club Weapon with a given weapon is up to the GM.

COVER (½ Phase; -2 OCV; +0 DCV)

Allows the character to aim an attack at a target successfully, but not hit the target with it until desired. After a successful Attack Roll, the attacker does no damage at that time, but may automatically do the damage later as a No Time Action.

To escape, the Covered character must have a distraction. Once the attacker is distracted, the two characters have a DEX Roll Versus DEX Roll Contest; if the Covered character wins, he’s no longer Covered.

DIVE FOR COVER (½ Phase; +0 OCV; 0 DCV)

Allows a character to get out of the way of attacks. Unlike Dodge, Dive For Cover gives a character a chance to evade both attacks that target an Area and attacks that target individuals.

To use Dive For Cover, the character chooses a target point to move to, then makes a DEX Roll with a penalty of -1 for every 2m moved. The maximum distance a character can Dive For Cover equals half his maximum movement. Characters can use any type of movement except Extra-Dimensional Movement, FTL Travel, or any form of MegaScaled movement.

If the DEX Roll succeeds, the character ends up prone, and at the designated target point, when the attack goes off. Against an Area attack, his new location might be in an unaffected (or less-affected) Area; against a non-Area attack, the attack automatically misses.

If the DEX Roll fails, the character is considered to be in the air at his starting location until his next Phase (at which point he becomes prone). Against an Area attack, the attack resolves normally; against a non-Area attack, the attacker gets +2 OCV.

Combat

A character can also use Dive For Cover to protect another character from an attack, by Diving to a point between the attacker and the intended target. In this case, after a successful Dive For Cover attempt, the Diving character is automatically hit by the attack (no Attack Roll required).

HIPSHOT (½ Phase; -1 OCV; +0 DCV)

Allows a character to declare (at the beginning of a Segment in which he has a Phase) that he will trade 1 point (and only 1 point) of OCV for +1 DEX, only for the purpose of acting sooner in that Phase, and only for making an attack.

PULLING A PUNCH

(½ Phase; -1 OCV per 5 DC; +0 DCV)

Allows a character to cause full STUN with an attack, but only half BODY. Calculate Knockback from the reduced BODY total. If the Attack Roll succeeds exactly, the attack does its normal damage. Characters may use Pulling A Punch with other Combat Maneuvers. In many *Champions* campaigns, GMs allow characters to simply choose to Pull their attacks (no OCV penalty), so they're not "penalized" for trying to avoid seriously injuring opponents.

ROLL WITH A PUNCH

(½ Phase; -2 OCV; -2 DCV)

Allows a character to take less damage from a HTH attack. This Maneuver is unique because a character may perform it *after* the opponent's Attack Roll succeeds (but before he rolls damage).

The Rolling character attempts an Attack Roll against the attacker's OCV (like Block). If successful, he takes only half the STUN and BODY that the attack would have normally done (after defenses). However, the attacker rolls one less die for Knockback. A character can only Roll With A Punch to reduce the effects of a single attack.

SNAP SHOT (1 Phase; -1 OCV; +0 DCV)

Allows a character who's Behind Cover (page 145) to duck out, make an attack, then duck back Behind Cover. The character must start fully Behind Cover, within 1m of a corner, edge, or opening in whatever he's hiding behind.

On his Phase and DEX, he steps out and attacks. After this Attack Action, he's exposed to enemy attack for the rest of the Segment in which he attacked. At his DEX on the Segment after the Snap Shot, he may duck back Behind Cover.

Characters may combine Snap Shot with other Combat Maneuvers. For example, a character could Multiple Attack while Snap Shooting.

STRAFE (½ Phase; -v/6 OCV; -2 DCV)

Allows a character to attempt a Ranged attack while moving up to a Full Move. The rules common to Move By and Move Through (page 151) also apply to Strafe, except the items referring to damage.

The character must plot his entire movement path and then attempt his Attack Roll. The Range Modifier applies, calculated from where the movement path begins. Hit or miss, the character finishes at the end of his movement path.

Strafe is its own Combat Maneuver, and cannot be combined with other Maneuvers. Characters cannot buy Combat Skill Levels specifically with Strafe.

SUPPRESSION FIRE (½ Phase; -2 OCV; +0 DCV)

Allows a character with an Autofire attack to "hose down" an area with shots, so that anyone coming into that area is automatically attacked (the classic "Cover me!" situation). The character defines the Area that he's firing through, and must fire into that Area the maximum number of shots he can with the Autofire, *each and every Segment* while using Suppression Fire.

Anyone who enters the Area covered by Suppression Fire is automatically attacked once for each 1m radius "zone" he moves through. The attacker attempts a separate Attack Roll on the target for each zone the target passes through, including OCV modifiers for using Autofire over an Area (page 145) and the -2 OCV for the Suppression Fire.

Each target can only be hit once per zone per Segment. The maximum number of hits a character can take via Suppression Fire in a Segment equals the number of shots fired that Segment.

PINNING TARGETS DOWN

To be hit by Suppression Fire, a target has to move into, out of, or through the "Suppression Fire zone," or take some other Action that indicates movement (such as attacking the character using Suppression Fire. If he doesn't move in any way, the fire has him "pinned down" (which is often the whole point of the Maneuver).

MARTIAL MANEUVERS

Characters must purchase *Martial Arts* (page 32) in order to use Martial Maneuvers. When a character uses a Martial Maneuver with a weapon, substitute the weapon's damage for "STR" listed in the Damage/Effects, and consider any added damage as added Damage Classes, not added d6s. For example, a Martial Strike with a weapon does Weapon + 2 DC.

Many Martial Maneuvers – Choke Hold, Defensive Strike, Martial Strike, Offensive Strike, Martial Dodge, Martial Block, and Martial Grab – are essentially just "improved" versions of standard Combat Maneuvers. They function identically to the regular Combat Maneuvers of similar name, but with different modifiers and/or added damage. See the descriptions of the relevant Combat Maneuvers for more information.

CHOKE HOLD

(½ Phase; -2 OCV; +0 DCV; Grab One Limb, 2d6 NND)

DEFENSIVE STRIKE

(½ Phase; +1 OCV; +3 DCV; STR Strike)

KILLING STRIKE

(½ Phase; -2 OCV, +0 DCV; HKA ½d6)

Allows a character to do Killing Damage to the target without using a weapon or a Power. STR damage adds as with an HKA.

LEGSWEEP

(½ Phase; +2 OCV; -1 DCV; STR +1d6 Strike, Target Falls)
 Allows a character to knock an opponent's legs out from under him, dashing him painfully to the ground.

MARTIAL BLOCK

(½ Phase; +2 OCV; +2 DCV; Block, Abort)

MARTIAL DISARM

(½ Phase; -1 OCV; -1 DCV; Disarm, +10 STR to Disarm roll)
 Works identically to a normal Disarm, except that the character receives a bonus to his STR only for purposes of determining the outcome of the Disarm STR Versus STR Contest.

MARTIAL DODGE

(½ Phase; no OCV; +5 DCV; Dodge, Affects All Attacks, Abort)

MARTIAL ESCAPE

(½ Phase; +0 OCV; +0 DCV; +15 STR vs. Grabs)
 Helps a character escape from Grabs, granting him a bonus to his STR only for purposes of determining the outcome of the Grab STR Versus STR Contest.

MARTIAL GRAB

(½ Phase; -1 OCV; -1 DCV; Grab Two Limbs, +10 STR for holding on)
 Works identically to a normal Grab, except that the character receives a bonus to his STR only for purposes of determining the outcome of the Grab STR Versus STR Contest.

MARTIAL STRIKE

(½ Phase; +0 OCV; +2 DCV; STR +2d6 Strike)

MARTIAL THROW

(½ Phase; +0 OCV; +1 DCV; STR +v/10, Target Falls)
 An advanced version of the *Throw* Combat Maneuver that only applies to characters (it can't be used to throw objects at targets), and exploits velocity to add to the damage done. Unlike a regular Throw, a character doesn't have to Grab a target before using Martial Throw on him.

NERVE STRIKE

(½ Phase; -1 OCV; +1 DCV; 2d6 NND)
 Allows an attacker to strike for NND damage (the defense is rigid armor protecting his vulnerable spots or PD Resistant Protection). GMs may allow Nerve Strike maneuvers defined with different defenses, to simulate different kinds of strikes.

OFFENSIVE STRIKE

(½ Phase; -2 OCV; +1 DCV; STR +4d6 Strike)

PASSING STRIKE

(½ Phase; +1 OCV; +0 DCV; STR + v/10 Strike, Full Move)
 Allows a character to strike during or at the end of a Half Move or Full Move (in the same manner as a Move By, and subject to the same general rules, except that the attacker takes no damage from his own attack; see page 150).

SACRIFICE THROW

(½ Phase; +2 OCV; +1 DCV; STR Strike, You Fall, Target Falls)
 Basically identical to a Martial Throw, except that the victim must be Thrown so that he lands within 2m of the Thrower, and the Thrower himself ends up prone where he stood when attacking.

WEAPON ELEMENT

Each Martial Arts style allows a character to use its Martial Maneuvers either barehanded (such as Karate), or with one weapon type (such as Fencing with swords). Some styles also allow characters to buy the ability to use the style's Maneuvers with additional weapon types (typically defined as single Weapon Familiarity classes).

⊗: A character can only buy a Weapon Element for weapons he has a Weapon Familiarity with.

EXTRA DAMAGE CLASS

Each Extra Damage Class adds one DC to any Martial Maneuver, or +5 STR to any Martial Maneuver that grants extra STR for limited purposes. An Extra Damage Class adds to *all* of a character's Martial Maneuvers.



MARTIAL ARTS STYLES

Martial Maneuvers are often grouped together into *styles* that represent classic martial arts such as Karate, Wrestling, or Kung Fu. Characters who spend at least 15 CP on the style's Martial Maneuvers, have Knowledge Skill of the style on at least an 11-roll, and have bought at least one 3-point CSL with the style, can be considered "black belts."

Frequently, the name of a Martial Maneuver changes to suit the style. For example, an Offensive Strike might be known as a "Flying Kick" in the Kung Fu style.

OPTIONAL COMBAT RULES

This section include optional rules for specific situations. The GM decides when or whether they apply.

GROUND FIGHTING

Prone characters fighting on the ground have their full DCV against other prone characters. Attacking from the ground imposes a -2 OCV penalty. Against other prone targets, Medium weapons suffer -1 OCV, and Long weapons suffer -2 OCV. Characters generally can't use Combat or Martial Maneuvers defined as kicks, or that cause damage to the target by making him fall.

GUARDING AREAS AND IGNORING OPPONENTS

A character may Hold his Action, and declare that he's "guarding" a 2m radius area around himself. He can use his Held Action to attack any character entering the area. Any target attacked in this way is at ½ DCV against his attack, unless the target moved into the area specifically to attack the guarding character.

INTERPOSING

To defend another, a character moves in between the attacker and the target (this requires a minimum of a Half Move). Then he takes a -1 DCV penalty for each +1 OCV he wants to have (usually applied to Block) if the attacker again attacks the person he's defending. These penalties and bonuses only apply to the attacker and the interposing character.

SUCKER ATTACKS

A character tries to trick an attacking enemy into accidentally hitting one of the attacker's own comrades (the "sucker"). The character must have a Held Action, and must maneuver so that the path of the attack could reasonably hit the sucker if it missed the character (this generally means the character is between the attacker and the sucker).

The character uses his Held Action to try and evade when the attack is launched (using Dodge, Dive For Cover, or the like). If the attack misses the character, the attacker rolls an Attack Roll using his base OCV Characteristic against the sucker's DCV. If that roll succeeds, the attack hits the sucker.

DAMAGE

DETERMINING DAMAGE

Although there are many different types of attacks in *Champions*, in most cases the damage done is one of two types: Normal Damage or Killing Damage. Normal Damage is caused by things like punches, clubs, and Blasts; it's intended primarily to Stun the target. Killing Damage is done by things like bullets, swords, and claws; it's intended to injure or kill the target.

HOW MANY DICE TO ROLL

For attack powers, the damage dice are the number of effect dice purchased. For weapons, the number of dice of damage depends on the weapon type, and STR may add the to damage done with HTH weapons. For unarmed combat, the number of dice of damage depends on the character's STR, plus any extra damage for the type of Combat Maneuver used, Martial Arts, and the like.

DAMAGE CLASS (DC)

Different dice of damage are not the same – 2d6 of Killing Damage is much more likely to injure a target than a 2d6 Normal Damage attack. For comparisons between damage types, *Champions* uses *Damage Classes* ("DC").

An attack's DC is based on the number of Active Points in it divided by 5. Thus, a Blast 6d6 and an HKA 2d6 (each with 30 Active Points) each have 6 DCs; if added STR increases that HKA to 3d6+1, it counts as 10 DCs; and so on.

For attacks with Advantages, determine the DCs by making a special Active Point calculation that only counts Advantages that directly affect how the victim takes damage. The GM makes the final call on which Advantages this includes, but typically, the following Advantages qualify: Area Of Effect, Armor Piercing, AVAD, Autofire, Charges (Boostable), Constant, Cumulative, Damage Over Time, Does BODY, Does Knockback, Double Knockback, Increased STUN Multiplier, MegaScale in some instances, Penetrating, Sticky, Time Limit, Transdimensional, Trigger, Uncontrolled, Usable As Attack, Variable Advantage, and Variable Special Effects.

NORMAL DAMAGE ATTACKS

The total on the dice is the amount of STUN damage the attack does. To determine how much BODY damage it does, look at the numbers rolled on the dice: a 1 is 0 BODY, a 2-5 is 1 BODY, and a 6 is 2 BODY. Thus, the number of BODY done is usually close to the number of dice rolled. On ½d6 of Normal Damage, the STUN is half the face value rolled (rounded up), and it does 1 BODY on a roll of 4-6.

KILLING DAMAGE ATTACKS

The total on the dice is the amount of BODY damage the attack does. On ½d6, the BODY is half the face value rolled (rounded up).

To determine how much STUN damage the attack does, the character rolls ½d6 (the *STUN Multiplier*) and multiplies the result by the BODY done. When using Hit Locations (page 157), use the STUN Multiplier listed on the table instead of rolling one.

ADDING DAMAGE

The primary methods for increasing the damage done by an attack are:

Combat Skill Levels: Two CSLs increase damage by 1 DC (see page 27).

Haymaker: Adds 4 DCs to the attack (see page 150).

Martial Maneuvers: Several maneuvers add DCs, as indicated on pages 154-155. Martial Maneuvers that don't *add* DCs of damage – such as Killing Damage strikes, NND strikes, STR-bonus maneuvers, and so on – can't be used to add damage to weapons or other attacks.

Velocity: Divide the velocity by some amount (usually 6 or 10) and apply the result as added DCs. For example, a character with Flight 30m would add +3d6 in velocity damage when performing a Move By, or +5d6 with a Move Through.

Strength: Adds 1 DC to HKAs for every 5 STR used with it. When performing an HKA with a Combat or Martial Maneuver, the character only applies his STR damage to the HKA (not to both the HKA and the Maneuver).

⊗: A character using a weapon only adds damage for every full 5 points of STR he has above the weapon's STR Minimum (page 117).

TAKING DAMAGE

Now that you know how to dish out damage, here's how to take it. There are two main types of defenses: *Normal Defenses* (which only protect against Normal Damage), and *Resistant Defenses* (which protect against both Normal Damage and Killing Damage).

Another important distinction is between *physical damage* (such as punches, bullets, swords, falling, and the like) and *energy damage* (such as fire, lasers, lightning, and the like). Physical damage applies against Physical Defense (PD), and energy damage applies against Energy Defense (ED).

NORMAL DAMAGE ATTACKS

Subtract the character's total applicable defense (total PD or total ED) from the STUN damage of the attack, and again from the total BODY of the attack.

KILLING DAMAGE ATTACKS

Subtract the character's total applicable defense (total PD or total ED) from the STUN damage of the attack. Subtract only the character's applicable Resistant defense (Resistant PD or Resistant ED) from the total BODY of the attack.

MINIMUM DAMAGE FROM INJURIES

A character automatically takes 1 STUN for every 1 point of BODY damage that gets through his defenses. He can Recover this STUN normally; he doesn't have to heal the BODY damage first.

HIT LOCATION ⊗

After an attack hits, roll 3d6 and consult the Hit Location Table to find out where the attack struck the target, and the effect on the attack's damage. Superheroic campaigns often use the table for roleplaying color only, without the damage effects.

HIT LOCATION TABLE

3d6 Roll	Location	STUNx	N STUN	BODYx	OCV
3-5	Head	x5	x2	x2	-8
6	Hands*	x1	x½	x½	-6
7-8	Arms*	x2	x½	x½	-5
9	Shoulders*	x3	x1	x1	-5
10-11	Chest	x3	x1	x1	-3
12	Stomach	x4	x1½	x1	-7
13	Vitals	x4	x1½	x2	-8
14	Thighs*	x2	x1	x1	-4
15-16	Legs*	x2	x½	x½	-6
17-18	Feet*	x1	x½	x½	-8

* = To determine left/right if needed, roll 1d6; 1-3 = left; 4-6 = right
STUNx: For Killing Damage, multiply the BODY by this to determine the STUN (instead of rolling ½d6).
N STUN: For Normal Damage, multiply the STUN by this (after defenses).
BODYx: For all attacks, Multiply the BODY by this (after defenses).

SPECIAL HIT LOCATION TABLE

General Location	OCV	Dice Roll
Head Shot (Head-Shoulders)	-4	1d6+3
High Shot (Head-Vitals)	-2	2d6+1
Body Shot (Hands-Legs)	-1	2d6+4
Low Shot (Shoulders-Feet)	-2	2d6+7*
Leg Shot (Vitals-Feet)	-4	1d6+12

* = Count 19 as Feet

A character can attempt to aim at a specific Hit Location as shown in the Hit Location Table, or at a smaller group of Hit Locations as shown in the Special Hit Location Table, by applying the listed OCV penalty to his Attack Roll. Halve this "targeting" penalty if the target is Surprised out of combat, Stunned, unconscious, Recovering, Braced, Entangled, or under the influence of an EGO +30 Mental Illusion or PRE +30 Presence Attack.

The Hit Location rule allows defenses to protect only certain locations, such as a bullet-proof vest that only protects the Chest, or a riot helmet that only protects the Head (see *Armor Coverage*, page 165).

CRUSHING DAMAGE

When a character or object gets trapped under a heavy item, determine the STR necessary to lift the heavy item, and use that STR to apply damage once per Turn to the crushed item. A heavy character deliberately using his weight for crushing constitutes an Attack Action, so he must succeed with Attack Rolls normally, but he applies the crushing damage whenever he does so (not just once per Turn).

EFFECTS OF DAMAGE

There are five major effects of damage. In increasing order of severity, they are Knockback, Stunning, Knockout, Injury, and Death.

KNOCKBACK

Champions characters deliver such mighty blows that the combatants get knocked all over the battlefield. After an attack hits a target, the attacker rolls 2d6 and subtracts the total from the amount of BODY rolled on the attack (exception: if the damage must penetrate an obstacle to get from the attacker to the target, such as a wall or Barrier, base the Knockback on only the BODY damage that gets through the barrier). The Knockback Modifiers Table lists situational (and cumulative) modifiers to the 2d6 normally rolled.

If the result is positive, the target is Knocked Back 2m times the result; for example, 12 BODY damage minus a 2d6 roll of 7 equals 5, which means 10m of Knockback. If the result is 0, the target is Knocked Down (becomes prone in his original location). If the result is negative, or the attack doesn't include BODY damage (like Mental Blast or NND), there is no Knockback effect.

KNOCKBACK MODIFIERS TABLE

Circumstance	Dice Rolled for Knockback
Target is in the air	-1d6
Target Rolled With A Punch	-1d6
Target is in zero gravity	-1d6
Target is underwater	+1d6
Target is using Clinging	+1d6
Attack did Killing Damage	+1d6
Attack used a Martial Maneuver	+1d6

KNOCKBACK COLLISIONS

A character who's Knocked Back into a surface or object perpendicular to the path of his Knockback (such as a wall) takes 1d6 Normal Damage for every 2m of Knockback rolled, to a maximum of the PD + BODY of the structure he hit. If his Knockback meters were 2x the PD + BODY or more, the structure shatters, and he continues through the hole (subtracting 2m travel for each PD or BODY of the destroyed structure). If a Knocked Back character doesn't impact some upright surface, he simply hits the ground. He takes 1d6 Normal Damage for every 4m he was Knocked Back. The target winds up prone at the location where his Knockback travel stops.

If an attacker wants to aim the Knockback from his attack such that it propels the target into a third character (or other specific location), he must succeed with an Attack Roll using only his base, unmodified OCV Characteristic against the third character's DCV (and of course, the attack must cause sufficient Knockback for the target to reach the third character). If successful, the target and the third character both take the Knockback damage.

REDUCING/RESISTING KNOCKBACK

For every 2x normal human mass, a character takes -2m Knockback; for every ½ normal human mass, he takes +2m of Knockback. These mass adjustments affect only distance; not damage.

Before an attack, and as a Half Phase Action that halves his DCV, a character can declare that he'll use STR and/or Flight to resist Knockback. For each 5 points of STR and/or every 2m of Flight, he takes -2m of Knockback. However, this resistance is all-or-nothing; if he can't reduce the Knockback to 0m or less, he takes full Knockback, just as if he'd done nothing.

KNOCKDOWN

With this option, any attack that would cause Knockback simply Knocks Down the target in his current location instead. *Impairing* or *Disabling* wounds also result in Knockdown.

STUNNING

If the STUN done to a character by a single attack (after defenses) exceeds his CON, he's *Stunned*. A Stunned character's DCV and DMCV are instantly halved. At the end of the Segment, any non-Persistent Powers, and any Skill Levels of any type, turn off. The character remains Stunned and can take no Actions (not even Aborting to a defensive action) until his next Phase.

Recovering from being Stunned requires a Full Phase, and is the only thing the character can do during that Phase. If a character becomes Stunned while Holding An Action, he loses that Action.

A character Stunned while moving immediately stops moving where he was when attacked. If a Stunned character takes enough damage to be Stunned *again* before recovering from being Stunned, he doesn't have to recover twice (he can't be "Stunned more").

KNOCKOUT

If a character's STUN total is reduced to zero or below (whether by one attack or multiple attacks) he is *Knocked Out*. A character can be Stunned or Knocked Out; not both (the Knockout condition "overrides" the Stunned condition).

When a character is Knocked Out, all CVs are instantly reduced to zero, and any attack that hits him does 2x STUN (just as if he were Surprised out of combat). At the end of the Segment, any non-Persistent Powers, and any Skill Levels of any type, turn off, and he drops any held objects.

If a character is only barely Knocked Out (down to -10 STUN), he can make a PER Roll to perceive something really important, but otherwise cannot interact with the world. He can't take any Actions except Recoveries.



If the character's been Knocked Out further (below -10 STUN), he's completely unconscious – out cold. He falls down, and can be killed automatically as a Full Phase Action by any character with the means to do so (a Killing Attack or other powerful attack at the GM's discretion).

RECOVERING FROM KNOCKOUT

A character can take his first Recovery on his next full Phase, except that he cannot Recover on the same Segment in which he was Knocked Out. When he wakes up, his END equals his current STUN total.

A deeply unconscious character may not get a Recovery each Phase; see the Recovery Time Table. A character Recovers one level better on the table if someone helps him “come around” (by slapping his face, splashing water on him, or the like).

Typically, you should only use the Recovery Time Table for PCs. Once an NPC is Knocked Out below the -10 STUN level, he should normally remain unconscious until the fight ends, so characters won't feel compelled to keep hitting him “just to make sure he won't wake up;” that's unheroic and undramatic.

RECOVERY TIME TABLE

STUN Total	Character Recovers
-0 to -10	Every Phase and Post-Segment 12
-11 to -20	Post-Segment 12 only
-21 to -30	Once per Minute
-31 or more	GM's Option (a long time)

INJURY

Characters who take BODY damage suffer injuries – cuts, broken bones, burns, and other such unpleasanties. Ordinarily, loss of BODY doesn't affect a character's CV, Skill Rolls, or the like; *Impairing* and *Disabling* add such effects if desired.

DEATH

A character at or below 0 BODY is dying. He loses 1 BODY each Turn (at the end of Segment 12). This is usually referred to as “bleeding to death,” though it doesn't necessarily involve loss of blood.

Death occurs when, either due to attacks or “bleeding to death,” the character has lost twice his original BODY score (*i.e.*, when he reaches a negative BODY score equal to his starting positive BODY score).

OPTIONAL EFFECTS OF DAMAGE

These rules add “realism” and depth to combat, at the expense of slowing down the action and requiring more effort and time to resolve.

BLEEDING

While a character is Injured (see above), he loses additional STUN once per Turn as shown in the Bleeding Table (roll at the start of Segment 1). If he rolls a six on any of the Bleeding damage dice, he loses 1 additional BODY that Turn (total; not 1 per six rolled).

BLEEDING TABLE

BODY Lost	d6 STUN/Turn*	Stop Bleeding
1-5	1d6	1
6-10	2d6	2-5
11-15	3d6	3-9
16-20	4d6	4-13
21-25	5d6	5-17
26 or more	6d6	6-21

If a character rests for a full Turn (without engaging in any type of combat or performing any Half Phase or Full Phase Actions) and if his next Bleeding damage roll after resting is in the range shown in the “Stop Bleeding” column, the Bleeding effect stops. If he begins exerting himself again afterward (using STR or Full Moving), the Bleeding resumes on a roll of 9 + (Bleeding d6) or less (check at the start of the next Turn).

CRITICAL HITS AND FUMBLES

When an Attack Roll is less than half of what the attacker needs to hit a living target, the attack does maximum damage (for example, a Blast 10d6 does 60 STUN and 20 BODY). For example, an OCV 8 attacker, against a DCV 7 target, needs 12- to hit; half of that is 6, so he needs 5- for a Critical Hit.

An Attack Roll of 18 constitutes a Fumble. The GM determines the Fumble effect based on the situation; possibilities include CV penalties, dropping a weapon, hitting a friendly character, and so on.

DISABLING & IMPAIRING

Only use this rule when also using *Hit Location* (see page 157). Whenever the BODY damage done to an area (after defenses) exceeds half the character’s total BODY, that area is *Impaired*; if it exceeds his total BODY, the area’s *Disabled*. In addition to the effects below, a character receiving an Impairing wound must retreat 2m and succeed with a DEX Roll or suffer Knockdown; a Disabling wound always results in Knockdown.

After an Impairing attack, roll 1d6; the Impairment effect lasts 1 Turn on a one, 1 Minute on a two, 5 Minutes on a three, 1 Hour on a four, 6 Hours on a five, and 1 Day on a six. Effects of Disabling hits are long-lasting; possibly even permanent (GM determines).

WOUNDING

A character who takes BODY damage for any reason must attempt an EGO Roll at -1 for every full 2 BODY the character has taken. If the roll fails, the character can’t take any offensive action in his next Phase.

DISABLING AND IMPAIRING EFFECTS

Area	Effect of Impairment	Effect of Disabling
Head	Knocked Out (to -10 STUN); -2 penalty to CVs, PER Rolls, and Skill Rolls after awakening	1d6: Effect 1: Lose 1d6 EGO 2: Lose 1d6 INT 3: Lose ½d6 EGO and ½d6 INT 4: -½d6 to PER Rolls 5: -½d6 to all Skill Rolls 6: Limb impaired (as below)
Hands, Arms, & Shoulders	-3 OCV and -3 Skill Rolls with that arm/hand; Attacking in HTH with that arm/hand causes 2d6 STUN, no defense	On a successful CON Roll, Impairment effect lasts 3-12 months On failed CON Roll, Impairment effect is permanent
Chest, Stomach, & Vitals	No Post-Segment 12 Recoveries	1d6: Effect 1: Lose 1d6 STR 2: Lose 1d6 CON 3: Lose ½d6 BODY 4: Lose ½d6 REC 5: Lose 2d6 END 6: Lose 1d6 STUN
Thighs, Legs, & Feet	-2 DCV and Running is halved Attacking in HTH with that leg/foot causes 2d6 STUN, no defense	On a successful CON Roll, Impairment effect lasts 3-12 months On failed CON Roll, Impairment effect is permanent

EQUIPMENT

This chapter provides rules for constructing various types of equipment – automatons (such as robots), computers, vehicles, bases, and weapons. Most equipment is built with Powers, though some types of equipment also have Skills.

Characters may have twice as many of a particular piece of equipment for +5 CP, unless the item is a single slot in a Power Framework. This is an unmodified cost, not subject to Power Modifiers or Power Frameworks, and is considered a separate power (not part of the equipment's Active Points). Thus, if a sword costs 20 CP, the character could have two such swords for 25 CP.

AUTOMATONS

Although active, Automatons aren't alive in the traditional sense. Robots, zombies, golems, and the like are all Automatons; an Automaton is more like a device than a free-willed person. Characters buy Automatons as Followers.

DESIGNING AUTOMATONS

You design an Automaton like a normal character, with the following exceptions:

- It has no EGO, OMCV, or DMCV, and is immune to Mental Powers (consider all such traits *Dormant* for Automatons). It has no EGO Roll, and can't make its own decisions.
- Although it has PRE, and can make crude Presence Attacks (usually involving fear or intimidation), it is immune to all Presence Attacks.
- It has no Everyman Skills.

Automatons cause damage and are affected by damage just like normal characters, though many Automatons have *Automaton Powers* which affect how they take damage. *Life Support* is also particularly appropriate for Automatons (few Automatons need to eat, sleep, or breathe).

USING AUTOMATONS

Because an Automaton has no free will, it can only follow commands. An Automaton can know a number of simple commands (or programs) equal to its INT, such as "Shoot anyone who comes through this door and isn't wearing a badge," or "Drive this car to headquarters." To follow a command, the Automaton must know how; for example, the command "Repair this engine" would be useless unless the Automaton had *Mechanics* Skill.

When an Automaton encounters an obstacle to carrying out a command, it keeps trying to do whatever it was ordered to do. If that's not possible, it either stops functioning or does the most dramatically useful thing (which usually isn't to the creator's benefit).

Usually, an Automaton follows the last order it received. If an Automaton hasn't received an order, it stands lifeless, gathering dust. The Automaton's designer defines (at purchase) the method of receiving commands.

COMPUTER BRAINS

Many Automatons sell back their own INT to 0, and buy a *Computer* (see below) to serve as a brain instead. It gives the Automaton orders, makes its PER Rolls, and so on. An Automaton with a computer brain can attempt INT Rolls to solve or bypass obstacles encountered while carrying out commands.

COMPUTERS

Computers serve a variety of purposes, such as providing information or controlling other types of equipment. Characters typically buy Computers as part of a Base or Vehicle, or as a type of Follower.

DESIGNING A COMPUTER

You design a Computer like a normal character, with the following exceptions:

- The only Characteristics it has are INT, DEX, OCV, DCV, OMCV, DMCV, and SPD; if it's artificially intelligent (an "AI"), it also has EGO.
- It has no movement ability.
- It doesn't come with basic Senses for free. It must be hooked into a sensory system (such as the security cameras at a headquarters, the sensors of a starship, or the senses of a robot) in order to perceive.
- It automatically has a limited *Eidetic Memory* for free, only for purposes of "remembering" (storing) its own information indefinitely. If it can perceive, this doesn't extend to the ability to record anything it perceives; to do that, buy *Eidetic Memory* normally.
- Computers cannot buy Skill Enhancers.

NORMAL COMPUTERS AND PROGRAMS

Normal Computers do not think for themselves; all they can do is execute instructions. They have can have programs and Skills. Programs cost 1 CP each; if a Computer needs any Skills to perform a program's task, it must buy those Skills as well.

A program is a task like "Fly from point A to point B" or "Incarcerate any intruders." Computers may "know" any number of programs, and run several of those simultaneously (if an exact number is needed, INT/5 is a reasonable limit).

Once a Computer starts a program, it continues doing the same thing until it reaches a logical conclusion (such as arriving at its destination), or someone stops the program. Whenever a Computer encounters a problem in completing a program, it must succeed with an INT Roll in order to come up with an appropriate response.

A Computer with Skills but no programs is powerful, but not "user friendly;" it requires a character with *Computer Programming* to supervise it and give it instructions. It's easy to use a Computer with programs; the program provides the needed instructions and supervision.

ARTIFICIAL INTELLIGENCE COMPUTERS (AIs)

AIs work just like Normal Computers, with the following exceptions:

- AIs have EGO and can think for themselves. In addition to executing programmed instructions, they can also initiate their own actions with a successful EGO Roll.
- AIs can have Psychological Complications (like *Self-Preservation Instinct* or *Code Against Killing Humans*).

VEHICLES AND BASES

Vehicles range from the souped-up sportscars driven by masked mystery men, to the faster-than-light spaceships of an alien armada. Similarly, Bases can range from a medieval castle to a supervillain's sprawling underground lair.

The external dimensions listed in the Vehicle and Base Size table are not absolute. You can alter them somewhat as long as the total volume remains the same. Similarly, a character can arrange the space within his Vehicle or Base however he sees fit.

DESIGNING VEHICLES

You design a Vehicle like a normal character, with the following exceptions:

- It has a Characteristic called *Size* (see table) with a starting value of 0 and a cost of 5 CP per +1 Size. Set Size value before other Characteristics, because it determines the starting values for STR and BODY.
- The only Characteristics it has are Size, STR, DEX, OCV, DCV, SPD, PD, ED, and BODY.
- Its STR and Movement Powers cost no END.
- Its PD and ED are Resistant, and cost 3 CP for +2 points of defense (like the *Resistant Protection Power*).
- It gets no Leaping or basic Senses for free.
- All of its movement types that measure in meters have a Turn Mode (no Limitation).
- If it has *Teleportation*, it can Teleport the weight it can carry inside itself with its STR, without buying any *Increased Mass Adders*.

VEHICLE AND BASE SIZE

Vehicle Size	Base Size	Length	Width	Height	Volume	OCV+	Mass	STR	KB	BODY	Example Vehicle
0	-	2m	1m	1m	2m ³	+0	100 kg	10	0	10	Bicycle
1	-	2.5m	1.25m	1.25m	4m ³	+0	200 kg	15	-1	11	Motorcycle
2	-	3.2m	1.6m	1.6m	8m ³	+1	400 kg	20	-2	12	Mini-car
3	-	4m	2m	2m	16m ³	+2	800 kg	25	-3	13	Sportscar
4	-	5m	2.5m	2.5m	32m ³	+2	1.6 ton	30	-4	14	Sedan
5	-	6.4m	3.2m	3.2m	64m ³	+3	3.2 ton	35	-5	15	Limousine
6	0	8m	4m	4m	125m ³	+4	6.4 ton	40	-6	16	Tank
7	1	10m	5m	5m	250m ³	+4	12.5 ton	45	-7	17	School bus
8	2	12.5m	6.4m	6.4m	500m ³	+5	25 ton	50	-8	18	Attack helicopter, Lear jet
9	3	16m	8m	8m	1000m ³	+6	50 ton	55	-9	19	Locomotive, jet fighter
10	4	20m	10m	10m	2000m ³	+6	100 ton	60	-10	20	Cargo plane
11	5	25m	12.5m	12.5m	4000m ³	+7	200 ton	65	-11	21	ICBM
12	6	32m	16m	16m	8000m ³	+8	400 ton	70	-12	22	Trawler
13	7	40m	20m	20m	16000m ³	+8	800 ton	75	-13	23	Cutter
14	8	50m	25m	25m	32000m ³	+9	1.6 kton	80	-14	24	Freighter
15	9	64m	32m	32m	64000m ³	+10	3.2 kton	85	-15	25	Boeing 747
16	10	80m	40m	40m	125000m ³	+10	6.4 kton	90	-16	26	Destroyer
17	11	100m	50m	50m	250000m ³	+11	12.5 kton	95	-17	27	Large Cruiser
18	12	125m	64m	64m	500000m ³	+12	25 kton	100	-18	28	
19	13	160m	80m	80m	1 mil m ³	+12	50 kton	105	-19	29	Cruise Ship
20	14	200m	100m	100m	2 mil m ³	+13	100 kton	110	-20	30	Aircraft carrier
21	15	250m	125m	125m	4 mil m ³	+14	200 kton	115	-21	31	
22	16	320m	160m	160m	8 mil m ³	+14	400 kton	120	-22	32	
23	17	400m	200m	200m	16 mil m ³	+15	800 kton	125	-23	33	
24	18	800m	400m	400m	32 mil m ³	+16	1.6 mton	130	-24	34	

OCV+: The OCV bonus attackers have to hit the Vehicle/Base (see *Target Size*, page 147)

KB: Meters Knockback against the Vehicle is reduced

Mass, STR, KB, BODY: These traits apply only to Vehicles

DESIGNING BASES

You design a Base like a normal character, with the following exceptions:

- It has a Characteristic called *Size* (see table) with a starting value of 0 and a cost of 2 CP per +1 *Size*.
- It can have grounds equal in area to its own *Size* for no CP cost (2x area per +1 CP).
- The only Characteristics it has are *Size*, PD, ED, and BODY.
- Its BODY has a starting value of 2.
- Its PD and ED are Resistant, and cost 3 CP for +2 points of defense (like the *Resistant Protection Power*).
- It has no movement ability.
- It gets no basic Senses for free.

The location of a Base may affect its CP cost. Placing a Base in a hard-to-reach location doesn't automatically include the ability for the character himself to reach it; if your Base is in another dimension, you'll need some means of Extra-Dimensional Movement to get there and back.

Regardless of a Base's location, anyone capable of reaching it can normally find it with minimal effort, and/or recognize it as a Base. To make it harder to find, buy *Concealment Skill* for the Base; to make it harder to recognize, buy it *Disguise*.

BASE LOCATION TABLE

Location	Cost	Modifier	Cost
City	0	Floating in water	+5
Suburb	5	Deep Wilderness	+5
Distant	10	Airborne	+10
		Underwater	+15
		Underground	+20
		In Space	+25
		In Another Dimension	+30

OUTFITTING A VEHICLE OR BASE

Vehicle or Base equipment must be self-powered; it must cost no END normally, be bought to 0 END, use Charges, or have an Endurance Reserve (simulating a generator, batteries, or the like). If a Constant Power for a Base uses END, assume all Bases are SPD 3.

A Power or a Talent bought for a Vehicle or Base affects all of it. For example, you don't have to buy Life Support with an Advantage like *Area Of Effect* or *Usable On Others* in order for those within to use it.

CELLS

You can build extra-sturdy cells for holding enemies by applying the *Partial Coverage* Limitation to extra PD, ED, BODY, exotic defenses, special Advantages like *Cannot Be Escaped With Teleportation*, and so on.

COMPUTERS, PERSONNEL, AND VEHICLES

A Vehicle or Base may have Computers installed, personnel associated with it (guards, robot butlers, pets, and so on), or Vehicles of its own. Calculate the CP cost of these items separately (Computers and personnel are *Followers*), then add them to the final cost of the Base or Vehicle after you calculate that cost.

EQUIPMENT

A Vehicle *Focus* is considered Bulky, and Base *Foci* are Immobile (though a Vehicle's DCV isn't halved for carrying it; that applies only if a character detaches the item from the Vehicle and carries it himself).

Accessible *Foci* are outside the PD/ED of the Vehicle or Base; they get the normal defense for a *Focus*; Inaccessible *Foci* get both their own defenses and the defenses of the Vehicle or Base. Obvious *Foci* are recognizable for what they are and the function they perform; Inobvious *Foci* are hidden or resemble ordinary parts of the Vehicle or Base.

Equipment can be intended for the use of the occupants, rather than the Vehicle or Base itself. For example, a superhero team's orbiting satellite headquarters might have a Teleportation platform so authorized people can easily enter and exit it; obviously, this device doesn't allow the Base itself to Teleport.

FACILITIES

Facilities in a Vehicle or Base (such as laboratories, libraries, gymnasiums, "danger rooms," and the like) help characters use, improve, and learn Skills. To build a facility, simply buy the appropriate Skill (such as SS: *Chemistry* for a chemistry lab, *Criminology* for a crime lab, KS: *Arcane And Occult Lore* for a mystic library, *Teamwork* for a danger room, and so on).

Facilities don't have Characteristics, so the starting roll of Characteristic-based Skills is always 9-. Facilities require a minimum of two cubic meters of space, and many need much more than that.

When a character uses a facility, its roll acts as a Complementary Skill to his own roll. Access to good facilities also provides excellent in-game justification for improving existing Skills or learning new ones (such as learning *Breakfall* from practicing in a gym, or learning *Teamwork* from working with your teammates in a danger room).

SENSORS

Vehicles and Bases themselves don't sense things, but might have sensory *Equipment* occupants (or computers) can use (such as a Vehicle with Radar capabilities, or a Base with Clairsentience simulating security cameras). Of course, many Vehicles and Bases have no sensory capabilities at all – a character must look out a window to see.

WEAPONS

Vehicle and Base weapons are just a type of *Equipment* (see above). They often take the *Limited Arc Of Fire* Limitation.

VEHICLE & BASE COMPLICATIONS

Complications usually just give a Vehicle or Base flavor, but a GM can set a required (or maximum) number of Complications points if desired. Examples include an aged caretaker (*Dependent NPC*), a supervillain team's swampy headquarters that looks like Darth Vader's helmet (*Distinctive Features*), extra attention from authorities wary of trouble (*Hunted [Watched]*), fame (the Vehicle or Base's location and capabilities are well-known; *Social Complication: Public Identity*), or being a magnet for weird and unfortunate events (*Unluck*).

VEHICLE COMBAT

Vehicle movement and combat work the same as character movement and combat except as noted below. For ease of description, these rules refer to "driving" Vehicles and the Skill *Combat Driving*; substitute "piloting" and *Combat Piloting* as appropriate.

VEHICLE ACTIONS

A Vehicle in combat uses its DEX and SPD or the driver's DEX and SPD, whichever is *lower*. If the driver has a higher DEX and/or SPD than the Vehicle, he Holds his Actions so he acts with the Vehicle (he can perform other actions on any Phase which he has but the Vehicle doesn't). Passengers act at their own DEX and SPD.

If a Vehicle acts on its own (guided by Computer), anyone riding in the Vehicle is a passenger. If a Computer driver has a different DEX and SPD than the Vehicle does, treat the Computer as a driver and use the rules above.

HITTING A VEHICLE

A Vehicle uses its own DCV or the driver's DCV, whichever is lower. If the driver doesn't have Combat Driving, the Vehicle is at ½ DCV. If the driver does nothing but drive in a Phase, and succeeds with a Combat Driving roll, the Target Size OCV bonus attackers get against his Vehicle is eliminated for that Phase.

VEHICLE DAMAGE TABLE

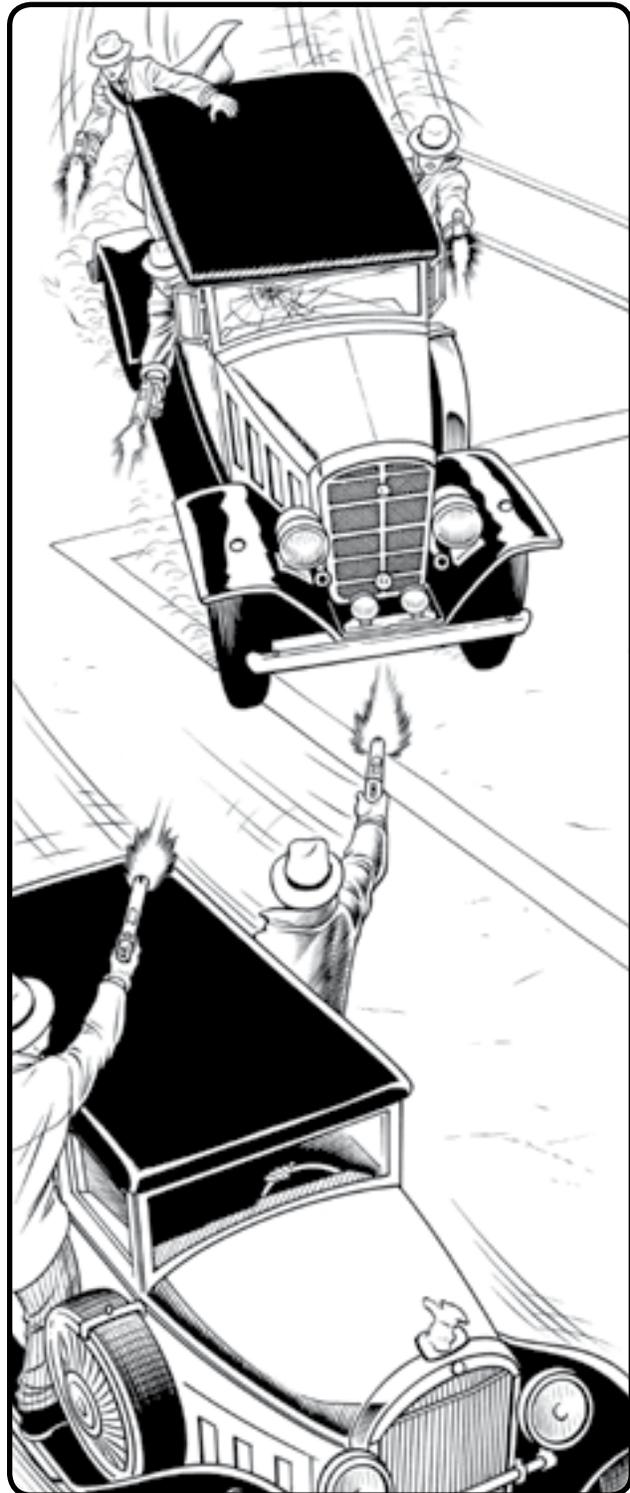
1d6 Roll	Vehicle Loses
1	One 2x Noncombat Movement multiplier
2	10m of Combat Movement
3	Vehicle's largest Power
4	10 STR
5	5 DEX
6	1 SPD

Each time a Vehicle takes BODY from an attack (after defenses), roll on the Vehicle Damage Table to determine the effects. When a Vehicle has lost all of its BODY, it stops functioning entirely (via simple breakdown or dramatic explosion, at the GMs option).

VEHICLE AND PASSENGER ATTACKS

A Vehicle uses its own OCV or the driver's OCV, whichever is lower. If the driver doesn't have Combat Driving, the Vehicle is at ½ OCV. Use this OCV for attacks with weapons built into the Vehicle, and for ramming (*Move Through*) or sideswiping (*Move By*).

Passengers may make attacks with their own weapons or Powers at -2 OCV (it's harder to aim from a moving Vehicle). The driver uses his own attacks at -3 OCV (since he must also devote some of his attention to controlling the Vehicle).



WEAPONS & ARMOR

Ultimately, weapons and armor are Special Effects for Powers (usually Attack Powers and Defense Powers, respectively), with the *Focus* Limitation applied.

⚡: In campaigns where characters pay CP for equipment, they're *only* Special Effects, and no special rules apply. Of course, you can use the concepts in this section if desired, to help simulate specific items. The example weapons and armor tables (page 218) list the items' Active and Real Costs.

⊗: In campaigns where characters don't pay CP for equipment, the following ground rules, and guidelines in this chapter, apply:

- Characters must have the appropriate *Weapon Familiarity* Skill, or suffer a -3 OCV penalty for nonproficiency.
- All weapons have the *Focus*, *STR Minimum*, *Required Hands*, and *Real Weapon* Limitations.
- All armor has the *Focus*, *Real Armor* and *Mass* Limitations.
- Wielding weapons costs Endurance, but the END cost depends on the STR used, not the weapon's Active Points.

DESIGNING WEAPONS

HAND-TO-HAND WEAPONS

Most HTH weapons (like swords or axes) are built as HKA; blunt HTH weapons (like clubs) use HA. HTH weapons have *Reduced Endurance* (0 END) – the wielder pays END for the STR needed to use it, but the Attack Power built into the weapon itself costs no END.

Weapons that extend the wielder's Reach also include *Stretching* (see *Object Reach*, page 86). Small weapons (like daggers and hatchets) include no additional Reach. Medium weapons (like swords or clubs) add Reach +1m. Long weapons (like most polearms and short spears) add Reach +2m. Extra Long weapons (like long spears or lances) add Reach +3m.

MUSCLE-POWERED RANGED WEAPONS

Ranged weapons powered by the user's muscles (like bows or slings) are built on RKA, and have *Charges* and *Beam*. HTH weapons the user can throw (like throwing knives) are built on HKA, also have *Charges* and *Beam*, and add *Range Based On STR*.

FIREARMS

Includes any Ranged weapons whose projectiles aren't propelled in some way by the user's STR. They have *Charges* and *Beam*. Some include scopes providing OCV, Range Modifier, or PER-related bonuses (*Combat Skill Levels*, *Penalty Skill Levels*, or *Enhanced Senses*).

EXPLOSIVES

Explosives may be built with RKA or Blast, and have *Area Of Effect: Explosion*. Grenades also have *Range Based On STR*.

POISONS

Lethal poisons are RKA, *NND*, *Does BODY* (defense is appropriate Life Support). They usually also include *Charges* and *Damage Over Time*, and *No Knockback*. Many take Limitations reflecting the fact that some other attack may have to “deliver” the poison into the target's bloodstream for it to work.

Nonlethal poisons are typically bought as Drain, often including *Charges*, *Damage Over Time*, and the need for a “delivery method” as described above.

USING WEAPONS

In addition to the basic effect of *Unequal Reach* (page 147), the GM should apply common sense effects of weapon lengths in HTH combat. For example, characters with Extra Long weapons might be able to attack “over” or “through the ranks” of other characters by taking an OCV penalty; using longer weapons becomes more difficult (or possibly impossible) the more cramped the conditions become; a sword made for a giant might be too big for a normal-sized person to use (or he might be able to use it, but with OCV or DCV penalties); and so on.

Also see *STR Minimum* (page 117), *Required Hands* (page 113), and *Real Weapon* (page 113) for their effects on weapon use.

DESIGNING ARMOR

Most armor (such as a policeman's bullet-resistant vest, or the shining armor of the proverbial knight) is *Resistant Protection*, providing the wearer with extra PD and ED. Armor typically protects only a portion of the body, so it's usually effective only some of the time (see *Hit Location*, page 157). This limited coverage is a *Required Roll* (Unmodified). If the campaign uses *Hit Location*, use the *Protects Locations* column; if not, use the *Roll* column.

ARMOR COVERAGE TABLE

Protects Locations	Roll	Limitation	Example
12-13	8-	-2	Short Vest
11-13	9-	-1½	Standard Vest
5, 10-13	10-	-1¼	Cap, Long Vest
4-5, 9-13	11-	-1	Helmet, Jacket
3-5, 9-14, 16-18	12-	-¾	Full Coverage Helmet, Long Jacket, High Boots
3-5, 7-14, 16-18	14-	-½	Full Coverage Helmet, Long Jacket with Sleeves, High Boots
3-14, 16-18	15-	-¼	Full Coverage Helmet, Long Jacket with Gauntlets, High Boots

SHIELDS

Shields are built as increased DCV (typically +1 to +3, depending on the size of the shield), with *Focus* and *STR Minimum* applied (reduce DCV for insufficient STR instead of reducing Damage Classes). A Shield's DCV bonus applies as OCV when performing a Block Maneuver.



GRIGNI-95

CHAMPIONS

SUPERHERO ROLEPLAYING

WHAT SUPERHERO STORIES ARE ALL ABOUT

As far back as human storytelling records, there have been stories about characters with most of the traits of the modern superhero, including greater-than-human abilities, distinctive modes of dress, distinctive combat skills, and champion-to-champion interaction. Heracles had superhuman strength, wore the Nemean Lion skin as his cloak, carried a big club as his weapon of choice in a time when noble warriors used the spear and the sword, and fought beside (and against) other heroes like Theseus, Jason, and Castor.

The heroes of myth were tribal and national figures. They helped their friends even when their friends performed tasks that (from a modern perspective) were cruel, or even evil. If brought to the modern era, most of them would be far more comfortable as vigilantes or supervillains – charismatic and popular ones perhaps, but vigilantes or villains nonetheless.

These characters stopped short of being modern superheroes in their lack of one characteristic: *adherence to a higher code*.

THE HEROIC CODE

Hero makes up half of the word “superhero.” Comic book superheroes tend to follow a code of conduct. They act “heroically” – they’re morally upright, courageous, self-sacrificing, avoid using lethal force, keep their word even to their enemies, and so on. Even those heroes who do sometimes kill, or who frequently display less than admirable personal traits, still share the courageous and self-sacrificing nature of their more upstanding brethren.

Whatever his methods or personality, what truly defines a hero is his willingness to put himself in danger to help other people. Even if he somehow earns money through the use of his powers, the money isn’t his *goal* – he uses his powers to fight crime and oppose evil.

SUPERPOWERS

Super makes up the other half of “superhero.” Virtually all Superhero stories have *superpowers* – fantastic abilities that set their possessors apart from the rank-and-file of humanity, like flying, firing energy blasts, or walking through walls.

Also, plenty of comic book characters have no “powers” *per se*, but by means of amazing gadgets, intensive training, or incredible skill, they overcome their “ordinary human-ness” and transcend into the world of the superhuman. All of these abilities count as “superpowers,” whether learned from a mentor or passed on by a radioactive insect bite, when discussing superhero characters.

LIVING IN A COMIC BOOK WORLD

Superhero campaigns wouldn’t feel much like comic books if they didn’t implement certain genre conventions – things that don’t normally happen in real life, and that often don’t make much sense, but that are all part of making comic books what they are. Players who read the comics will probably expect these to hold true for a *Champions* campaign, so if the GM disallows any of these, he should tell the players before the campaign starts.

SECRET IDENTITIES, MASKS, AND COSTUMES

Most superheroes and supervillains maintain *Secret Identities* – when they use their superpowers, they do so while wearing a costume that conceals their true features, and while calling themselves by a distinctive codename that’s different from their given name.

WHAT THE SECRET IDENTITY IS FOR

Superheroes have reasons for concealing their identities that make dramatic sense within a Superhero story. Common reasons include:

To Protect Himself: Brave as he is, a hero doesn’t want villains attacking him while he’s in the bathtub. If the law views superheroes as vigilantes, he may not want to expose his civilian identity to arrest and prosecution.

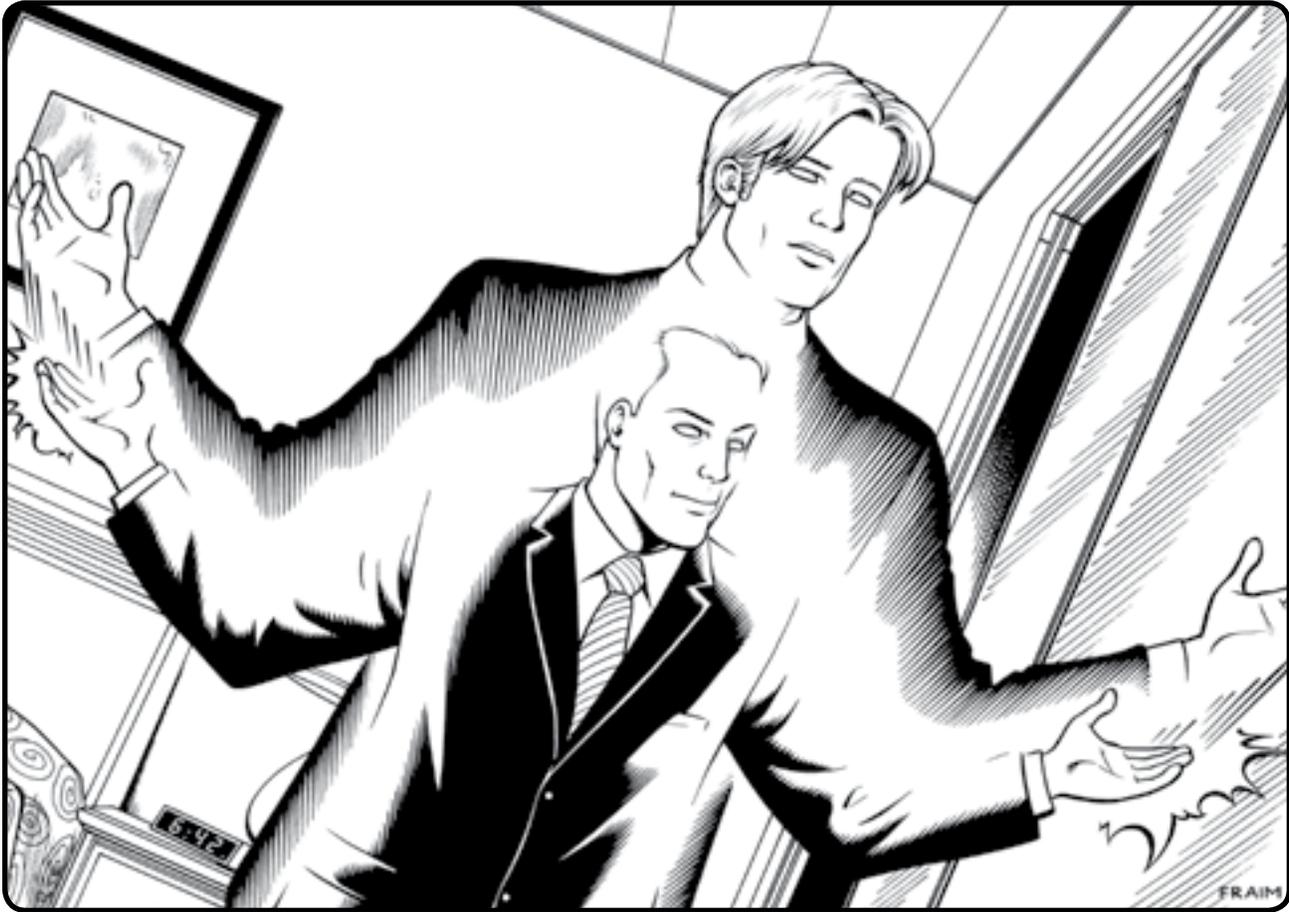
To Protect Loved Ones: A villain who can’t identify a hero’s loved ones can’t take revenge on them or threaten them to manipulate the hero!

To Keep The Affection Of Loved Ones: Sometimes a character has a loved one who would react very badly if he learned the character was a super (abandon him, have a heart attack, or the like).

DISCOVERY OF THE SECRET IDENTITY

If a character’s Secret Identity is “blown,” here are some classic ways to handle this:

“Who am I? What’s going on?” The GM can solve any number of problems by having an NPC go through some sort of memory-erasing injury (which fades whenever the GM wants to bring him back into the story, of course).



“I enjoy our little game...” A villain might simply choose not to expose a PC’s Secret Identity. Perhaps the villain wants to keep that advantage to himself, thinks someone he cares about would be harmed by the revelation, or opts to keep the secret out of a sense of camaraderie or fair play (especially appropriate for honorable villains, or those viewing supers as “above” humanity in general).

“No one could have survived that!” A villain can die before telling anyone (though if published comics prove anything, it’s that no truly memorable villain stays dead forever...).

“But he can’t be MegaMan; I’ve seen them together!” The hero might convince the authorities and the public that they identified the wrong “innocent civilian” as his Secret Identity.

“Now I must leave my old life behind forever.” The character can take on a new Secret Identity. This can be tricky (pesky fingerprints and DNA), but in some cases it’s a viable option... and a dramatic one.

“Maybe it’s time to see if the public can accept both MegaMan and Clyde Carruthers.” The PC could decide to make his identity unconcealed (people occasionally recognize him in his civilian face and dress), “buying off” the Secret Identity *Social Complication*. Or he might convert it to a Public Identity, so he’s instantly recognized wherever he goes.

COSTUMES

Costumes are so closely associated with heroes that terms like “costumes,” “capcs,” and “masks” are often used as slang terms for “superheroes” in some *Champions* settings. (“OK, our guns are useless against this monster – better call in the capcs!”) A superhero may want others to recognize his loyalties, to fear him, just to recognize him, or all the heroes on a team may have the same costume, or use common elements, to identify themselves as a group.

In some modern-day comics (and movies and television shows inspired by them), superpowered characters are often shown wearing more or less ordinary clothes instead of the stereotypical colorful hero costume.

WHO WAS THAT MASKED MAN?

One of the most enduring costume-related “bits” involves the sacred nature of even the slightest facial alterations. A change in hair color, the removal of eyeglasses, or the wearing of a mask – no matter how small – constitutes a change so dramatic that people who’ve known the character for years cannot penetrate the deception.

Similarly, a superhero character, assuming he’s normal human size and doesn’t have extraordinary Distinctive Features, can throw a trench coat and hat on over his costume, and walk around on city streets without attracting too much attention.

DON'T WORRY ABOUT STRAPS OR GLUE

Superhero costumes don't slip, bunch, or fall off, regardless of how they're stretched or abused. GMs can just chalk this up to "superhero physics," or (for a *slightly* more "realistic" explanation) introduce the "Near-Magical Costume Material" bit. This is some wonder material for superhero costumes that's unavailable to the general public, but available to superheroes (perhaps through a campaign NPC who specializes in it). It may just be amazingly flattering and durable itself, or it may actually provide a rationale for a character to buy a few points of Resistant Protection.

UNREALISTIC VILLAINY

Though the career of a superhero may seem inexplicably strange, that of the supervillain or criminal mastermind is even stranger. Some of those expressions of strangeness – as impractical, counterproductive, or foolish as they often seem to tactically-minded gamers – are as intrinsic to a *Champions* campaign as strapless costumes that never slip.

IMPROBABLE SCHEMES

Some supervillains are pretty practical-minded, but many are not. They're prone to bizarre crimes, with plots so complicated that Rube Goldberg himself couldn't diagram them... but in a Superhero setting, they work! Guidelines to keep in mind when planning supervillain crimes include:

A Clue, A Clue, My City For A Clue! More than a few supervillains are prone to deliberately leaving clues at the scene of their crimes (such as puzzles or riddles).

And Now For Stage Two Of My Master Plan! Many supervillain crimes take part in stages; the villain needs to steal *several* parts of a mega-weapon, or kidnap all living descendants of a royal bloodline to make a spell work.

Variations On A Theme: "Theme crimes" based around a particular motif (often the same motif used for their costume or powers) are popular in some supervillain circles. Examples include thefts of objects all related to cats, or crimes inspired by songs from a particular musician.

It's A Trap! Many's the villain who enjoys placing a nemesis in an elaborate deathtrap, then leaving him to his horrible fate while the villain oversees the culmination of his master plan. Of course, we know how well that usually turns out....

DESTROYING THE WORLD

Alien invaders might choose to kill everyone on Earth so they can alter the planet to suit themselves; horribly deformed mad scientists may wish to avenge their losses by enslaving the entire world population; deranged robots may decide to exterminate all organic life to satisfy their warped programming. Of course, these schemes scale in scope as appropriate for the campaign. In some campaigns, "the world" simply becomes "the city" or "the nation;" in others, it expands to "the solar system," "the galaxy," or the like. Guidelines to remember include:

Match The Villain To The Threat. Don't just put a planet-buster bomb in the hands of Dexter Maxwell, crime boss of Boise; transform Dexter into Megalopolis, the City Who Walks Like a Man!

Make It A Multi-Part Story. Significant threats to an entire world shouldn't be solved and overcome in a single game session. Put the destruction of the world on a timer, and let the heroes sweat as the clock ticks down across several adventures.

Demonstrate The Threat. The PCs will feel the danger more if the threat is something the villain can demonstrate (such as using his earthquake ray), or a process that gets worse and worse over time (such as the ice caps melting).

Don't Forget The Rewards. Saving the world can turn a group of supers from costumed kooks to world-renowned heroes.

Don't Do It Too Often. If every storyline involves a threat to the entire world, the PCs rapidly lose interest in lesser dangers.

COCKROACH DURABILITY

Despite their insane crimes and failed attempts to destroy the world, there's nothing as durable as a supervillain: beat him, lock him up, take away his powers, kill him, he'll probably come back for more.

It's perfectly all right to keep bringing a villain back after every defeat, so long as you don't make the villain the star of the campaign (it's not his name on the cover of the comic book, after all), you're aware of the difference between players who "love to hate" a bad guy and players who actually dislike that bad guy, and you make the villain's returns plausible. Have a coherent, reasonable explanation for each re-appearance – preferably one you've laid the groundwork for with some foreshadowing earlier in the campaign.

Among the ways a supervillain can return:

From Jail: He escapes, he's paroled or pardoned (possibly through noble deeds, such as aiding the nation in a time of crisis; more likely through shenanigans), or his conviction is overturned on a technicality.

From The Loss Of His Powers: He re-creates them through magic, technology, or re-enactment of his original accident; he "heals" from whatever caused the loss; a cosmically-powerful entity gives them back to him for its own inscrutable purposes.

From Death: He either wasn't really killed (he substituted a double; it wasn't really him in that adventure; he convincingly faked his death) or he was somehow raised from the dead.

DAY JOBS

Superheroes have occupations that take up more of their time than their costumed antics. But most superheroes' jobs tend to be glamorous, interesting ones. Common examples include: Actor, Architect, Artist/Craftsman, Astronaut, Athlete, Attorney, Businessman, Doctor, Fashion Model, Law Enforcement, Martial Arts Instructor, Millionaire Playboy, Musician, Occultist, Pilot, Private Investigator, Reporter/Journalist, Scientist/Inventor, Secret Agent, Writer.

JOB INTERFERENCE

Regardless of how glamorous or flexible a character's job is, it should sometimes interfere with his adventuring. A character's job should be a source of plots, subplots, and campaign color, not just a line on his character sheet.

THE ACHILLES' HEEL

It's an axiom for superheroes that no set of superpowers is perfect. Many heroes tend to have at least one power-related weakness or flaw that their enemies can exploit – and the more powerful the hero, the more potentially crippling the flaw. These weaknesses help establish that the hero *is* a hero. Only a *hero* is willing to struggle through the pain and difficulties brought on by his Achilles' Heel, even when they turn the odds against him.

A hero's "Achilles' Heel" is typically represented by his Complications and, in some cases, by the Limitations on his powers.

FAR AWAY PLACES

Many superhero settings feature strange and exotic locales for the heroes to visit, often inhabited by mysterious and powerful entities.

SPACE

Many *Champions* settings feature sentient alien species and inhabited planets other than Earth. If such aliens exist in the campaign, the GM needs to consider their level of technological advancement, the nature and extent of their contact with Earth, and whether they're "superpowered" (either because abilities humans would consider superpowers are normal for the species, or because – like humans – some exceptional individuals develop strange abilities).

ALTERNATE DIMENSIONS

These range from "alternate Earths" where most of the details are the same but a few crucial ones differ (the PCs are all villains and their enemies are heroes; the Nazis won World War II; dinosaurs evolved into sentient dino-men), to dimensions so different from Earth's it's surprising they can exist in the same continuum. In the comics, dimensional travel tends to be more the province of magic than science.

HIDDEN LANDS

Antarctica: In the comics, the Antarctic usually has at least one hidden valley that's warmed to temperate (or even tropical) levels by volcanic activity, technology left behind by ancient alien visitors, or the like.

Atlantis: A staple of every major comic book setting, Atlantis is an undersea civilization (typically in the Atlantic Ocean). Related is **Lemuria**, a Pacific or Indian Ocean counterpart that's often an enemy of Atlantis, and usually different in some way (for example, if Atlantis uses technology, Lemuria uses magic).

Gorilla Kingdom: A hidden city or valley where intelligent apes dwell in seclusion from humanity, often developing super-science that puts their hairless cousins to shame.

Lost Worlds: Romans or Amazons in the African jungle, surviving tribes of Neanderthals in Siberia... the list is almost endless.

Super-Civilizations: Tiny, hidden civilizations where *every* member has superpowers. Often, every member of the society has a common origin, such as all being descended from a single tribe of Cro-Magnons who were genetically manipulated by alien scientists. Other possibilities include the Lost Tribes of Israel, the Kingdom of Prester John, New World vikings, or just about any intriguing or mysterious mythical, legendary, or historical civilization!

SUPER-MAGIC AND MYSTICISM

Most comic book settings include the existence of magic. The *Champions* GM should consider the following issues:

Does Magic Really Exist? If the answer is "No," you're shutting off a lot of possible character origins, plot lines, and story hooks, though possibly leading to other interesting questions (for example, what's the source of superpowers for characters who *think* they have magic powers?) If the answer is "Yes," the GM needs to consider the remaining questions in this section.

Where Does Magic Come From? Is there just one source of magic, or are there multiple possible sources? Multiple sources make for a more diverse Mystic World, but may not make mystic abilities seem distinctive from plain old vanilla superpowers.

Who Can Learn Magic, And How? In most comic book settings, magic is a rare thing, learnable only by a relatively few people with special gifts. As such, it's very secretive; its existence isn't bandied about casually, for people are superstitious and fearful.

Who Are The "Big Players" In The Magical World? A comic book setting with magic almost always features some major-league villains with mystic powers. Some are human sorcerers; others are extra-dimensional entities, often inimical to Earth or humanity for some specific reason.

SUPER-MAGIC

Although comic book spell casters often wave their hands and spout mystic phrases and alliterative names when casting spells, this is more for effect than function. When push comes to shove, they usually don't *have* to Gesture or use Incantations; thus, they don't usually take those Limitations on their powers (though of course, you can if you wish).

SECRET SOCIETIES

A superhero world is full of secret societies – some heroic, some villainous, many straddling that fence as they pursue their specific agendas. Examples of secret societies include:

Modern Continuations of Ancient Orders: The Templars, priesthoods of various mythological gods, the Inquisition – any order of old can have modern survivors or descendants.

Seekers of Mystical Knowledge: Occultist groups that wish to learn the universe's magical secrets are as common as Boy Scout troops in many comic book worlds.

Super-Science Enclaves: Groups dedicated to the unfettered advancement of Science and Technology may form secret groups, with headquarters in isolated locations, where they can pursue their work without interference... or, perhaps, any concern for scientific ethics.

SUPER-AGENCIES

Many criminal masterminds or enterprises maintain private armies of super-agents, equipped with garish costumes and weapons that can inconvenience (or even overcome) superheroes. In the *Champions Universe* setting, VIPER is the best example of this sort of criminal organization, but there are many others from all sorts of superhero settings. Similarly, governments in Superhero settings often create super-agencies of their own.



CREATING SUPERHERO CHARACTERS

SUPERHERO ORIGINS

The way a *Champions* PC obtains his powers is at least as important to a campaign as the powers themselves. For example, if they're magical, this means there's magic at work in the campaign; if they're technological, super-technology exists (at least in the hands of one scientist); and so on. In game terms, the origin of powers can dictate the use of specific Advantages and Limitations in the construction of his powers, give the GM ideas for story plots, and cause the GM to create a great many related NPCs.

ALIEN

This character is an alien from another planet or dimension, and his species has remarkable abilities compared to ordinary humans (the character is "normal" compared to others of his own kind). The GM has to consider an important question: how many others like the character are there, and what would happen if several of them (or several thousand) showed up?

INTENSIVE TRAINING

The character has pushed his body and mind to the point where his skills and abilities allow him to compete on a level with superhumans. Examples include phenomenal athletes, world-class martial artists, uncannily accurate marksmen, and so on.

LUCKY SURVIVOR

The character survived a mishap (like being soaked by lightning-struck chemicals or bitten by a radioactive insect) or an experiment (such as a "super-soldier" treatment or alien abduction) and developed superpowers as a result. Often, though not always, his transformation leaves him physically or psychologically scarred.

MUTANT

The character's genetic code differs from that of ordinary people. Perhaps these mutations, as they result in more and more superpowered people, represent a fundamental step in human evolution. Unfortunately for mutants, people or governments in some settings seek to control or destroy mutants, to protect "true" or "pure" humanity.

MYSTIC FAMILY/RACE

The character belongs to a group (usually a subset of humanity) imbued with magical or psychic power, such as a clan of sorcerers or a "family" of vampires. Similar to the Alien origin, but more likely to feature varying levels of superpowers. For example, perhaps all members of a sorcerous clan have some power, but a PC has more than most.

MYTHIC FIGURE

This character is the embodiment, descendant, or inheritor to the mantle of a legendary god or hero, such as Thor, Heracles, or Coyote. He typically features powers and abilities like those of the figure in mythology (on a scale suitable for the campaign).

USES GADGETRY

The character uses advanced devices or weapons that provide him with “superpowers.” Often, the character builds these gadgets himself; other times, he’s the beneficiary or agent of someone who provides the items to him. Examples include wearers of powered armor and space-policemen with astonishing will-powered superweapons.

SUPERHERO MOTIVATIONS

When designing a superhero character, it’s important to decide why he does what he does – why becomes a *superhero* instead of merely a *superhuman*. *Psychological Complications* (usually at least Strong intensity) typically represent these motives in game system terms. Classic superhero motivations include:

CONDITIONING

The character’s been guided toward a “heroic” lifestyle since he was a child. A family history of crimefighting or *noblesse oblige*, an upbringing with an unusually strong moral compass, or even programming of some kind (figurative, like brainwashing, or literal, like a robot) could all make the character’s path in life crystal clear. He would likely live a heroic life even without superpowers. Examples include an orphaned alien raised with powerful Midwestern values, or *Defender* (page 192).

HUNGER FOR JUSTICE (OR REVENGE)

The character or someone he loves has been horribly wronged, and now he seeks retribution. Some characters stay mostly within the law while seeking justice (turning villains over to the authorities); others take revenge on their own (punishing – or even killing – villains themselves). Usually, the character’s thirst for justice extends to anyone following the same path as the person or people who wronged him (so that defeating one enemy doesn’t deprive the character of a reason to continue in the game). Examples include an orphan avenging his murdered parents by becoming the world’s greatest detective and the terror of the underworld, a former Marine murderously punishing the mobsters who killed his wife and children, or the former Champion *Nighthawk*.

OBLIGATION

This character fights crime to pay a debt or fulfill another’s wish. Examples include an inventor using his technological genius to build powered armor so he can follow in the footsteps of the superhero who saved his life, or a reformed villain fighting crime as a condition of his parole.

PURSUING A GOAL

This character fights crime while also pursuing (or as a means of reaching) some personal goal or reward. Possible goals include gaining acceptance, curing an illness, answering a question, finding something, getting somewhere, acquiring riches, or becoming famous. This is a good “catch-all” for characters who don’t seem to fit another motivation; a character with almost any personal reason for crimefighting is “Pursuing A Goal.” Examples include a scientist seeking to rid himself of the rampaging green monster inside him, or *Ironclad* (page 193; finding solace from his exile in the camaraderie of *The Champions*).

SENSE OF RESPONSIBILITY

With great power comes great responsibility, and this character understands that. He feels it’s his duty to use his superpowers for the benefit of others, even when it interferes with his desire for a “normal life.” Characters with this motivation often occupy a philosophical “middle ground” between those with altruistic Conditioning, and those with an obsessive Hunger For Justice. Examples include a radioactive insect bite survivor who wishes he’d used his newfound powers to stop the criminal who later killed his uncle, *Kinetik* (page 195), or *Witchcraft* (page 197).

THRILL SEEKER

This character feels most alive when he’s in danger or facing a challenge, and there are few things more dangerous or challenging than thwarting supervillains. Such characters often like using flashy surprise maneuvers and risky tactics, and may sometimes lose sight of the goal in the thrill of the adventure. This motivation is most common among young or beginning heroes; characters often develop more compelling reasons to *stay* heroes with age and experience. Examples include teenage supers showing off for the press and each other, or *Sapphire* (page 196).

SUGGESTED GAME ELEMENTS

GENERAL SUGGESTIONS

Find out what the campaign standards are likely to be, and build your character in line with those. The GM can tell you the campaign’s appropriate range of values for CVs, SPD, defenses, Damage Classes, and so on. He may also place restrictions on which Game Elements are available (depending on the scale and style of the campaign), though most Superheroic *Champions* campaigns allow all (or nearly all) Game Elements.

Be prepared to scale your initial vision of a character back a bit. Remember, most characters in the comic books aren’t beginners, and your character may not initially be as powerful or versatile as they are. You can add abilities, expand options, and increase the character’s power level as your character gains Experience Points.

CHARACTERISTICS

Superheroes often have remarkable Characteristics (compared to human norms), even in areas that don't necessarily have anything to do with their superpowers. For example, a character with the power to generate ice and cold might have a 20 STR, 20 CON and 23 DEX – even though his powers don't relate to physical fitness or agility – with no greater justification than “because he's a *superhero*.” In more “realistic” campaigns, the GM might only allow characters to take high Characteristics justified by the Special Effects of their powers.

SKILLS

There's a natural inclination for superheroes to focus more on Powers, but superpowered characters can be just as skilled as anyone else. Also, don't forget that Game Elements are just game mechanics; learning isn't the only possible Special Effect for a Skill. A character who becomes difficult-but-not-impossible to notice could build this ability as Stealth rather than Invisibility with a Limitation; a Stretcher Metamorph could unlock doors by forming his fingers into key shapes (Lockpicking); and so on.

SKILL SETS

A character's profession, background, training, natural aptitudes, and even superpowers can all suggest certain skill sets. The list below includes many skill sets common in the superhero genre, and suggests some appropriate Skills.

Actor: Adept at playing roles, faking emotions, and impersonating people (Acting, Disguise Mimicry).

Animal Trainer: An expert at handling and training animals (Animal Handler, Riding).

Athlete: Skilled at tasks requiring whole-body agility (Acrobatics, Breakfall, Climbing).

Cat Burglar: Good at breaking and entering (Climbing, Lockpicking, Security Systems).

Computer Wiz: Expert at computer-related matters (Computer Programming, Cryptography, Electronics, Systems Operation).

Coroner: Specializes in the medical aspects of crime solving (Criminology, Forensic Medicine, SS: Medicine)

Criminal: Comfortable on the wrong side of the law (Bribery, Forgery, Streetwise).

Detective: Adept at finding and using clues to solve mysterious crimes (Concealment, Criminology, Deduction, Forensic Medicine, Interrogation).

Dilettante: At home in the realm of the idle rich (Gambling, High Society, appropriate Knowledge Skills).

Doctor: Able to treat injuries and illnesses (Paramedics, SS: Medicine, SS: Surgery).

Electronics Wiz: Skilled at designing, building, and repairing high-tech devices (Computer Programming, Electronics, Inventor, Systems Operation).

Expert: Highly knowledgeable about some field of study, or capable in some field of endeavor (several appropriate Knowledge or Professional Skills).

Genius: Amazing intellect and memory abilities (High INT, Cramming, Eidetic Memory, Lightning Calculator).

Grease Monkey: Skilled at designing, building, and repairing mechanical devices (Inventor, Mechanics).

Hunter: Adept at “living off the land” (Navigation, Stealth, Survival, WF for bow, sling, or the like).

Infiltrator: Good at sneaking into secure areas (Lockpicking, Security Systems, Stealth).

Journalist/Reporter: An investigator often focused more on people than “hard” evidence (Conversation, Deduction, Interrogation, PS: Writer).

Leader: Able to inspire and coordinate others (Persuasion, Oratory, Tactics, Teamwork).

Observer: Adept at perceiving/finding without being perceived/found (Bugging, Concealment, Shadowing).

Occultist: Knowledgeable about arcane matters (Cryptography (magical codes & ciphers), Inventor (spell research or creating magical devices), KS: Arcane & Occult Lore, KS: The Mystic World, Languages like Latin, Hebrew, or Arabic).

Pilot: A hotshot flyer of anything with wings (Combat Piloting, Navigation, Systems Operation, TF for various aircraft).

Politician: Skilled at getting elected and dealing with government (Bureaucrats, Oratory, Persuasion).

Prestidigitator: Skilled at tasks requiring flexibility and manual dexterity (Contortionist, Lockpicking, Sleight Of Hand).

Sailor: A hotshot seaman of anything that floats (Navigation, TF for various watercraft).

Scientific Genius: Highly knowledgeable about some field of science (several appropriate Science Skills).

Smooth Talker: Excels at getting others to do what he wants (Charm, Conversation, High Society, Persuasion).

Spy: Comfortable with the skills of espionage (Cryptography, Lockpicking, Security Systems).

Wheelman: A hotshot driver of anything with wheels (Combat Driving, Navigation, TF for various ground vehicles).

Champions — Superhero Roleplaying

KNOWLEDGE SKILLS

Knowledge Skills can cover a character's knowledge about elements of a superhero world. For example, characters with the following Skills would know:

KS: Superheroes: Who they are, where they are, what they can do, and so on.

KS: Supervillains: As above, but for the bad guys.

KS: The Superhuman World: Where supers go to party; where they go for medical care; who's dating who; which are rivals, friends, or enemies; when that hero team was founded and who funds them; and so on.

KS: Superpowers: When superpowers started and where they came from; which ones are common and which are rare; how they work, and how one might counteract them; and so on.

POWER

In addition to serving as the required Skill for Powers with the *Requires A Roll* Limitation, *Power* allows characters to perform unusual "tricks" or stunts with a successful roll (page 33). See also Heroic Action Points, below.

PERKS & TALENTS

Any are appropriate, but particularly common Perks in superhero games include:

Follower: Youthful sidekicks and amazing wonder-pets are staples of many comic book settings.

Fringe Benefit: Many heroes have government sanction, allowing them to make arrests, testify in court while maintaining their Secret Identities, and so on.

Money: Though most *Champions* campaigns require characters to pay CP for equipment and resources, many superheroes have great wealth, and use it creatively for indirect influence in the setting. For example, a character can't use Money to buy a vehicle he uses himself while fighting crime, but great wealth could allow him to drive a flashy sports car in his Secret Identity, loan a private jet to an NPC friend who needs to get somewhere fast, or the like.

Vehicles & Bases: Many superhero teams have headquarters, team jets, and the like, with the CP cost shared amongst the members.

POWERS SETS

Superpowers are obviously the key elements of most superheroes. Possibilities are virtually limitless, and working out just the right Power configurations to simulate your character concepts is a hallmark of *Champions*. However, some Powers often *do* appear together, for game-functional reasons, Special Effects reasons, or both.

A few of the most common power sets are listed below, along with some suggested Powers. This list is only intended as a starting point and/or source of inspiration; it's *far* from exhaustive.

ATTACK SETS

BLASTER SETS

Each set below notes whether the Special Effect applies against PD or ED (if applicable), and includes up to five typical Powers for simulating it. Characters often group the Powers from one set together into a Multipower.

Air/Wind Blaster (PD): *Wind Blast* (Blast, Double Knockback), *Right Back Atcha* (Reflection, Only vs. physical projectiles), *Vacuum Attack* (Blast, NND [defense is LS: Self-Contained Breathing]), *Wind Control* (Telekinesis), *Tornado Blast* (Blast, Area Of Effect: Radius).

Earth/Stone Blaster (PD): *Rock Blast* (Blast), *Rock Darts* (RKA, Armor Piercing, Autofire), *Wall Of Stone* (Barrier, Opaque to Sight Group), *Dirt In Your Eyes* (Sight Group Flash), *Rock Shard Spray* (Blast, Area Of Effect: Cone).

Electricity Blaster (ED): *Lightning Blast* (Blast), *Lightning Bolt* (RKA), *Stunning Zap* (Blast, NND [defense is ED Resistant Protection that Costs Endurance, or being insulated]), *Lightning Flare* (Blast + Sight Group Flash, Linked), *Direct Current Paralysis* (Entangle, Takes No Damage From Attacks).

Energy Blaster (ED): *Energy Blast* (Blast), *Energy Bolt* (RKA), *Energy Explosion* (Blast, Area Of Effect: Radius, Explosion), *Pulse-Blast* (Blast, Autofire), *Stun-Blast* (Blast, NND [defense is Power Defense]).

Fire Blaster (ED): *Fire Blast* (Blast), *Fire Bolt* (RKA), *Fireball* (Blast, Area Of Effect: Radius, Explosion), *Wall Of Fire* (RKA, Area Of Effect: Line), *Fiery Aura* (RKA, Armor Piercing, Constant, Area Of Effect (personal Surface – Damage Shield, No Range).

Ice/Cold Blaster (PD): *Ice Blast* (Blast), *Ice Darts* (RKA, Autofire), *Ice Block* (Entangle, Vulnerable to Fire/Heat), *Blizzard* (Change Environment, Area Of Effect: Radius, Personal Immunity), *Deep Freeze* (Blast, NND [defense is LS: Safe in Intense Cold]).



Light Blaster (ED): *Blinding Light* (Sight Group Flash), *Blinding Light Field* (Darkness to Sight Group), *Laser* (RKA, Beam), *Light Energy* (Blast), *Holograms* (Sight Group Images).

Magnetic Blaster (PD): *Magnetic Blast* (Blast), *Magnetokinesis* (Telekinesis, Only works on ferrous metals), *Bullet Return* (Reflection, Only works vs. physical projectiles), *Electro-Magnetic Pulse* (Dispel, Any Electrical Device Power one at a time), *Metallic Wrap-Up* (Entangle, OIF: sufficient ferrous metals of opportunity).

Matter Manipulator (varies): *Disintegration* (RKA), *Transmutation* (Transform), *Animate Object* (Summon).

Radiation Blaster (ED): *Radiation Blast* (Blast), *Deadly Radiation* (RKA), *Radiation Wave* (Blast, Area Of Effect: Line, NND [defense is LS: Safe in High Radiation]), *Radiation Sickness* (Drain CON), *Radioactive Zone* (Change Environment, Area Of Effect: Radius).

Sonic/Vibration Blaster (PD): *Vibration Attack* (Blast), *Focused Sonic Beam* (RKA, Penetrating), *Agonizing Sound* (Blast, NND [defense is Hearing Group Flash Defense or being deaf]), *Inner Ear Disorientation* (Drain, Two Characteristics Simultaneously [DEX and CON]), *Sonic Cry* (Hearing Group Flash).

Telekinetic/Force Blaster (PD): *Telekinesis* (Telekinesis), *Force Blast* (Blast), *Kinetic Bolt* (RKA), *Telekinetic Globe* (Barrier, Non-Anchored, Dismissible), *Telekinetic Blade* (HKA).

Water Blaster (PD): *Water Blast* (Blast); *Water Control* (Telekinesis, Affects Porous, Only vs. Water); *Water Jet* (Blast, Double Knockback), *Water Spray* (Blast, Area Of Effect: Cone), *Dehydrate* (Blast, NND [defense is LS: No Need to Drink, or a body that lacks liquids]).

Weather Controller (varies): *Weather Control* (Change Environment, Area Of Effect: Radius), *Call Lightning* (RKA, Indirect), *Wind Gust* (Blast, Double Knockback), *Thunderclap* (Hearing Group Flash, Area Of Effect: Radius), *Hailstorm* (Blast, Area Of Effect: Radius, Indirect).

OTHER ATTACK SETS

Cyberkinesis: Remote control of technological devices (Mind Control, Mind Link, and Telepathy vs. machines).

Empathic: Reading and influencing emotions (Telepathy and Mind Control vs. emotions only).

Malleable: A form that's stretchy and pliant (Stretching, HA, Entangle with Backlash).

Super-Strength: Able to exert incredible amounts of strength (High STR [at least 40]).

Telepathic: Permits mind-to-mind contact, communication, manipulation, and/or control (Mind Link, Mind Scan, Telepathy; possibly also Mind Control and/or Mental Illusions).

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DEFENSIVE SETS

Tough: More resilient than a normal person, and resistant to normal weapons but not completely immune (PD and ED from 10-19, with about half of that Resistant).

Bulletproof: Usually immune to the BODY damage of most normal weapons. Attackers typically need heavier weapons or superpowers to hurt the character significantly (PD and ED from 20-29, with half to three-quarters of that Resistant).

Nigh-Invulnerable: Extremely resilient, and unlikely to take BODY from any attacks against PD or ED without special Advantages (PD and ED of 30 or more, with most or all of it Resistant).

Hard To Drop: Even if you can hurt the character, it takes a lot to put him down (high STUN and/or BODY, Damage Negation, Damage Reduction).

Can't Keep A Good Man Down: Recovering quickly from damage can be almost as good as resisting it (high REC and/or CON, Healing, Regeneration).

Mentally-Shielded: Resistant to Mental Powers (High EGO and/or DMCV, Mental Defense).

Moving Target: Making an attacker miss (or almost miss) is its own defense (high DCV, Defense Maneuver I-IV, Combat Luck, Danger Sense).

MOVEMENT SETS

Extended Human: The basics, only better. Cover a block in seconds, a neighborhood in minutes or a city in an hour (increased Running, Leaping, and/or Swimming with Noncombat Movement speeds under 20 MPH).

Regional: About as fast as a sports car. Cover a neighborhood in seconds, a city in minutes or a region/small nation in an hour (Movement Powers with Noncombat Movement speeds from 20-200 MPH).

Continental: About as fast as an aircraft. Cover a city in seconds, a region in minutes, or a continent/large nation in an hour (Movement Powers with Noncombat Movement speeds from 200-2,000 MPH).

Global: About as fast as a spacecraft. Cover a region in seconds, a continent in minutes, or a planet in an hour (Movement Powers with Noncombat Movement speeds from 2,000-20,000 MPH).

OTHER/MISCELLANEOUS SETS

Aquatic: Allows a character to thrive underwater (Environmental Movement [Underwater], Life Support [Breathe Underwater, Intense Cold, High Pressure], enhanced Swimming).

Bag of Tricks: A large variety of powers, that the character can usually change to try and get just the right power for a situation (Variable Power Pool mainly; some Multipowers).

Body of [Power]: The character's body is made (at least when using his powers) out of energy, light, water, or other substance appropriate to his Special Effects (Desolidification and/or Damage Reduction, appropriate Movement Powers).

Extended Human Senses: Improved versions of the same senses all characters possess by default (Enhanced PER, Nightvision, Ultrasonic Hearing, Targeting Hearing, Telescopic Vision, Microscopic Vision, Tracking Scent).

High-Tech Senses: (360 degree Vision, Active Sonar, Infrared Vision, Radar, Radio Perception, Spatial Awareness [Passive Sonar]).

Immortal: (Life Support [Longevity], Regeneration).

Psychic: Capable of mentally sensing events occurring elsewhere in time and/or space (Danger Sense, Clairvoyance [for remote sensing, precognition, or retrocognition]).

Superspeed: Able to move and act much faster than a normal person (high SPD, high Movement Powers).

COMPLICATIONS

Common Complications in superhero games include the following. The values in this section represent typical campaigns, but characters could have stronger or weaker versions of these, the GM could decide a situation is more common or less common, and so on.

COMPLICATION SETS

A character's background, circumstances, personality, or superpowers can all suggest certain challenges requiring multiple Complications to reflect. The list below includes many challenges common in the superhero genre, and suggests some appropriate Complications (though of course, many others are also possible).

Achilles' Heel: There's some substance or phenomenon that harms the character (Psychological Complication: Fear Of [the Achilles' Heel]; Susceptibility and/or Vulnerability to it).

Alien: The character isn't from Earth (Physical Complication: Unfamiliar With Earth Culture; Social Complication: Alien [may lack legal status, suffer from discrimination, and so on]).

Anger Management Issues: This character's emotions sometimes get the best of him (Enraged or Berserk in some circumstance [or just In Combat]; a Psychological Complication such as Hotheaded or Impetuous; Negative Reputation).

Answerable To Higher Authorities: A patron or organization requires the character to follow their orders or otherwise influences his actions somehow (Hunted [Watched] by Patron; Social Complication: Subject To Patron's Orders).

Arch-Enemy: The character and a particular foe share a special enmity (Hunted by Arch-Enemy; Psychological Complication: Hunts Arch-Enemy).

Bull In A China Shop: The character sometimes accidentally affects the people or environment around him (Accidental Change [powers sometimes come on accidentally]; Physical Complication: Doesn't Know His Own Strength [accidentally applies Casual STR to delicate items unless he succeeds with a DEX Roll]).

Love Interest: The character is in love with someone (DNPC: the spouse/significant other/subject of infatuation; Psychological Complication: In Love With [love interest]).

Mistrusted: People (rightly or wrongly) distrust the character (DNPC: Someone who likes the character in his Secret Identity, but dislikes his costumed persona; Hunted [Watched] by The Media; Negative Reputation).

Mutant: The character derives his powers from a genetic mutation; this set (except for the Physical Complication) is only appropriate in campaigns where anti-mutant prejudice plays a role (Distinctive Features: Mutant; Physical Complication: Requires Specialized Medical Care; Social Complication: Mutant).

True-Blue Hero: The classic superhero morality package (Psychological Complications: Code Of The Hero and Code Against Killing).

Undersea Dweller: The character's a native of an underwater civilization (Dependence on periodic immersion in sea water; Physical Complication: Unusually Heavy [dense body]; Psychological Complication: Distrusts Surface-Dwellers).

Wrong Side Of The Law: Others view the character (rightly or wrongly) as a criminal (DNPC: Someone who likes the character in his Secret Identity, but dislikes his costumed persona; Hunted by [law enforcement agencies and/or superheroes]; Negative Reputation; Social Complication: Criminal Record or Wanted Criminal).

INDIVIDUAL COMPLICATIONS

Specific Complications often seen in superhero campaigns include:

DEPENDENT NON-PLAYER CHARACTER

The Boss: Usually irascible, and often with an intense dislike for the character's costumed identity, these DNPCs become involved when the hero's work and crimefighting lives intersect. (Normal, Useful, Infrequent, Unaware; 10 points)

The Frail Relative: A kindly and elderly (or sickly) loved one who either can't know about the character's costumed identity (the shock might kill him!), or who does know and frets about it. (Incompetent, Infrequent, Unaware; 20 points)

The Love Interest: The person the character has feelings for (frequently unrequited or unexpressed). Often, the character ends up in a strange "love triangle" where the character knows and is attracted to the love interest in Secret Identity, but the love interest is attracted to the character's costumed identity. And it's tough to score romantic points when you're always

disappearing just as your heroic "rival" appears to save the day... (Normal, Frequent, Unaware; 20 points)

The Nosy Co-Worker (or Neighbor): An intrepid acquaintance who manages to stumble into trouble while trying to prove his suspicion that the character's secret and costumed identities are one and the same person. (Normal, Infrequent, Unaware; 15 points)

The Significant Other: Differs from the Love Interest in that he or she is actually involved in a romantic relationship with the character. Like the Boss, the Significant Other frequently dislikes the character's costumed identity. (Normal, Frequent, Unaware; 20 points)

The Spouse: Much like the Significant Other, except that he or she usually knows about the costumed identity, and worries about the dangers. (Normal, Very Frequent; 20 points)

DISTINCTIVE FEATURES

Because most characters in a superhero setting are deliberately distinctive, this Complication isn't very common in most *Champions* campaigns. A Distinctive Feature has to be *really* distinctive, and in a way that clearly inconveniences the character, to warrant a Complication.

HUNTED

Archenemies: A particular villain (or villain team) who represents everything the hero (or the hero team) strives against and fears (and vice-versa). (As Powerful, Frequent; 15 points)

Evil Foreign Dictators: Many comic book settings feature fictitious nations ruled by a ruthless dictator, with vast resources and sinister ambitions, who seeks revenge against any heroes who thwart his schemes. (More Powerful, Infrequent, NCI, Limited Area; 15 points)

Government Conspiracies: Shadowy cabals who either view heroes as a threat to national security, or want to recruit them for secret (and usually shady) missions. (As Powerful, Infrequent, NCI; 15 points)

Law Enforcement Agencies: Superheroes who find themselves on the wrong side of the law may end up Hunted by the police, the FBI, or government super-agencies like UNTIL and PRIMUS. (More Powerful, Infrequent, NCI; 20 points)

Master Villains: Master criminals capable of threatening the world make the most dangerous Hunters. Though usually too busy (and arrogant) to bother Hunting novice heroes, a hero team that defeats a master villain's plans draws perilous attention to itself. (More Powerful, Infrequent, NCI; 20 points)

Villainous Agencies: Enterprises like VIPER, who use super-technology for criminal activity, often Hunt superheroes; sometimes simply to get them out of the way, other times for more personal reasons. (More Powerful, Infrequent, NCI; 20 points)

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PSYCHOLOGICAL COMPLICATION

Broadcasts Intentions In Combat: A favorite of many megalomaniac villains (and more than a few grandiose heroes), the character can't resist announcing everything he's going to do (often allowing targets to react when they otherwise might not). "Tremble in fear as I blast you with my Nucleonic Bolt, MegaMan!" (Common, Strong; 15 points)

Code Of The Hero: The collection of personality traits that signify a character in the "comics code" superhero tradition, such as fighting fairly, respect for authority, protectiveness of innocents, willingness to help, bravery, and all-around heroism. (Very Common, Strong; 20 points)

Code Versus Killing: This character refuses to kill others, and actively tries to ensure he's not using lethal levels of force (starting at fewer DCs against unknown foes, and so on). (Common, Total; 20 points)

Honorable: Often similar to Code of the Hero, but more personalized (as defined by the player); typically, Honorable characters keep their word, value loyalty, and so on. (Common, Total; 15 points)

Hunting (Character): The flipside of *Hunted*. The frequency of this Complication matches the frequency with which the character Hunts his enemy. (Varies, Strong; 10+ points)

Needs To Prove Self: The character feels he needs to atone for some inadequacy, family shame, or past mistake. (Very Common, Strong; 15 points)

Noblesse Oblige: This character feels obligated, usually due to wealth or social status, to help those he views as "less fortunate" than himself (even if they don't see themselves that way). (Common, Strong; 15 points)

Novice Hero: A new hero might employ bad tactics, accidentally blurt out a teammate's real first name, or otherwise be out of his depth in the superhero world. Obviously, this is a Complication the character should change or eliminate over time, since no one remains a novice forever. (Very Common, Strong; 15 points)

Overconfidence: Despite his superpowers (or because of them), this character bites off more than he can chew in many situations. (Very Common, Moderate; 15 points)

Showoff: The character takes every opportunity to demonstrate his powers, shows off for crowds and cameras, chooses the flashy tactic over the effective one, and so on. (Very Common, Strong; 20 points)

SOCIAL COMPLICATION

Obviously, *Secret Identity* is overwhelmingly common in superhero games. Public Identity is also common, as are being Subject To Orders, or having some other harmful secret to protect (besides this true identity).

SUSCEPTIBILITY

This is a classic superhero Complication, far more common in the comic book genre than in any other. Examples include:

Alien Mineral: Radioactive debris from outer space, such as fragments of an alien hero's home planet. (Uncommon, 3d6 per Phase; 25 points).

Sensory Overload: Characters with superhuman senses may suffer harm when intense sensory input overloads them. (Very Common, Instant, 1d6; 15 points)

HEROIC ACTION POINTS

In addition to the normal uses (page 130), GMs might allow characters to use HAPs to perform unusual power stunts (similarly to the *Power Skill*). A character who both spends HAPs *and* uses Power successfully may have even greater effect.

SUPERHERO ARCHETYPES

The passage of over seventy years (since the superhero genre began) has seen ten character archetypes become iconic (with common variations within each one), and players often choose to emulate their favorite types when designing characters. Not all characters fall exactly under one of these types, and many characters contain elements of more than one type, but they're a useful tool for looking at common character abilities.

When discussing these archetypes, we're talking *only* about their powers and abilities, rather than their backgrounds or personalities. A player can create a unique character by combining nearly any sort of person/personality with nearly any sort of powers.

The archetypes below refer heavily to the Skill Sets, Power Sets, and Complication Sets (outlined earlier in the chapter) as a shorthand way of giving a general idea of the archetype's likely game abilities.

BLASTER

The *Blaster* might shoot force beams from his eyes, flamethrower-style fire from his fingertips, or countless other kinds of ranged attacks. The Blaster is possibly the most "wide-open" archetype, with almost any powers possible, depending on the character's conception and Special Effects. Tactically, Blasters usually provide "artillery support" for a superteam, and often allow the team to affect adversaries other characters cannot reach. The Gadgeteer, Mystic, Powered Armor, and Weaponmaster archetypes often include Blaster-like elements.

Blasters typically have attack powers based on one of the "___ Blaster" power sets discussed earlier in the chapter (Fire/Heat Blaster, Electricity Blaster, and so on). Most are effectively Bulletproof through clever use of their powers to protect themselves (generating force fields, barriers, and so on), and have Regional-level or better movement by propelling themselves with their powers.

Some Blasters also mix in attack powers from a related Special Effect (such as an Electricity Blaster having *Electro-Magnetic Pulse* from the Magnetic Blaster set), or also have miscellaneous powers associated with their main Special Effect (such as a Water Blaster with Aquatic powers or a Body Of Water).

Skills depend on character background, though Blasters who gained their powers by accident or experiment may be Scientific Geniuses in the associated areas. Achilles' Heels related to their powers are common (like an Ice Blaster who's Vulnerable to Fire/Heat attacks).

Sapphire (page 196) is a Blaster. *Witchcraft* (page 197) is a Mystic with Blaster-like elements, *Defender* (page 192) is a Powered Armor with Blaster-like elements, and *Arrowhead* (page 202) is a Weaponmaster with Blaster-like elements.

BRICK

A *Brick* is superhumanly strong, and almost always superhumanly durable. Versatile and tough, the Brick is probably the most common superhero archetype. Bricks are relatively easy to design and play, making them a good choice for gamers new to *Champions*. Tactically, Bricks often serve as a superteam's heavy hitters and damage sponges.

In addition to the subtypes below, the Martial Artist, Metamorph and Powered Armor archetypes often include Brick-like elements (especially the Titan subtype of Metamorph, which is essentially a subtype of Brick as well). *Ironclad* (page 193) is a Brick (Bruiser), and *Defender* (page 192) is a Powered Armor with Brick-like elements.

All Brick subtypes have Super-Strength. Brick subtypes include:

BRUISER

The "pure" Brick; an orange Bruiser with rocky skin inspired the archetype's name. The Super-Strength of the strongest Bruisers often marks the upper limit of the campaign's range of acceptable DCs. Nearly all Bruisers are at least Bulletproof (many are Nigh-Invulnerable), and Hard To Drop. Most have Extended Human or Regional movement abilities (usually Leaping and/or Running).

Skills depend entirely on the character's background.

A Bruiser often has an Achilles' Heel, or is a Bull In A China Shop. Low-INT Bruisers (especially villains) may have Anger Management Issues.

AQUATIC

In campaigns featuring sunken civilizations, natives may develop Super-Strength due to bodies evolved to withstand enormous pressures, and these dense bodies are at least Tough as well (usually Bulletproof). The classic Aquatic Brick is obviously Aquatic, and often Telepathic as well (though usually only with sea creatures).

Many Aquatic Bricks are Leaders in the undersea world, and also have the appropriate Perks. They're Undersea Dwellers, and may be considered Aliens.

GIANT

A character whose Super-Strength (usually Bruiser-level, or sometimes even higher) derives from his enormous size. He's typically Nigh-Invulnerable, especially against smaller characters (often buying extra PD and ED that only works against characters at least one Size Template smaller than he is). He's obviously anything but a Moving Target, but is typically very Hard To Drop, and has Extended Human-level movement (usually Running).

Skills depend on character background. Complications often reflect the difficulties of their size.

MARTIAL BRICK

A hybrid Brick-Martial Artist, this character tends to be faster and more skilled in a fight than a Bruiser, but not quite as strong and tough (such as a famous wall-crawling superhero). So he's typically not as Hard To Drop, but more of a Moving Target.

Skills and Complications depend entirely on the character's background.

MYTHIC BRICK

Mythological gods of strength or war, such as Heracles or Ares, usually have abilities close to a Bruiser or Martial Brick's. Mythic Bricks are usually Immortal, and they may have other Power Sets appropriate for their divine spheres of influence (such as Electricity and/or Sonics for a god of lightning/thunder).

Mythic Bricks are often Leaders, and may be Athletes and/or Hunters as well. If subject to a pantheon leader, they're Answerable To A Higher Authority, and Arch-Enemies from the same mythos are common. Some (especially war gods) have Anger Management Issues.

SUPERBRICK

More common in higher-powered campaigns, the SuperBrick combines Bruiser-level Super-Strength and Nigh-Invulnerability, and a Martial Brick's agility and combat skill, into one Hard To Drop package. Then he tops it off with Global-level movement (usually Flight), and often other powers too (such as Energy Blaster traits, Extended Senses, or even Superspeed).

Skills and Complications mostly depend on background, though the definitive SuperBrick is a Leader, Journalist/Reporter, and True-Blue Hero, with a Love Interest and a major Achilles' Heel.

ALTER EGO

Brick characters often have two completely distinct identities (one with superpowers and one without). Examples include a brilliant scientist who becomes a green Bruiser when angered, a doctor who uses a mighty hammer to take the form of the Mythic god of thunder, and a teenager who transforms into a SuperBrick by shouting a magic word.

GADGETEER

A *Gadgeteer* uses devices in place of actual superpowers (such as a laser gun instead of an innate laser blast, or a jetpack instead of self-powered flight). Tactically, Gadgeteers often "fill in the gaps" for a superteam, using the flexibility of their powers to provide the abilities the team needs most at the moment.

In addition to the subtypes below, the Martial Artist, Powered Armor and Weaponmaster archetypes often include Gadgeteer-like elements. *Black Harlequin* (page 203) is a Gadgeteer (Mr. Motif), and *Arrowhead* (page 202) is a Weaponmaster with Gadgeteer-like elements. Gadgeteer subtypes include:

TECHIE

The “pure” Gadgeteer; a gifted inventor, engineer, and/or scientist who uses his skills to design and build amazing technology. Some Techies use the same devices all the time for fighting crime, while others employ an ever-changing Bag of Tricks. Specifics vary widely; Techies most often resemble Blasters in their choice of powers, though similarity to other archetypes is possible, as is simply choosing assorted powers.

A Techie is generally an Electronics Wiz, and often a Genius, Computer Wiz, Grease Monkey and/or Scientific Genius as well. If he doesn't have Money of his own to finance his work, he may be Answerable To Higher Authorities. Many Techies began building their gear to compensate for physical ailments or infirmities, and therefore might have some kind of Physical Complication.

HOTSHOT PILOT (DRIVER/SAILOR/SPACEMAN)

This character uses one or more amazing vehicles to fight crime, and it's the vehicle that has “superpowers” rather than the character. The Hotshot is a Pilot, Sailor, and/or Wheelman (as appropriate); if he built the vehicle(s) himself, he also has Techie skills and Complications. If a Hotshot *wears* his “vehicle,” that's likely a better fit for the Powered Armor archetype.

MR. MOTIF

Some Gadgeteers center their designs around a style of gadgets (such as mirrors or radios) or around a theme (such as toys or a particular animal). In terms of abilities, Mr. Motif is essentially identical to a Techie, except that he's far more likely to use a Bag of Tricks, and less likely to use a standard set of equipment. Psychological Complications should reflect his obsession with his chosen motif.

MARTIAL ARTIST

A *Martial Artist* combines his natural physical prowess with extensive training and/or astonishing ability in martial arts, allowing him to compete with supervillains despite often having no actual “superpowers.” Tactically, Martial Artists often square off with enemies too evasive for other characters on the superteam to hit, or they use their specialized techniques like throws and grabs to “set up” targets for easy attack by their teammates. The Brick, Metamorph, Speedster, and Weaponmaster archetypes often include Martial Artist-like elements. *Green Dragon* (page 205) is a Martial Artist, and *Kinetik* (page 195) is a Speedster with Martial Artist-like elements.

A Martial Artist usually buys Martial Maneuvers, Extra Damage Classes, and Combat Skill Levels to get his attack capabilities to superhero levels (though some take HA instead, or rely entirely on CSLs). He's almost always a Moving Target, and typically Tough as well, with Extended Human movement. Some carry a Bag of Tricks like a utility belt or collection of ninja gear (usually to extend their combat capabilities or mobility), while others have assorted mystic abilities or *chi*-based powers. Their discipline makes many Martial Artists Mentally-Shielded.

Most Martial Artists are Athletes, with other skills depending on character background. Traditional Martial Artists often have Arch-Enemies in the form of enemy martial arts schools, styles, or other martial artists. Many have Psychological Complications reflecting Codes of Honor or Vengeance.

MENTALIST

The *Mentalist* features Mental Powers and similar effects deriving from the energy of the mind. Tactically, Mentalists frequently enjoy success over targets that are difficult to affect with conventional attacks, and their line-of-sight range makes them excellent “snipers.”

In addition to the subtypes below, the Martial Artist and Mystic archetypes often include Mentalist-like elements. *Esper* (page 204) is a Mentalist (Psionic), and *Witchcraft* (page 197) is a Mystic with Mentalist-like elements. Mentalist subtypes include:

PSIONIC

The “pure” Mentalist. Psionics almost always have Mental Blast, Mental Awareness, and are Mentally-Shielded. Frequently, Psionics are Telepathic, Empathic, and/or Psychic. Many are also Psychokinetic (see below). If their powers don't lend themselves to defense or movement, they often supplement their powers with gadgetry.

Many Psionics are Geniuses, and Experts or Scientific Geniuses in fields like Parapsychology and Psychology. Since people are often uneasy with the idea of Mentalists probing their minds or making them do things against their will, Psionics are often Mistrusted. If a Psionic is Telepathic, he often suffers Sensory Overload from “telepathic bleed” if there are too many unshielded minds nearby.

PSYCHOKINETIC

The Psychokinetic creates projections of physical force with his mind. He functions like a Telekinetic Blaster, but typically targets his powers via OMCV vs. DCV. His projections usually provide Bulletproof or better defenses, and Flight of Regional-level or better. Skills and Complications are similar to a Psionic's.

TELEPATH/PSYCHIC/EMPATH

Some Mentalists specialize in only one area of mentalism (Telepathic, Psychic, or Empathic). Specialists usually rely on devices (or teammates) for defensive or movement capabilities, since their powers don't really lend themselves to such. Skills and Complications are similar to a Psionic's.

CYBERKINETIC

Usually similar to a Telepath, but his powers affect machines or computers rather than people. Electrical or Magnetic Blasters may also exhibit Cyberkinetic abilities.

METAMORPH

A *Metamorph* is a shapechanger of some sort, altering his body's shape, dimensions, mass, or even its very nature. Tactically, the role a Metamorph fills depends entirely on what sorts of abilities his shapechanging grants.

Unlike other archetypes, there isn't a particular "pure" or "classic" Metamorph. The various subtypes differ widely from each other, and each has its own relation to other archetypes as noted below. *Shrinker* (page 206) is a Metamorph (Shrinker), and *Esper* (page 204) is a Mentalist with Metamorph (One Man Mob)-like elements. Metamorph subtypes include:

LYCANTHROPE

A Lycanthrope takes the form of some animal or animal/man hybrid (a werewolf being the classic example). Lycanthropes usually fight like Martial Bricks, adding HKA and Extended Human Senses. They're typically Tough and Can't Keep A Good Man Down, with Extended Human-level movement.

They're normally Athletes and Hunters, and may be Animal Trainers as well (at least with the animal type they morph into). Accidental Change is almost a given, and many have Anger Management Issues (at least in beast form), a Love Interest, and an Achilles' Heel as well.

MASS MANIPULATOR

A Mass Manipulator increases and/or decreases his mass and/or density. Density Increase typically simulates a mass increase, and the character typically gains Super-Strength, becomes Tough or Bulletproof, adds Knockback Resistance to make him hard to move, and so on. A decrease in mass generally entails Desolidification, and may have secondary effects like Flight or even Invisibility.

Skills depend on character background. Complications often involve the Mass Manipulator's powers, such as Physical Complications reflecting the difficulties of his state.

MENAGERIE

This Metamorph takes the form and function of other types of beings, such as a teenaged hero who changes into green animals. While animals are indeed the most common shapes for a Menagerie to assume, many others are possible (such as robots who become vehicles). While their metamorphosis usually involves both form and function, some Menageries do only one or the other, taking the appearance without changing abilities, or the abilities without changing appearance.

They typically change via Multifunction, though some use Shape Shift and additional Powers to simulate the abilities of the forms they morph into. Their combat capabilities depend on the forms they assume (an elephant form is Brick-like; a tiger form is Martial Artist-like, and so on). Skills and Complications depend on character background, and often change when changing their shape (acquiring the traits of whatever they turn into).

MIMIC

A Mimic assumes the appearance of other people (usually via Shape Shift, often with the Imitation Adder), and sometimes their abilities (typically via a Variable Power Pool with the Mimic Pool options; see page 123). If they only change appearance, many Mimics double as Gadgeteers or Martial Artists to protect themselves. If they take on their targets' abilities, obviously their combat capabilities depend on their targets.

Mimics are often Actors, Infiltrators, Observers, Smooth Talkers, and/or Spies. Complications depend on character background.

ONE MAN MOB

Some characters split into multiple people, thereby assuming many forms at once (typically via Duplication), such as a far-future heroine who splits in three, or a psychokinetic who creates a "spectral form" separate from himself. The forms may have other powers as well (depending on character concept); if not, they may double as Gadgeteers or Martial Artists to protect themselves. The various members of the "mob" are often (though not always) Telepathic with each other, and/or excel at Teamwork.

SHRINKER

The Shrinker can reduce his size, sometimes to microscopic levels. This entails Shrinking of course, and often includes secondary abilities like Extra-Dimensional Movement, Healing (micro-medicine), Microscopic Vision, Desolidification (walking between molecules), extra HA from growing into punches, and so on. In the sense of favoring precision attacks over raw power, Shrinkers tend to fight like Martial Artists, even if they don't actually have the Martial Arts skill, and are typically Moving Targets.

Shrinkers tend to be good Infiltrators (for obvious reasons), and many are Scientific Geniuses responsible for the development of their own powers. Complications often reflect the difficulties of their size.

STRETCHER

This character can stretch his body great distances, like a famous fantastic genius, or an elongated detective. A Stretcher is Malleable, and his rubbery body can make him Tough (or even Bulletproof), and often Hard To Take Down as well. They usually have Extended Human-level movement, typically via long-legged Running or bounce-Leaping, though some can actually take Flight (or at least Gliding) by morphing into aerodynamic shapes. Many Stretchers use Martial Arts to simulate some of the combat "tricks" their malleability allows (Grabbing with higher STR by wrapping around, oozing out of enemy Grabs, and so on). Some Stretchers can contort their shapes enough to allow Growth or Shrinking.

A Stretcher's flexibility often makes him an Athlete or a Prestidigitator; other skills depend on character background. Since their powers usually stem from accidents or experiments, many Stretchers have Achilles' Heels or Dependences related to their origins.

TITAN

A Titan uses Growth to assume larger size, allowing him to temporarily become the Giant subtype of Brick (see above). Skills depend on character background, though many Titans are Scientific Geniuses responsible for the development of their own powers. Complications often reflect the difficulties of their size, though usually at less value than a Giant's (since a Titan can turn the effects off).

Champions — Superhero Roleplaying

MYSTIC

Mystics are characters whose powers revolve around using magic or having a magical nature, such as supreme sorcerers or Lords of Order who protect the Earth from arcane threats. Since “magic” as a Special Effect encompasses such a broad range of potential powers, Mystics usually resemble or cross over with other archetypes mechanically, and fill the tactical niche appropriate for those archetypes.

Most Mystics are Occultists, and often Experts in related areas as well (like History, Mythology, or Religion). Mystics are frequently very Perk-oriented, commonly using Access (to occult sites or resources), Contacts or Favors (for spirits, demons, or other mystics), Followers (such as animal familiars or magical constructs like golems), Reputation (as a mystic defender of the Earth), and secret Bases (hidden sanctums and occult libraries).

A common comic book trope holds that meddling with magic always has consequences, and the Complications for any type of Mystic typically reflect that. They’re often Hunted by unusual enemies like demons or dimensional overlords (or Hunt such enemies themselves [Psychological Complication]), they may have Achilles’ Heels like the touch of iron or holy ground, they might be a magnet for weird events (Unluck), or their mysterious powers and personalities may simply make them Mistrusted.

Just about any other archetype can cross over with the Mystic, and such crossovers essentially make up the Mystic’s “subtypes” as follows below. They’re usually designed like characters of the other archetype, with Mystic touches included.

SORCERER

The “pure” Mystic, a Sorcerer generally resembles a superhero Blaster more than a fantasy wizard. Sorcerers frequently cast their spells with grandiose hand-waving and alliterative incantations, or study their mystic tomes in search of strange new magics, but as often as not, these effects are just for show (they don’t *necessarily* indicate Limitations like Gestures, Incantations, or Requires A Skill Roll, though they can if appropriate).

There are two important differences between the Sorcerer and the Blaster (in addition to the magical Special Effects). One, the Sorcerer’s powers are usually broader; he may manipulate many elements instead of just one, or have a Variable Power Pool for creating a huge variety of spells instead of a Multipower with a more limited assortment of attacks. Two, he often has more unusual powers than a typical Blaster, featuring spells for Transform, Teleportation, Extra-Dimensional Movement, Summon, Desolidification, and so forth.

Witchcraft (page 197) is a Sorceress, with some Mystic Mentalist-like elements as well.

Mystic Brick: A Super-Strength character whose powers derive from magic, such as a golem or a monster. The Mythic Brick subtype of Brick is also a Mystic Brick, in most cases.

Mystic Gadgeteer: This character functions similarly to a Techie Gadgeteer, but his devices are magical in nature, and he’s usually an Occultist rather than some kind of technological wiz.

Mystic Martial Artist: Practitioners of eastern mysticism often study martial arts, and many traditional Martial Artists study their skills almost as a mystic discipline. Disciples of mysterious Himalayan monasteries and the like frequently seem like Mystics and Martial Artists in equal measure.

Mystic Mentalist: While many Mystics include Mental Powers among their spells of illusion or domination, some focus on such effects so heavily that – although their background and Special Effects are magical – they play mechanically just like Mentalists.

Mystic Metamorph: Virtually any kind of Metamorph could have magical origins or Special Effects, and spells of shape-changing could enable Mystics to fill similar roles.

Mystic Powered Armor: While not “Powered Armor” in the usual sense of the phrase, some comic books feature superheroes armed with magical armor, weapons, winged mounts, and so forth, which provide them with very similar powers to the Powered Armor archetype.

Mystic Speedster: A mythic figure known for speed, such as Hermes or Rabbit, could gift the character with mystic superspeed powers (or the character could *be* such a figure; a Mythic Speedster, akin to the Mythic Brick). Magical creatures like vampires are also known for speed, or Sorcerers could cast spells to hasten targets or manipulate time itself.

Mystic Weaponmaster: A weapon of legend with magical properties could be particularly fearsome in the hands of a Weaponmaster.

POWERED ARMOR

Essentially a variant form of Gadgeteer, the *Powered Armor* hero integrates all his devices into one gadget: his suit of powered armor. If he designed the armor himself, he’s similar to a Techie. If he just operates it, he’s similar to a Hotshot Pilot.

The classic Powered Armor usually includes Super-Strength (often at a slightly lower level than a “true” Brick), Blaster capabilities (usually Energy, Electricity, and/or Telekinetic/Force), Bulletproof or Nigh-Invulnerable defenses (often including less common defenses like Flash Defense and Power Defense), Continental-level or faster movement (typically Flight; sometimes several modes of movement), and High-Tech Senses.

Defender (page 192) is a quintessential Powered Armor.

SPEEDSTER

The *Speedster*’s powers are based around movement (usually at high velocities), and he often has extremely fast reflexes too (such as a scarlet speedster who moves from place to place in a flash). Tactically, they usually fight in HTH combat, or use their great speed to rescue bystanders or aid teammates as needed. The Martial Artist and Weaponmaster archetypes often include Speedster-like elements (the “fast reflexes” aspect of the archetype more so than the movement powers). *Kinetik* (page 195) is a classic Speedster.



Speedsters often use maneuvers like Move By and Move Through (or even Martial Arts with a “superspeed” Special Effect) to take advantage of their velocity while attacking. They may have additional powers based on how they can affect the environment around them by moving so quickly, such as Air/Wind Blaster or Sonic/Vibration Blaster abilities. Speedsters are the ultimate Moving Targets, and frequently have Global-level movement powers, such as running fast enough to cross water or run up buildings (Flight, must touch a surface).

Often, Speedsters have many powers that are applied aspects of moving at hyper-speeds, such as *Rapid* Senses, the ability to clean a house in an instant or search a building in a Turn (Skill Levels to counteract penalties for performing non-combat tasks faster than normal), to move so quickly he can't be seen (Invisibility), or even to vibrate so fast he becomes out of phase with reality (Desolidification). Alternately, similar effects might result not from the Speedster literally speeding up, but from Time-based powers that make him *seem* faster because he's out of phase with the time stream, or slowing the world around him down somehow.

Many Speedsters are Scientific Geniuses whose own work culminated (deliberately or accidentally) in acquiring their amazing powers. Complications often involve the problems of hyperspeed, such as an accelerated metabolism (Dependence on food) or impatience with the slow world around him (Psychological Complication).

WEAPONMASTER

The *Weaponmaster's* signature power is essentially OCV – his astonishing skill with a particular weapon of choice, such as a super-archer with hawk-like eyesight, or a character who's a dead-on shot with a gun. Weaponmasters are often very similar to Martial Artists (especially masters of HTH weapons), and indeed, they frequently purchase Martial Arts. Tactically, a Weaponmaster often serves as a superteam's combat expert and tactician, usually favoring precise application of effect over lots of dice of raw power. The Blaster, Gadgeteer, Martial Artist, and Speedster archetypes often include Weaponmaster-like elements. *Arrowhead* (page 202) is a Weaponmaster.

Some Weaponmasters feature a relatively straightforward weapon, built with one or two simple Attack Powers (usually RKA, HKA, HA, or Blast). Others (usually Ranged Weaponmasters) use a bewildering array of ammunition types in a Multipower, almost like a Gadgeteer, some of which are weapons, and some of which perform other functions (like attaching swinglines). Weaponmasters typically rely on equipment to provide defensive and movement capabilities, though many have Extended Human Senses.

Skills depend on character background, though many Weaponmasters are Athletes and/or Hunters. Complications depend on character background.

PLAYING COMIC BOOK CAMPAIGNS

POINTS AND POWER LEVELS

CP TOTALS

Most *Champions* games are “Standard Superheroic” campaigns, with characters starting at 400 CP and required to take 75 points in Complications. The *Champions Universe* defaults to a Standard Superheroic campaign level. Experience Points allow characters to develop over time, and the Standard Superheroic guidelines give them room to grow.

This generally results in superheroes who are balanced for game purposes, and comparable in effectiveness to many well-known comic book superheroes *early in their careers*. Such campaigns are typically regional in scope, with the PCs among the most important heroes in a large metropolitan area.

Games set in a smaller city or neighborhood, or featuring young superheroes or the like, might start at lower totals. Likewise, campaigns intended to be larger in scope, with worldwide (or even galaxy-wide) threats the norm, would start at higher CP totals.

Campaigns where the PCs have few (if any) actual “superpowers,” simulating comic books about two-fisted mystery men, brutal urban vigilantes, specially-trained elite soldiers, or the like, might not be Superheroic campaigns at all. Such games might use the Heroic rules, for a grittier, more “realistic” feel than most superhero settings.

See *Superheroic vs. Heroic*, and *Starting CP* (page 9) for details.

CP TOTAL CONSIDERATIONS

Though the particulars differ depending on what characters choose to spend their CP on, some generalizations typically hold true about the effect of different CP totals on the campaign feel. Consider these when deciding what sort of *Champions* campaign you want to run.

More Power: The most obvious effect of characters having more CP is a higher power level. Attacks tend to be more dice, average defenses are higher, and so on. Perhaps most significantly, the difference between superpowered characters and the rest of the world gets wider.

Narrowness of Focus: Characters with fewer CP tend to concentrate those CP in fewer areas. As characters have more CP to spend, they not only get more powerful as described above, they also become more flexible, since they have CP to devote to secondary abilities, greater options, and so on.

Speed of Play: The more options characters have, and as higher CP totals enable more complex character designs (with large Power Frameworks and such), play tends to slow down. There are more dice to roll and count, more decisions to make, and so on.

Scale of Threat: More powerful heroes require bigger threats to challenge them (influencing the type and power level of enemies the GM must provide), and it’s harder for them to justify focusing on local crime if they’re worried about the next world-conqueror (influencing the sort of adventures the campaign encourages). This isn’t a problem *per se*; just be sure you match the CP totals to the campaign scale you desire.

Player/GM Experience: Because characters in high-powered games can do so many different things, such games tend to require greater familiarity with the rules. Players and GMs first starting out with *Champions* should consider choosing the Standard or Low-Powered Superheroic campaign types.

CREATING CHAMPIONS CAMPAIGNS

Before running superhero adventures, you need a superhero universe to place them in. This section touches on several key questions players and GM should consider when setting up their campaign setting. If using a pre-existing setting such as the *Champions Universe* (also published by Hero Games) or another well-known superhero universe (like those of the “big two” comic book companies), some of these decisions may have been made already (though of course you can adjust existing elements to your liking).

CAMPAIGN TONE

The overall “feel” of a campaign is known as its “tone.” Considerations include:

Morality: Is good vs. evil clear like the difference between Black-and-White, or does it consist of muddied Shades of Grey? In a Black-and-White campaign, villain motivations are usually selfish or delusional; authority figures are usually good; victories tend to be complete; and superheroes rarely need to second-guess themselves.

In Shades of Grey games, things are much less clear. Villain motivations may be only one step away from heroic; authority figures may be good, bad, or somewhere in between; victories are often compromised or incomplete, and heroes are frequently visited by guilt or doubts.

Of course, a campaign could also be in between, such as a game where morality isn’t *totally* Black and White, but it’s *generally* pretty clear.

Realism: Most superhero comics (and most *Champions* campaigns) tend to be inherently Unrealistic. Increased Realism, including such factors as Shades of Grey morality and using the Heroic game rules, tends to create a darker, “grittier” feel to the world. While that’s essential for some comic book settings, superhero comics usually present the world as a more fantastic place.

Outlook: Are the characters making a positive difference in the world, and do they suffer for their efforts? If they make a difference and don't suffer, the outlook is Very Positive. If they make a difference, but do suffer, the outlook is Positive. If they don't make much of a difference, but also don't suffer, the outlook is Negative. (If they make little difference and suffer anyway, the outlook is Very Negative.) Most superhero campaigns tend to be Positive or Very Positive, while other comic book styles range from Positive to Negative.

SUPERPOWERS

Several questions arise concerning superpowers in the campaign setting, including:

Emergence: When did superpowers first manifest? Was it tied to some pivotal event, real (such as the development of nuclear weapons or the 1908 Tunguska event) or fictional (such as a dimensional rupture or alien invasion)?

Sources: What sorts of ways can characters gain superpowers? Possible broad examples include Alien Species, Extra-Dimensional Energies, Genetic Manipulation, Magic/Mysticism, Mutation, Psionics, Rubber Science, The Supernatural, or Training. Are any of these unavailable (or mandatory) in the campaign?

Frequency: How many supers are there? What percentage of them don costumes, and what's the proportion of heroes to villains among those? Are superhumans more common in some places than others? Are superpowers becoming more common? Less? Staying about the same?

SUPERS AND SOCIETY

How does society generally view superhumans? Are they idolized, vilified, or something in between? Does it vary depending on the nature or source of their superpowers (such as genius inventors showered with praise while mutants fear for their rights)? How do supers influence the pop culture? Are there TV shows, movies, or comic books about real – or fictional – heroes or villains?

SUPERS AND THE LAW

How has the law reacted to superpowers? Is it mostly silent on the subject, or have there been landmark rulings on key issues? For example, does use of Mind Control violate the Thirteenth Amendment's prohibition of slavery? Is information gained via Telepathy admissible in court? Can superheroes testify in secret identity, or must they reveal their true names to the world (or at least the authorities)?

SUPERTEAMS

Champions campaigns typically simulate team comic books, rather than solo titles. Issues to consider include how and why the individual characters decide to form a superteam, whether the character origins should relate to the team's somehow, what to name their superteam, whether the team should have Perks like a headquarters or vehicles, how government and law enforcement view the team, and so on.

THEME CAMPAIGNS

Some campaigns revolve around a theme, coloring the type of PCs they feature, the sorts of adventures those PCs have, and so on. Possibilities include:

All-Alien: The PCs are all aliens (perhaps all the same race; perhaps not), who find themselves on Earth for some reason, and use their nonhuman powers to protect the inhabitants of this world.

All-Martial Arts: Every PC has a distinctive martial arts style, superpowers have “martial arts” Special Effects, and the game plays like a wild Wuxia movie.

All-Mercenary: Getting away from “superheroes,” perhaps the PCs are all superpowered bounty hunters, bringing in fugitive supervillains for pay, or specialists who take on dangerous missions for hire.

All-Monster: Similar to the All-Alien campaign, but perhaps the PCs are all benevolent monsters, seeking to protect humanity from even more powerful supernatural forces, while avoiding monster-hunters who mistrust their motives.

All-Monster-Hunter: The opposite of the above; perhaps most evils facing the world are powerful monsters, and the virtuous PCs hunt them down (for destruction or cure).

All-Mystic: All the PCs study magic in some form, and their adventures revolve around The Mystic World (and protecting humanity-at-large from it).

All-Patriot: The hero team is a national superteam, and the PCs feature powers based on national folklore, or costumes based on the nation's flag, and so on. Adventures typically involve opposing the superteams of enemy nations or the schemes of disloyal citizens.

All-Sci-Fi (*Galactic Champions*): Often set in Earth's future, the sci-fi elements of the setting represent the unifying theme. Power levels tend to be high, and the campaign typically features numerous aliens (especially alien PCs), immense scope, space gods, cosmic villainy, time travel, and the mysteries of the universe.

All-Teen (*Teen Champions*): The PCs are all young supers (usually teenagers), often still growing into their powers. Adventures (or at least subplots) usually highlight young people's issues, such as lack of freedom, teen angst, academics, peer pressure, and so on.

No-Superpowers Mystery Men (*Dark Champions: The Animated Series*): Although they feature costumes, secret identities, and superhero morality, the PCs don't have any literal superpowers (in the Special Effect sense), using intensive training and cool gear instead. *Dark Champions: The Animated Series* campaigns sometimes use the Heroic rules options.

No-Superpowers Vigilantes (*Dark Champions*): Usually dispensing with most superhero morality and other tropes like flashy costumes, these PCs are more “realistic” action-adventure protagonists, facing drug kingpins, corrupt politicians, arms dealers, street criminals, and so on. *Dark Champions* campaigns almost always use the Heroic rules options.



SUPERHERO PHYSICS

Superhero-world physics generally differs from real-world physics in a few important ways. These include:

A Good Explanation Is More Important Than Scientific Accuracy: Quasi-scientific babble that sounds cool is much more important than actual plausibility. You say a bolt of lightning struck a shelf full of forensics chemicals, resulting in the ability to run at the speed of light? Sounds good!

Characters Ignore Inconvenient Science: Speedsters don't burn up from the friction they generate, don't destroy the surfaces they run on, and can still hear when moving at supersonic speeds. The building doesn't fall apart when the Brick picks it up. And so on.

Extra-Dimensional Mass: If a player has no better explanation for where mass comes from or goes to for Special Effects that involve mass changes, assume it comes from/goes to an alternate dimension of reality. This explanation can explain a lot of other effects too, if properly tailored.

Physical Laws Are Universal, Not Multiversal: The universe next door may have very different "universal laws of physics" from this one.

Size Alteration Does Not Impair Function: Superhumans with Shrinking are still just as strong, characters with Growth don't collapse under their own weight due to the square-cube law, and so on.

RUNNING CHAMPIONS CAMPAIGNS

Here's some general advice and issues to consider when running *Champions* campaigns.

COMIC BOOKS VS. GAMES

The character types and genre tropes discussed below are common in the comics, but they only work there because the author completely controls the story. In a roleplaying game (where the GM and players split control), they don't work as well.

TYPES OF CHARACTERS

All Attack, No Defense Guy: Some superpowers seem entirely offense-oriented in the comics, with no defensive applications. In a game, PCs need an appropriate balance of attacks and defenses so they can stay in combat for a reasonable amount of time (getting Knocked Out to GM's Option on Phase 12 makes for a boring game session).

Invulnerable Man: Characters virtually impervious to harm cause problems in games, because making adventures challenging for them means scaling up villains' attacks (making them *too* challenging for other characters). A character can be tough, but the villains should at least be able to affect him with attacks that won't also pulverize his teammates.

The Artful Dodger: The character so agile or quick that he never gets hit is a staple in the comics. In a game, too little durability spells near-certain doom. The easiest solution is adding defensive abilities with a Special Effect of "Just Missed Me!" or "It's Only A Flesh Wound!" Combat Luck and Damage Reduction serve this purpose particularly well.

SEPARATING THE CHARACTERS

In a scripted comic book, no players sit around getting bored when an action scene involves only half of the superteam; in a *Champions* session, that's a distinct possibility. Here are some ways to avoid this:

When Only One Group Has Combat, Make It Fast: Fight scenes before the climactic one usually involve minions and lieutenants instead of the main bad guys. Let the heroes defeat them quickly and get on with the rest of the adventure.

Run Plausibly-Concurrent Combats: Often, you can contrive things so that each part of a divided group encounters some minor skirmish at roughly the same time. Run them as a single combat, even though they take place in different locations in the game world.

Whenever Possible, Get The Group Together First: If you see a situation emerging that will soon lead only some of the characters into combat, try to find a way to reassemble the team before that point. Returning heroes can arrive a little sooner than their movement powers strictly allow, the bad guys' plans might encounter a slight hitch that delays their timetable a bit, an arrogant villain could waste some time monologuing, and so on.

INABILITY TO COMMUNICATE

In the comics, heroes' inability to easily compare notes can help maintain tension, and lead to dramatic "reveals" when they finally put their heads together. But in a game, inability to exchange routine information typically just leads to frustrated players.

Champions campaigns usually work best if the PCs develop a convenient means of communication, such as team radios, cell phones, or a team telepath with an appropriate Mind Link power. If drama truly calls for it, you can always find a way to sever the characters' communications (and it'll be all the more dramatic for its rarity).

PERPETUAL ENABLING DEVICES

Comic book and Science Fiction stories feature some world-altering *enabling devices* (anything that allows exploration of a story not normally possible), including time machines, extra-dimensional portals, faster-than-light spacecraft, body-switching magical spells, and so forth. In fiction, the characters often seem to forget about any resource at their disposal that the author thinks will short-circuit the plot.

In a game, players will (quite reasonably) want to avail themselves of any resource that might help their characters succeed. When effects originally meant to serve only as enabling devices come under player control, this presents a problem.

The easiest way to deal with it is to avoid it; don't let the enabling device get into the players' control in the first place (the final time-jant fries the time machine; the fleeing villain destroys the dimensional portal as he crosses through; and so on). Of course, if your players are mature enough to accept that such things are only meant as occasional plot devices, and you trust them not to misuse them, all is well.

CREATING AND RUNNING ADVENTURES

All adventures need to include an Antagonist and a Plot. More complex adventures also include Subplots. Some adventures add a Theme.

ANTAGONIST

As you create adventures, remember two things....

First, the villain of an adventure isn't *necessarily* villainous, evil, or even selfish; technically, he's the "antagonist" rather than the "villain." Whatever his usual outlook or his role in the campaign, his job *in the adventure* is to set into motion a series of events that cause superheroes to oppose him for some reason.

Second, the adventure should reflect the personality stamp of its antagonist. This doesn't mean it should be obvious from the first moments which antagonist is responsible for which events – only that what's going on should ultimately be characteristic of the villain's personality (alien invaders don't usually rob banks, for example).

PLOT

The standard plot for any story, which sounds simple but is infinitely versatile, consists of three phases. One, get someone in trouble; two, get that someone in more trouble; three, get that someone out of trouble.

The basic framework for an adventure includes three points as well:

1. **The Antagonist's Goal.** Obviously he wants to accomplish something. What is it?
2. **How He Plans To Achieve The Goal.** The means to his end, however simple or complex. What are they?
3. **Where It Goes Wrong (aka The Plot Hook).** If the villain's plan had worked, he'd have achieved the goal without the getting the PCs' attention. So how and when *does* it come to their attention?

With these elements in place, you can predict how the interaction of the antagonist's plot and the PCs' actions will go. Of course, your "prediction" about how the PCs react and how the adventure unfolds is likely to be incorrect in some respects – the only universal constant in gaming is "the players never do what you expect them to do" – but you can usually make some pretty safe assumptions (or at least prepare an "event tree" listing the major options of how the story develops based on player choices).

Nevertheless, you should always be prepared to react to the unexpected and take the story in a new direction. In fact, some GMs prefer *not* to "predict" too far beyond the villain's motivations and the adventure's basic framework, believing that reacting to events as they unfold helps them avoid "railroading" the players into the anticipated paths.

SUBPLOTS

A subplot is one of any number of secondary sets of events that take place around (or parallel to), and sometimes interact with, the adventure's main plot. A subplot can begin or end without regard to where main plots begin and end.

Thus, subplots are one of the things that help define a campaign. They twine from adventure to adventure rather than being confined to specific storylines, providing the campaign with a sense of continuity.

Subplots can involve entire superteams, or just one or two PCs at a time. They often relate to a character's personal goals (such as a romantic interest) or Complications (such as a Hunted that doesn't involve the hero's allies).

It's sometimes useful to keep a record of a campaign's subplots, and review it when planning adventures, looking for opportunities to weave a subplot into the story. This also allows foreshadowing future adventures (especially when a subplot suddenly takes center stage). The players' sudden realization of foreshadowing coming into play can be one of a campaign's most memorable moments.

THEME

A theme is a subject that a story tries to explore in a meaningful way. The story's theme can normally be expressed as a sentence or question, such as, "Does a combination of power and lack of consequence cause people to abuse that power?" or "Acts of vengeance also destroy the avenger."

The theme should be something that has a significance to one or more of the PCs – else why explore it? So you should make sure that it relates in some way to one or more personality traits of the PCs.

Even the most theme-friendly GM doesn't want to use them all the time, since players don't always like being "preached" to (even subtly). But with judicious application, themes give stories greater significance, and can sometimes make them more memorable experiences.

VILLAINS

Every good villain should have a self-image that doesn't include the word "villain." Every villain, no matter how reviled by the rest of the world, firmly believes that his actions are correct (or at least has a set of excuses that convince him his actions have been inevitable).

LEVELS OF VILLAINS

Villains in a *Champions* campaign occupy one of several ecological niches.

Gangsters & Hoodlums: Low-level criminals – superpowered or not – good for threatening NPCs or providing heroes with easy encounters that might serve other purposes (such as dropping clues for later in the adventure).

Henchmen: As above, but they regularly work for more charismatic or organized villains. They're usually no match for the heroes individually, but might be en masse.

Independent & Freelance Villains: Villains who pursue their own agendas, or hire out their skills to other villains only temporarily. Similar in power level to the PCs, with well-defined personal goals, motivations, and personalities.

Lieutenants: As above, but serving in leadership roles in the organizations of more charismatic or organized master villains; they are to independent/freelance villains as henchmen are to gangsters/hoodlums. Lieutenants should be fully-developed and distinctive characters, similar in power level to the PCs.

Master Villains: Adversaries with definite plans and the means to carry them out if they aren't stopped. A master villain usually wants to change the world in some way, such as taking it over (or at least some substantial part of it), enslaving or destroying its populace, or transforming it into the gateway to Hell. Even more than other characters, a master villain needs distinctive and memorable mannerisms, style, powers, goals, and so on.

Master villains are usually built on far more CP than the PCs, allowing one master villain to stand toe-to-toe in combat against an entire superteam. However, for some master villains, the true threat stems from their intellect, charisma, or madness, and the challenge lies in thwarting their schemes. (Beating them up at story's end is the easy part.)

VILLAINOUS AGENCIES

Many superhero settings feature large organizations of criminals (some superpowered, but mostly physically-normal "agents" in costume-like uniforms with outlandish equipment), devoted to comic book villain sorts of goals, and filling roughly the same niche as a master villain. Examples from the *Champions Universe* include VIPER and DEMON. Here are some things to consider when creating such agencies:

History & Goals: How and when did it start? What are its aims? Have those aims evolved over time? Are the goals as presented to the rank-and-file members its *true* goals, or does the leadership have a hidden agenda?

Structure & Organization: Is there a hierarchy under a single all-powerful leader? A network of allied groups or loosely-connected cells? A vast family, linked by ties of blood and marriage? A shadowy conspiratorial cabal or religious cult?

Methods: Does the organization rely on super-technology (like the typical comic book villainous agency)? Or does it use other means, like information gathering and blackmail, political maneuvering, or magical influence and mind-control?

Resources: How much money, men, and materiel can this mob muster? Does it have a network of hidden bases or a single headquarters? Does it have any superpowered members, or typical agents only?

AGENTS IN COMBAT

Combat between supers and agent-types has a different dynamic than super-on-super battles. Typically, the agents must outnumber the PCs to make the encounter challenging; agents should be no match for PCs one-on-one.

Agent battles usually rely on tactics over raw power. Agents get the drop on the heroes through catching them by Surprise. Slower agents hit the faster PCs via Multiple Attackers bonuses. Agent weapons affect tough PCs by several agents Coordinating their attacks with Teamwork.

Villainous agents are also notorious for distractions and trickery. Common tactics include causing chaos in some populated area to draw attention away from a criminal operation nearby, threatening bystanders or taking hostages when the battle turns against them, or even setting up trigger-happy heroes by sticking a normal guy in a garish super-costume, and waiting for the gung-ho PC to blast him into smithereens (on camera, of course).

VILLAINOUS ARCHETYPES

Several well-known villain archetypes have arisen over the years. They include:

Animal: A giant, mutated, or sentient version of some creature, often driven mad by the process, or with a grudge against humanity.

Avenger: A seeker of vengeance for some real or imagined slight.

Cultist: A believer in some theology that's not in the world's best interests.

Creator: A builder of things that move around and cause trouble, such as robots, genetically-engineered life forms, undead minions, or killer diseases.

Hero With A Different Agenda: A sort of anti-hero that the PCs oppose but often have some sympathy for, such as a "steal from the greedy and give to the needy" type, or a judge, jury, and executioner vigilante.

Mercenary: A superpowered hired-gun, some with strict ethical codes, some not.

Prankster: A joker who endangers others (or just annoys or inconveniences them) for his own amusement.

Puppet: A henchman or lieutenant who's completely controlled (by love, blackmail, mind control, or other means) by the villain he follows.

Ravager: A nihilist who wants to destroy the planet, kill everyone, or accomplish some similarly apocalyptic goal.

Ruler/Conqueror: A power-hungry megalomaniac who wants every knee to bend to his rule.

Sadist: A person who inflicts pain (physical or emotional) for his own enjoyment.

Scammer/Grifter: A con-man with superpowers; similar to the Thief (below), but one who persuades others to give him their valuables, rather than taking them.

Thief: A greedy sort who uses his superpowers for illicit gain (usually by stealth, rather than force).

Thug: A bully who uses his powers as an enforcer for a brainier criminal.

Transformer: A bad guy with powers that allow him to turn things into other things – most commonly people into things they don't want to be.

RUNNING SUPERVILLAINS

MATCH THEM AGAINST THE HEROES

Entertaining super-battles involve closely-contested fights; easy wins and crushing defeats aren't much fun. So compare the attacks and defenses of your villains against those of the PCs, to get a sense of how many attacks each can sustain before being defeated.

TEAM-FIGHTING VILLAINS

A villain intended to fight whole a PC superteam presents an interesting design challenge. His attacks should be fearsome, but probably not quite enough to drop a PC with a single shot. His defenses should allow him to withstand many PCs attacks before falling, but not be *so* high that the PCs can't affect him at all. Damage Negation and Damage Reduction (especially the latter) are particularly useful in this regard.

VILLAIN TACTICS AND ESCAPE OPTIONS

Generally, intelligent villains should concentrate attacks on one or two PCs at a time, turning their attention to others only when the first ones are down, because attacking each PC in turn “round-robin” style tends to allow them to Recover damage faster than villains can dish it out. Most villains also employ contingency plans intended to help them escape if a plan goes wrong, though such plans don't always work (and less-intelligent or more-arrogant villains may not give them adequate consideration).

CHOOSING THE FIGHT CIRCUMSTANCES

Since heroes often take the active role in campaigns, they frequently determine when and where confrontations take place. To keep this from *always* tilting circumstances too far in the heroes' favor, try the following tactics:

Force The PCs' Hand: If the superteam spends too much time information gathering on the villain's base, or plotting out the perfect ambush, compel them to act or have the plot march along without them. Perhaps the villain threatens a DNPC, commits another crime, or even discovers the heroes planning against him and ambushes *them*.

Villains Aren't (All) Dummies: Supervillains could set things up so anyone not wearing some hidden transmitter gets attacked by defensive weaponry, or the base is flooded with an invisible gas that all the bad guys routinely get the antidote to. Villains caught unawares once are especially unlikely to make the same mistake again.

Villains Can Have Danger Sense Too: They can also deploy shielded sensors, use hidden lookouts, or even employ spies on the superteam's staff.

THREE-DIMENSIONAL VILLAINY

Try to make a villain's personality complex and real, not a caricature. Consider his Psychological Complications, and why his criminal career seems reasonable to him. Also consider the heroes' Psychological Complications, and how they conflict, contrast, or even agree with the villain's, and have him use that knowledge to his advantage as he discovers it.

Remember, too, that not all villains do nothing but villainous deeds day in, day out, and they can connect to the PCs' lives in other ways. An otherwise-villainous inventor might develop some new device or procedure that's actually beneficial to humanity. A villain could be a well-known actor, musician, businessman, politician, or even philanthropist. He could be a sibling, a parent, or even a spouse of a PC.

COMING BACK FOR MORE... MOSTLY

The recurring villain is one of the best-known features of the superhero genre (see *Cockroach Durability*, page 169). So to some extent, bad guys coming back to hatch more diabolical schemes is expected, even if they previously seemed well and truly defeated.

But don't *over*-play this trope. Remember the difference between a foe your players “love to hate,” and one they're genuinely ready to see gone. Also, permanent removal of a supervillain threat can give your players a sense of accomplishment, and that they're really making a difference in the world (see *Outlook*, page 185).

LIMITING AND DISTINGUISHING THE PLAYER CHARACTERS

The best and most flexible guideline ensuring reasonable PCs, ones that fit the campaign and balance well against each other and their adversaries, is the GM himself. There's no true substitute for clear communication between GM and players, and a group where everyone wants to cooperate in having fun and creating exciting stories.

Nevertheless, in some campaigns the GM finds it helpful (or necessary) to establish numerical guidelines that govern the character creation process. Here are some common approaches:

Point Cap: The GM sets a limit on the number of points a character can have in any single power. Typically, a Point Cap applies to Active Points, but you could cap Base Points (or even Real Points) instead. For example, a Point Cap might establish a ceiling of 75 Active Points in an individual power.

Power Level Cap: Rather than capping points, the GM caps Game Elements, such as Damage Classes, CVs, SPDs, Skill Rolls, defense totals, and so on. For example, a Power Level Cap might limit attacks to no more than 15 DCs.

Rule of X: The GM devises some formula that includes all of the elements he wants to control (such as DCs, CVs, SPD, and defenses), and sets a maximum value for the formula's result. For example, a Rule Of X might decree that offensive and defensive 'X' must each be 40 or less, where a character's offensive 'X' = (DCs in his largest attack) + (his OCV with that attack) + (SPD * 3); and his defensive 'X' = (Active Points of his most powerful Defense Power / 5) + (his highest DCV without Dodging) + (SPD * 3).

Also, remember that characters and campaigns grow over time, and any limits placed at the beginning may not be appropriate forever. Consider increasing the limits gradually as the characters gain Experience Points.

MAKING CHARACTERS UNIQUE

One significant problem with numerical "effectiveness ceilings" is that characters often end up looking much alike (especially over time, as wily players learn the most effective ways to build characters within the limits). So if you do establish some kind of limiting device, consider granting some exceptions to it for the sake of variety. Possibilities include exceptions for a character's "signature power," or for a power that has heavy restrictions on when, how, or how often it can be used.

THE SEVEN DEADLY DON'TS

Here are some common pitfalls to avoid. As you get to know your players, you'll learn which ones are especially important to them.

1. Don't Have NPCs Outdo The PCs: Few things get under players' skin faster than their PCs playing "second fiddle" to NPCs – or worse, being rescued by them. The PCs are the stars of their comic book. Even if some NPCs in the game world are more powerful, use them judiciously. They shouldn't outshine the PCs in their own stories.

2. Don't Take The PCs Prisoner: At least, not any more than you absolutely have to. It's hard to overstate just how much players *hate* having their characters captured. Sometimes it's unavoidable, but avoid it when you can.

3. Don't Mutilate Their DNPCs: Threaten, absolutely; but DNPCs are usually constants in a hero's life, and players like it that way. So don't maim, kill, or permanently change them without the player's approval.

4. Don't Play Favorites: This *should* go without saying, but unfortunately it doesn't. Do your best to treat all PCs the same, without favoring the PC you like better, your significant other's PC, the PC who provides you with the most story hooks, and so on.

5. Don't Bait-and-Switch The Players: Your actions as you run the game speak louder than your words. If you say you want the players to do something, don't penalize them for doing it. For example, don't tell the players you want PCs to be noble and heroic, then have every situation they encounter exploit their nobility or deprive them of opportunities to be heroic. That actually tells the players *not* to play noble, heroic characters, since the players don't want them jerked around and punished all the time. Put the characters in situations that reinforce the traits or behaviors you really want them to display.

6. Don't Prevent The Players From Doing What They Want To Do: A good GM solicits feedback from his players about what they like and dislike about his game, or what sorts of scenarios they enjoy, and takes those things into account when running the campaign. A bad GM just does what he wants regardless of the players' desires.

7. Don't Forget The Goal: Remember that the real goal of a roleplaying game is for everyone to have fun. The rules and dice are our aids in that purpose, but that's all they are. Don't let the *mechanics* of the game detract from the *fun* of the game; remember the Core Concept of *You Can Change Anything*.

EXAMPLES

EXAMPLE CHARACTERS & CHARACTER ABILITIES

THE CHAMPIONS

Membership: Defender, Ironclad, Kinetik, Sapphire, Witchcraft.

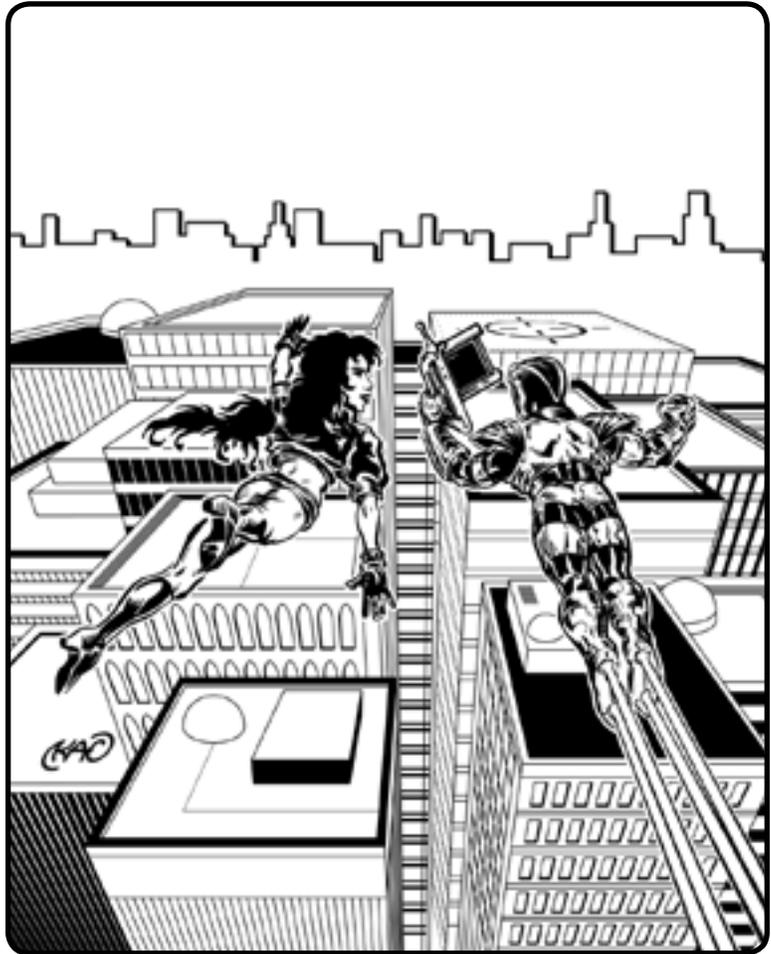
Background/History: After some early successes in his native New York City (and one notable failure against VIPER), Defender moved to Millennium City in 2001 to found the “City of the Future’s” first superteam – the Champions. Sapphire and the mysterious Nighthawk joined first, followed soon after by Ironclad (when they helped him after his spaceship crashed into Lake St. Clair). Witchcraft joined next, after an encounter with the minions of Takofanes the Undying Lord showed the team how much they needed a member with mystic expertise. For several years, the Champions built their reputation as one of America’s premier superteams, thwarting many of the Champions Universe’s most menacing supervillains, including King Cobra, Black Paladin, Mechanon, and even Dr. Destroyer himself.

In 2006, Nighthawk quit the team after it was revealed that he’d faked his own death as part of an undercover investigation, and didn’t entrust his teammates with the truth. Longtime Champions ally Kinetik took his place, and has been a team stalwart ever since. Teammates Defender and Witchcraft have dated since 2005, and superhero fan magazines constantly speculate about wedding bells.

Group Relations: For the most part, the Champions get along well. Each of them considers the others friends, not just “co-workers,” and it shows in their concern for one another, the way they socialize together during their “off hours,” and their dedication to their teamwork.

The Champions would all agree that Defender does the most to keep the group together and content. The other linchpin of the team, despite being its most recent member, is Kinetik. Years of experience raising his siblings have made him a grounded problem-solver, good at defusing tensions.

The Champions govern themselves with a team charter specifying the responsibilities and benefits of belonging to the team, membership rules, and so forth. Routine administrative matters, such as scheduling, are left to Defender or SOCRATES; more significant matters are subject to group vote, with majority rule applying.



Tactics: The Champions have developed a wide array of battlefield tactics, and practice frequently to stay sharp and develop even more. Typically Defender, Ironclad, and Sapphire are the frontline combatants, with Kinetik darting in and out disrupting enemy actions, and Witchcraft acting as backup and support.

Campaign Use: As of 2012 the Champions are probably the most prominent superteam in the Champions Universe, but you should adapt them to suit your campaign if necessary. If you prefer to have a different team (such as your PCs) in Millennium City, move the Champions to New York, Los Angeles, or some other major city. Alternately, you could get rid of the Champions altogether, and have your PCs be the Champions instead.

The character sheets presented here reflect the Champions at the *beginning* of their careers. You can find current character sheets for them, presenting them as some of the most powerful and respected heroes on Earth, in *Champions Universe*.

Examples

Defender

Val	Char	Cost	Roll	Notes
15+25	STR	22*	12- (17-)	Lift 200 kg (6,400 kg); 3d6 (8d6) HTH damage [1 (4)]
15+10	DEX	23*	12- (14-)	
15+15	CON	15*	12- (15-)	
20	INT	10	13-	PER Roll 13-
15	EGO	5	12-	
20	PRE	10	13-	PRE Attack: 4d6
5+3	OCV	20*		
5+3	DCV	20*		
4	OMCV	3		
5	DMCV	6		
3+2	SPD	23*		Phases: 4, 8, 12 (3, 5, 8, 10, 12)
5	PD	3		Total: 20 PD (15 rPD)
5	ED	3		Total: 20 ED (15 rED)
7	REC	3		
20	END	0		
10	BODY	0		
32	STUN	6		

Total Characteristics Cost: 172

*: OIF (Powered Armor; -½)

Movement:	Running:	12m
	Flight:	40m

Cost	Powers	END
40	<i>Weapons Array</i> : Multipower, 60-point Reserve; all slots OIF (Powered Armor; -½)	
4f	1) <i>Electric Blast</i> : Blast 12d6	6
4f	2) <i>Wrist Bolt Gun</i> : Blast 8d6; Autofire (5 shots; +½)	6
1f	3) <i>Overload Blast</i> : RKA 3d6; Increased Endurance Cost (x4 END; -1½), Required Roll 14- (Burnout; -¼)	16
4f	4) <i>Focused EMP Pulse</i> : Dispel 13d6, Variable Effect (any Electricity power one at a time; +½)	6
3f	5) <i>Electro-Bolos</i> : Entangle 6d6, 6 PD/6 ED; 12 Charges (-¼)	[12]
1f	6) <i>Force Gauntlets</i> : HA +4d6; Hand-To-Hand Attack (-¼)	2
40	<i>Power Pack</i> : Endurance Reserve (160 END, 30 REC); OIF (-½)	0

Cost	Powers	END
30	<i>Powered Armor</i> : Resistant Protection (15 PD/15 ED); OIF (-½)	0
27	<i>Jet-Boots</i> : Flight 40m; (OIF -½)	4
6	<i>Communications Suite</i> : HRRP (Radio Group); OIF (-½), Affected As Sight And Hearing Group As Well As Radio Group (-½)	0
3	<i>Heat Sensors</i> : Infrared Perception (Sight Group); OIF (-½)	0

Perks

10	Money: Wealthy
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Skills

10	+2 with Weapons Array
8	+1 HTH
6	+2 with Electronics Skills (Computer Programming, Electronics, Systems Operation)
3	Computer Programming 13-
3	Electronics 13-
3	High Society 13-
3	Inventor 13-
2	CK: Millennium City 11-
2	KS: The Superhuman World 11-
1	Language: French (basic conversation; English is Native)
3	Mechanics 13-
2	SS: Chemistry 11-
2	SS: Physics 11-
3	Systems Operation 13-
3	Teamwork 12- (14-)
1	TF: V-Jet

Total Powers & Skills Cost: 228

Total Cost: 400

Pts Complications

20	Hunted: Mechanon (Infrequently, Mo Pow, NCI, Capture/Kill)
20	Hunted: VIPER (Infrequently, Mo Pow, NCI, Capture/Kill)
20	Psychological Complication: Code Versus Killing (Common, Total)
15	Social Complication: Secret Identity (James Harmon IV) (Frequently, Major)

Total Complications Points: 75

Experience Points: 0

DEFENDER

Background/History: James Harmon IV is the scion of the wealthy Harmon family, which has devoted itself for generations to defending the defenseless, and giving back to others what they have so richly received. After Dr. Destroyer's horrific obliteration of Detroit, young James finally saw how he could turn his gift for electronics in a direction worthy of the Harmon legacy.

He spent the next year of his life building a suit of powered armor equipped with the best systems his genius could design and his father's money could pay for. Christening himself *Defender*, he resolved to hold the line against the darkness creeping across the world.

Personality/Motivation: Defender is the living, breathing embodiment of the word "hero." He gives of himself unstintingly, taking on any mission to combat evil or save the helpless. Although his former teammate Nighthawk sometimes considered him naive, he actually knows full well what evils the world holds. Indeed, it's the need to oppose those very evils that drives him.

Defender considers himself a role model, and conducts himself accordingly. He maintains a secret identity to protect his family; as a result, his parents consider him a playboy and a disappointment, when in truth, he's fulfilled the family legacy beyond their wildest expectations.

Despite dating a powerful sorceress, Defender is skeptical about the existence of magic. He's convinced there's a scientific explanation for such abilities.

Quote: "All right, team, let's hit 'em hard! If they make it past us, millions of lives are in danger!"

Powers/Tactics: Although James Harmon is a gifted inventor, and smarter, tougher, and faster than the average person, his "superpowers" all come from his suit of powered battle armor. He's constantly tinkering with the suit, finding ways to improve its performance or adapt it for specific situations.

In battle, Defender prefers his Electro-Bolos, to restrain opponents without harming them. If they don't work, he'll turn to his Electric Blast at Range, or his Force Gauntlets in HTH. He uses other powers situationally, using his Overload Blast only if matters are desperate.

Appearance: Defender's powered armor has a white framework "etched" with high-tech light-lines. His white-and-blue helmet reveals the lower half of his face (though it remains protected by an invisible force field) so he looks human, not robotic. Out of his armor, James Harmon is a tall, dark-haired man in his late 30s. He has a simple handsomeness, and favors "dressy casual" clothes.

IRONCLAD

Background/History: Drogen Lar dreamed of might and glory as one of the Perseid Empire's feared Dorvalan Space Marines, but found the reality of the service mundane until an accident showered him with a molten experimental metal alloy, and transformed him into a being of living metal! While recovering in the hospital, Drogen learned that his superiors arranged the "accident," and – repulsed by their underhanded conduct – he used his newfound powers to escape and flee to the planet Malva.

For years, Drogen battled in the famed Malvan gladiatorial games, sometimes facing the notorious Aviax Thone (later known on Earth as the supervillain Firewing). Eventually growing disgusted by the dishonor of his rivals and the bloody spectacle the games were becoming, Lar again escaped in a small spacecraft. Unable to fully understand the vessel's controls, this time he crash-landed on a primitive blue world called Earth.

Taking his *nom de guerre* from a news report describing his emergence from Lake St. Clair as "an ironclad cutting through the waves", Lar accepted Defender's invitation to join the Champions and help protect his adopted home.

Personality/Motivation: Although not Human, Ironclad has "humanity" in large measure. He's kindhearted and noble, always sympathetic to those in need of assistance from one such as himself.

Like many superhumans with great strength and resilience, Ironclad has a sense of confidence sometimes bordering on braggadocio. At this stage of his career, he still has much to learn about Earth culture, and some of the things he's learned from television are often a source of unintentional humor for his teammates.

Quote: "You can't intimidate me – I've fought for my life in the arena against far worse than you."

Powers/Tactics: Ironclad is an alien from the fourth planet orbiting Phi Cassiopeia (a "Perseid" in human parlance), and Perseids possess great resistance to radiation and light. In addition, his "accident" left him with incredible strength and resilience, and (like most "Bricks") he excels in hand-to-hand combat.

Unfortunately, the transformation also made him vulnerable to magnetic attacks, and made him unusually heavy (2,000 kg). It's difficult or impossible for him to go onto elevators or the upper floors of most buildings, to ride in normal vehicles, or even to walk down the street without leaving "footprints" in the concrete or asphalt.

He carries a reinforced Dorvalan sword made for him on Malva. He never wields it against the living, but it's perfect for destroying robots, demons, and inanimate objects.

Appearance: Standing nearly seven feet tall and with a build to match, Ironclad would dominate nearly any situation even if he weren't an alien made out of living metal. He retains his Perseid features, and wears garments in the style of ancient Dorvalan warriors.

Examples

Ironclad

Val	Char	Cost	Roll	Notes
60	STR	50	21-	Lift 100 tons; 12d6 HTH [6]
18	DEX	16	13-	
30	CON	20	15-	
13	INT	3	12-	PER Roll 12-
10	EGO	0	11-	
20	PRE	10	13-	PRE Attack: 4d6
7	OCV	20		
6	DCV	15		
3	OMCV	0		
3	DMCV	0		
5	SPD	30		Phases: 3, 5, 8, 10, 12
25	PD	23		Total: 25 PD (23 rPD)
25	ED	23		Total: 25 ED (23 rED)
20	REC	16		
60	END	8		
15	BODY	5		
60	STUN	20		
Total Characteristics Cost: 259				

Movement:	Running:	12m
	Leaping:	40m

Cost	Powers	END
15	<i>Dorvalan Gladiatorial Sword</i> : HKA 2d6 (4d6 with STR); OAF (-1)	3
23	<i>Ironclad Perseid Physiology</i> : Resistant (+½) for 23 PD/23 ED	0
9	<i>Iron Body</i> : Life Support (Safe Environments: Low Pressure/Vacuum, High Pressure, High Radiation, Intense Cold, Intense Heat)	0
5	<i>Perseid Eyes</i> : Sight Group Flash Defense (5 points)	0
14	<i>Iron Body</i> : Knockback Resistance -14m	0
18	<i>Super-Strong Legs</i> : Leaping +36m (40m forward, 20m upward)	1
6	<i>Bracer Communicator</i> : Radio Perception/Transmission (Radio Group); OIF (-½), Affected As Hearing Group As Well As Radio Group (-¼)	0

Skills

32	+4 HTH
3	Climbing 13-
3	Combat Piloting 13-
1	AK: Malva 8-
2	CK: Millennium City 11-
1	KS: The Superhuman World 8-
2	Language: English (fluent conversation; Perseid is Native)
1	Language: Malvan (basic conversation)
1	Tactics 8-
3	Teamwork 13-
2	TF: Science Fiction And Space Vehicles, V-Jet

Total Powers & Skills Cost: 141

Total Cost: 400

Pts Complications

15	Hunted: Firewing (Infrequently, Mo Pow, Kill)
20	Hunted: VIPER (Infrequently, Mo Pow, NCI, Capture/Kill)
20	Physical Complication: Massive (Frequently, Greatly Impairing)
10	Physical Complication: Unfamiliar With Earth Culture (Frequently, Barely Impairing)
10*	Psychological Complication: Code Versus Killing (Common, Strong)
0*	Psychological Complication: Overconfidence (Very Common, Moderate)
0*	Vulnerability: 2 x STUN from Magnetic Attacks (Uncommon)

Total Complications Points: 75

*: The value of these Complications is reduced because Ironclad already reached the campaign's Complication requirement.

Experience Points: 0

Kinetik

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 HTH [1]
26	DEX	32	14-	
23	CON	13	14-	
18	INT	8	13-	PER Roll 13-
14	EGO	4	12-	
12	PRE	2	11-	PRE Attack: 2d6
9	OCV	30		
9	DCV	30		
4	OMCV	3		
4	DMCV	3		
7	SPD	50		Phases: 2, 4, 6, 7, 9, 11, 12
9	PD	7		Total: 15 PD (6 rPD)
8	ED	6		Total: 14 ED (6 rED)
8	REC	4		
50	END	6		
10	BODY	0		
30	STUN	5		
Total Characteristics Cost: 208				

Movement:	Running:	12m
	Flight:	40m/40km

Cost	Powers	END
72	<i>Super-Running</i> : Flight 40m, MegaScale (1m = 1 km; +1), Reduced Endurance (½ END; +¼); Only In Contact With A Surface (-¼)	4
30	<i>Speedster Tricks</i> : Multipower, 30-point reserve	
3f	1) <i>Vibro-Grip</i> : HKA 1d6 (1d6+1 with STR), Reduced Endurance (0 END; +½), Penetrating (+½)	0
2f	2) <i>Supersonic Finger-Snap</i> : Blast 3d6, NND (defense is Life Support [Safe Environment: High Pressure] or armored head covering; +1); No Range (-½), Gestures (must hold hand near target's ear; -¼)	3
1f	3) <i>Dizzying Spin</i> : Drain DEX 3d6; No Range (-½), Requires A DEX Roll (-½)	3
24	<i>Protective Aura</i> : Resistant Protection (10 PD/10 ED); Only When Moving (-¼)	0
12	<i>Protective Suit</i> : Resistant Protection (6 PD/6 ED); OIF (-½)	0

Martial Arts: Speedster Martial Arts

Cost	Maneuver	OCV	DCV	Notes
5	Passing Strike	+1	+0	5d6 + v/10 Strike, Full Move
5	Rapid Punch	-2	+1	9d6 Strike
8	+2 Damage Classes (already added in)			

Talents

3	Lightning Calculator
4	Speed Reading (x10)

Skills

3	Breakfall 14-
2	CK: Millennium City 11-
1	KS: General Knowledge And Trivia 8-
2	PS: Scientist 11-
3	Sleight Of Hand 14-
3	Teamwork 14-
3	Scientist
2	1) SS: Biochemistry 13-
2	2) SS: Microbiology 13-
2	3) SS: Physics 13-

Total Powers & Skills Cost: 192

Total Cost: 400

Pts Complications

30	DNPC: Joyce, Ronnie, and Phillip (three younger siblings) (Frequently, Incompetents, Unaware of character's Secret Identity, Group DNPC)
10	Hunted: The New Purple Gang (Frequently, Less Pow, Capture/Kill)
15	Social Complication: Secret Identity (Brendan Grant) (Frequently, Major)
20	Vulnerability: 2 x STUN from Chemical Attacks (Common)

Total Complications Points: 75

Experience Points: 0

KINETIK

Background/History: Merit scholar Brendan Grant's dream of studying chemistry at the University of Michigan died along with both of his parents in the Battle of Detroit. With two younger brothers and a sister to care for, Brendan kept the family together by taking a job at Dew Chemicals.

While working for (and learning from) the brilliant scientist Luther Beckett, Grant accidentally inhaled a potent cocktail of gasses from a fire in a neighboring lab. Upon awakening in the hospital days later, he quickly discovered that he now thought, reacted, and moved at superhuman speed.

Feeling a responsibility to honor the superheroes who died defending the city in the Battle of Detroit, and his parents who died saving his siblings, Grant adopted the costumed identity of *Kinetik*. A longtime ally of the Champions, Kinetik officially joined the team after Nighthawk's resignation in 2006.

Personality/Motivation: Despite his name and powers, Kinetik's a fairly laid-back guy. Using his powers to help people is important to him, but he doesn't get caught up in philosophical quandaries over why he, of all people, was gifted with them, or whether he could be doing more.

As one of the most popular superheroes in Millennium City, the city in general (and the black community especially) regards Kinetik as a role model... a fact of which he is very well aware, and that he does his best to live up to. He and Sapphire get along particularly well, but there's no truth to the incessant tabloid rumors of romance; he's simply escorted her to a few functions so she didn't have to show up unaccompanied.

Quote: "When will you dimwits learn you can't run away from me?"

Powers/Tactics: At ordinary combat speeds, Kinetik runs about 50 MPH; when he "kicks into overdrive," he travels many times the speed of sound. His body automatically generates a protective energy field that shields him from friction and other harmful effects as long as he's moving (in game terms, as long as he makes at least a Half Move each Phase).

Kinetik also uses this great speed to create other combat effects, such as striking at high velocity, or spinning someone so quickly they lose their balance. Since his attacks are fairly weak compared to some superhumans, he often focuses his efforts on clearing out henchmen and minions, supporting his more powerful teammates, distracting powerful foes, and keeping innocent bystanders safe.

Appearance: Kinetik is a lean, short-haired (sometimes shaven-headed) man in his mid-thirties. He wears a skintight costume, red with a white "lightning bolt" motif, plus heavy black boots and a half-face helmet with white lightning bolts on the sides.

SAPPHIRE

Background/History: When a group of supervillains attempted to kidnap 17 year old singing superstar Corazon "Corrie" Valenzuela during a concert, the stress caused her dormant mutant powers of energy manipulation to manifest, and she blasted the bad guys into unconsciousness with flares of glowing blue energy before she'd even had a chance to think! The media went wild at the prospect of a rock star superhero, and Corrie (though dubious at first) came to realize that she could do more than just entertain people – she could actually help them with her superpowers. Though juggling singing, personal appearances, acting, and crimefighting can be quite a challenge, somehow she's always available when the Champions – and the world – need her.

Personality/Motivation: Of all the Champions, Sapphire is the most outgoing, and often seems the least serious. She enjoys the superstar lifestyle of a major media figure, escorted by the most handsome bachelors in the world, and always in demand by her fans.

In one sense, "superheroine" is just another role she performs, and another way she stays in the spotlight. But while she genuinely likes the attention, she also genuinely wants to help people (and is willing to risk herself to do it).

Despite having her pick of famous and handsome men from around the world, Corrie is slightly envious of (though delighted by) the love Defender and Witchcraft found in each other. There's a small part of her that might want to settle down and live a nice quiet life with Mr. Right someday... just not today!

Quote: "It's not everyone who can fight crime and look this good!"

Powers/Tactics: Sapphire has mutant powers of energy generation and projection, absorbing energy from sources around her (like the sun, or even motion), and instinctively converting and releasing it to cause various effects. These powers manifest with a sapphire-blue color, hence her name.

In combat, she usually opens up with her Sapphire Bolt or Bright Bolt (reasoning that it's easier to fight supervillains when they can't see), then follows up with a Power Bolt. That's about the extent of her tactical thinking, though Defender and Ironclad both try to teach her other ways to fight.

Appearance: Sapphire is a beautiful young Hispanic woman, with deep brown eyes and straight brown hair. In public as a celebrity, she dresses provocatively, but always at the height of fashion. As a superheroine, she usually wears blue short-shorts and a midriff-baring top, with blue and white accessories, but sometimes tries different costumes depending on her mood. She often wears a choker necklace set with sapphires that sparkle and glow when she uses her powers (leading some to consider it their source).

Sapphire

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 HTH [1]
23	DEX	26	14-	
23	CON	13	14-	
12	INT	2	11-	PER Roll 11-
14	EGO	4	12-	
25	PRE	15	14-	PRE Attack: 5d6
8	OCV	25		
8	DCV	25		
4	OMCV	3		
4	DMCV	3		
6	SPD	40		Phases: 2, 4, 6, 8, 10, 12
9	PD	7		Total: 21 PD (12 rPD)
12	ED	10		Total: 24 ED (12 rED)
8	REC	4		
60	END	8		
10	BODY	0		
36	STUN	8		
Total Characteristics Cost: 198				

Movement:	Running:	12m
	Flight:	30m

Cost	Powers	END
60	<i>Sapphire Energy Powers:</i> Multipower, 60-point powers	
6f	1) <i>Power Bolt I:</i> Blast 12d6	6
6f	2) <i>Power Bolt II:</i> Blast 8d6, Reduced Endurance (0 END; +½)	0
6f	3) <i>Sapphire Bolt:</i> Sight Group Flash 12d6	6
5f	4) <i>Bright Bolt:</i> Blast 8d6 plus Sight Group Flash 4d6; Linked (-½)	6
6f	5) <i>Stun-Bolt:</i> Blast 6d6, NND (defense is Resistant Protection [ED] defined as a force-field; +1)	6
36	<i>Force-Field:</i> Resistant Protection (12 PD/12 ED)	0
45	<i>Power-Riding:</i> Flight 30m, Reduced Endurance (0 END; +½)	0

Perks

5	Money: Well Off
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Talents

6	Striking Appearance: +2/+2d6
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Skills

3	Charm 14-
3	Conversation 14-
3	High Society 14-
2	Language: English (fluent conversation; Spanish is Native)
3	PS: Singer 14- (functioning as a music industry professional)
3	PS: Singing 14- (performing the songs)
3	Teamwork 14-
1	TF: V-Jet

Total Powers & Skills Cost: 202

Total Cost: 400

Pts Complications

10	Distinctive Features: Mutant (Not Concealable; Always Noticed; Detectable Only By Unusual Senses)
20	Hunted: VIPER (Infrequently, Mo Pow, NCI, Capture/Kill)
20	Psychological Complication: Code Versus Killing (Common, Total)
15	Social Complication: Public Identity (Corazon Eldora "Corrie" Valenzuela) (Frequently, Major)
10	Vulnerability: 2 x STUN from Light-based Attacks (Uncommon)

Total Complications Points: 75

Experience Points: 0

Examples

Witchcraft

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 HTH [1]
18	DEX	16	13-	
18	CON	8	13-	
18	INT	8	13-	PER Roll 13-
23	EGO	13	14-	
20	PRE	10	13-	PRE Attack: 4d6
6	OCV	15		
7	DCV	20		
8	OMCV	15		
8	DMCV	15		
5	SPD	30		Phases: 3, 5, 8, 10, 12
4	PD	2		Total: 14 PD (10 rPD)
6	ED	4		Total: 16 ED (10 rED)
8	REC	4		
35	END	3		
10	BODY	0		
30	STUN	5		
Total Characteristics Cost: 168				

Movement:	Running:	12m
	Flight:	30m

Cost	Powers	END
60	<i>Greater Witchcraft</i> : Multipower, 60-point reserve	
6f	1) <i>Witchfire</i> : Blast 9d6, Reduced Endurance (½ END; +¼)	2
6f	2) <i>Fascination</i> : Mind Control 9d6, Reduced Endurance (½ END; +¼)	2
6f	3) <i>Glamour</i> : Mental Illusions 9d6, Reduced Endurance (½ END; +¼)	2
6f	4) <i>Irresistible Slumber</i> : Mental Blast 6d6	6
6f	5) <i>Terrors Of The Dark</i> : Drain PRE 6d6	6
4f	6) <i>Man Into Frog Spell</i> : Severe Transform 4d6 (humans into frogs, heals back if target is kissed by royalty of the opposite gender or Witchcraft voluntarily “dispels” the magic); Limited Target (humans; -½)	6

Cost	Powers	END
30	<i>Shield Of Sorcery</i> : Resistant Protection (10 PD/10 ED)	0
30	<i>Wings Of The Zepharim</i> : Flight 30m	3
38	<i>Lesser Witchcraft</i> : Variable Power Pool (Magic Pool), 30 base + 30 control cost; Only Magic (-¼), Can Only Be Changed With Access To Spell Books (-½)	var
3	<i>Magesense</i> : Detect Magic 13-; Concentration (0 DCV; -½)	0

Perks

6	Contact: The Trismegistus Council 11-
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Talents

3	Striking Appearance: +1/+1d6
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Skills

10	+2 with Greater Witchcraft
1	High Society 8-
3	KS: Arcane And Occult Lore 13-
2	KS: Demonology 11-
3	KS: Witchcraft 13-
1	CK: Vibora Bay 8-
1	Language: French (basic conversation; English is Native)
1	Language: Latin (basic conversation)
3	Stealth 13-
3	Teamwork 13-

Total Powers & Skills Cost: 232

Total Cost: 400

Pts Complications

20	Hunted: Circle Of The Scarlet Moon (Infrequently, Mo Pow, NCI, Capture/Corrupt)
10	Hunted: Talisman (Infrequently, As Pow, Kill)
20	Psychological Complication: Code Versus Killing (Common, Total)
15	Social Complication: Secret Identity (Bethany Duquesne) (Frequently, Major)
5	Vulnerability: 1½ x STUN from Ice/Cold (Uncommon)
5	Vulnerability: 1½ x BODY from Ice/Cold (Uncommon)

Total Complications Points: 75

Experience Points: 0



WITCHCRAFT

Background/History: Beneath the veneer of their ordinary suburban upbringing, the parents of twin sisters Bethany and Pamela Duquesne secretly raised the girls to follow in their footsteps as servants of dark powers. When the girls turned eighteen, the cruel Pamela eagerly accepted induction into their parents' sinister coven, the Circle of the Scarlet Moon. But kind-hearted Bethany turned and ran, using her magical gifts to flee her family forever.

While working in an occult bookstore in Vibora Bay (and fighting local crime part-time), Bethany came to the attention of the Trismegistus Council – a secret brotherhood of benevolent wizards who completed her training. After several years, she decided to return home to Detroit (now known as Millennium City), and joined the Champions under the costumed identity of *Witchcraft*.

The Circle of the Scarlet Moon, and especially her sister Pamela (now the supervillainess Talisman) seek revenge for their rejection, but the only lasting harm they've inflicted has been a curse that left Witchcraft vulnerable to spells of winter.

Personality/Motivation: Witchcraft is the least outspoken or outgoing of the Champions, preferring to remain in the background while the flashier, more extroverted members of the group grab the spotlight. She sometimes feels "tainted" by her upbringing, as though she isn't really worthy to be a superheroine. But continued success with the Champions boosts her confidence, and her romance with Defender certainly helps as well.

Quote: "The powers of bright-moon and witch-fire are mine to command. Back, foul creature, or feel their touch!"

Powers/Tactics: Witchcraft is a naturally gifted practitioner of the arts of magic, just beginning (at this stage of her career) to tap her enormous potential. She usually begins battle with a relatively harmless spell (like Fascination, Glamour, or Irresistible Slumber), escalating to more dangerous forces only if she must.

She uses her Lesser Witchcraft for (relatively) minor magics, such as mystical awareness of threats (Danger Sense), assuming the form of small animals (Multiform into a 150-point animal), or magically taking on another person's appearance (Shape Shift to Sight and Hearing Groups, any humanoid form, Imitation). Witchcraft often gestures and incants when casting her spells, but she doesn't have to – she's perfectly capable of using any of her powers even when bound and gagged.

Appearance: Witchcraft is a lovely young woman in her late 20s, with bewitching green eyes and shoulder-length red hair. When engaged in superheroics, she wears a short green tunic, a gold belt made of circular links, and a green cape lined with gold. She conceals her identity with a minor glamour that makes those who see her face forget exactly what she looks like.

EXAMPLE VILLAINS

ARROWHEAD

Background/History: After an investigation into false allegations of steroid use uncovered Jared Williams's mutant abilities and cost him his athletic scholarship, his resulting anger and bitterness led him to a life of crime.

Personality/Motivation: Arrowhead's cleverness, uncanny aim, and general athleticism give him a strong streak of overconfidence. Simply being a good thief isn't enough for him; he wants to be noticed and recognized for his skills.

Quote: "That fancy armor's not gonna do you much good against a guy who can target the eyeholes in your helmet, pal."

Powers/Tactics: Arrowhead's mutant powers gift him with phenomenally accurate aim and eye-hand coordination, along with great agility and speed. He's not a hardened killer, preferring to rely on non-lethal attacks when possible.

Appearance: Jared Williams is 5' 11" tall, with blue eyes, blonde hair cut short and spikey, and a muscular, athletic build. As Arrowhead, he wears a navy blue and red costume.

BLACK HARLEQUIN

Background/History: Forced by his domineering, repressive mother to live locked up alone in the family basement, Rinaldo Maretti grew up with nothing but his late father's toy workbench and his own increasingly-insane imagination for company. After slaying his mother and sisters at age 16, and subsequently fleeing the foster care system, the Black Harlequin began using his twisted and deadly toys in his murderous "Escapades."

Personality/Motivation: Utterly sociopathic thanks to his abusive childhood, the Black Harlequin expresses his anti-social tendencies through his madcap and macabre sense of humor. To him, a joke isn't really a joke unless it hurts someone, and an Escapade (as he calls his crimes) isn't really an Escapade unless it involves death and destruction.

Quote: "Laugh, and the world laughs with you... unless you're laughing at other peoples' suffering, in which case the world is never as amused as I am."

Powers/Tactics: The Black Harlequin's gadgets mostly resemble childrens' playthings (though his Jester's Cane is obviously a weapon). He's best known for his Attack Toys – tiny robots in wickedly whimsical forms, such as toy planes armed with real bombs, teddy bears wielding butcher knives, and so on.

Appearance: Tall, almost scarecrow-thin, wearing either a jester's motley in black and dark red, or a tuxedo-like outfit in the same colors. He conceals his face beneath greasepaint in a devilish grin, and carries a Jester's Cane.



EXAMPLE POWERS FOR LOOK**WHAT I MADE! VARIABLE POWER POOL**

Raggedy Aneurysm: This seemingly cuddly rag doll clamps onto a victim and generates sonic waves that cause painful internal bleeding.

RKA ½d6, Constant (+½), NND (defense is ED Resistant Protection defined as a force-field, or a similar effect; +1), Does BODY (+1) (35 Active Points); OAF (-1), Range Based On STR (-¼). Total Cost: 15

Rickety Rocket Jetpack: It belches smoke, makes funny noises, and looks like it might fall apart any second – but it works. And it's enough to let the Black Harlequin make his escape when things get tight.

Flight 44m (44 Active Points); OIF (-½). Total Cost: 29

ESPER

Background/History: Mental invasion by a swarm of alien and malevolent psychic parasites activated Ruth Erickson's own latent psychic powers. The lonely and bitter woman, and the dominion-seeking alien swarm, fused into a single being with a dislike for other people and an instinctive desire for conquest and wealth.

Personality/Motivation: Esper's personality is a disturbed mix of the alien swarm and Ruth Erickson's misanthropic psyche. Oddly, the swarm's instinctive preference for close contact leaves her wanting to live among other people, though he has no desire to interact with them any more than she must. She refers to herself in the plural or the singular interchangeably, suggesting that her self-image may still be in flux.

Quote: "Our powers are far beyond your comprehension. But you need not understand them to fall before me."

Powers/Tactics: Esper has abilities of psychic domination and assault. Her most unusual power (though she doesn't use it often) is the ability to partly release the alien mind-force from her body, causing it to manifest as a separate being with normal human Characteristics (except STR 12, INT 23, and EGO 23) and Esper's mental powers, force-field, and Mental Defense.

Appearance: Esper has long blonde hair and appears to be in her mid-20s. Her costume is a light-colored short jacket over a black top and black skirt. Her eyes glow when she uses her powers.

GREEN DRAGON

Background/History: Taken in by mysterious monks, orphaned Chow Deng learned their fighting style but turned away from their philosophy. Taking his sister and his fighting skills to America, he assumed the Green Dragon persona to prey upon the Westerners that disgusted him.

Personality/Motivation: Green Dragon is a vicious anti-Western bigot, with archaically rigid ideas of "tradition" and a perpetual chip on his shoulder. He sees beating Americans up and taking their money as simply cultural evolution in action. Despite that, he does adhere to a code of honor that prevents him from attacking by ambush, fighting women unless they fight him first, using weapons against the unarmed unless they attack him first, and so on.

Quote: <<"American dog! Now I will show you what true Kung Fu is!">>

Powers/Tactics: Since he's both stronger and faster than many superheroic martial artists, Green Dragon attacks quickly and hard, hoping to take his opponent down easily. Only if this proves unworkable will he resort to more advanced techniques and tactics. He also has a tendency to make a haughty speech before he attacks someone.

Appearance: Green Dragon is 5'8" and 175 pounds of rock-solid muscle. His costume is light and dark green, with a scale pattern like snakeskin.

SHRINKER

Background/History: After surviving a bizarre chemical lab accident, Diana Whitmore adopted the costumed identity of Shrinker and joined the Sentinels superhero team. But after a while, she began thinking that maybe the self-sacrificing life of a superheroine wasn't for her. When a teammate nearly disintegrated her by accident, she quit the team in a huff and found more fun (and much more money) as a supervillainess.

Personality/Motivation: Although she pretends to be fun-loving and lighthearted, Shrinker is usually mean-spirited and petty. She takes offense for the slightest of reasons, and loves to play practical jokes, ranging from the merely elaborate to the nearly deadly. She particularly loves humiliating superheroes, since she feels like she's been victimized by them.

Quote: "It's the little things in life that count!"

Powers/Tactics: Shrinker's powers all revolve around her ability to reduce herself to extremely tiny sizes. She typically attacks by getting inside her target somehow, and using her powers to cause havoc. If all else fails, she can always try the old-fashioned trick of growing back to normal height under the target's chin and punching him in the process (though this is dangerous for her, because her low defenses make her vulnerable at full-size).

Appearance: Shrinker wears a mostly-white costume accented with red; she doesn't bother with a mask, since her identity has been exposed to the public. Her hair is long, black, and straight; her eyes are green.

Arrowhead

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200.0kg; 3d6 HTH [1]
25	DEX	30	14-	
18	CON	8	13-	
15	INT	5	12-	PER Roll 12-
10	EGO	0	11-	
15	PRE	5	12-	PRE Attack: 3d6
12	OCV	45		
8	DCV	25		
3	OMCV	0		
4	DMCV	3		
6	SPD	40		Phases: 2, 4, 6, 8, 10, 12
8	PD	6		Total: 8/16 PD (0/8 rPD)
8	ED	6		Total: 8/16 ED (0/8 rED)
10	REC	6		
40	END	4		
13	BODY	3		
40	STUN	10		
Total Characteristic Cost: 201				

Movement:	Running:	18m/36m
	Swinging:	40m/80m

Cost	Powers	END
30	<i>Bow And Arrows:</i> Multipower, 60-point reserve, all slots OAF (-1)	
2f	1) <i>Broadhead Arrow:</i> RKA 3d6; 16 Charges (-0)	[16]
1f	2) <i>Chisel-Point Arrow:</i> RKA 2d6, Armor Piercing (+¼); 8 Charges (-½)	[8]
2f	3) <i>Lightning Arrow:</i> Blast 12d6; 8 Charges (-½)	[8]
2f	4) <i>Glue Arrow:</i> Entangle 4d6, 4 PD/4 ED, Sticky (+½); 8 Charges (-½)	[8]
2f	5) <i>Flare Arrow:</i> Sight and Hearing Groups Flash 11d6; 4 Charges (-1)	[4]
2f	6) <i>Smoke Arrow:</i> Darkness to Sight Group 8m radius, Uncontrolled (ends after 1 Turn or if exposed to high winds or rain; +½); 4 Charges (-1)	[4]
2f	7) <i>Explosion Arrow:</i> Blast 8d6, Area Of Effect (18m Radius Explosion; +½); 8 Charges (-½)	[8]
1f	8) <i>Knockout Gas Arrow:</i> Blast 4d6, NND (defense is Life Support [Self-Contained Breathing]; +1); 4 Charges (-1)	[4]
1f	9) <i>Boomerang Pincer Arrow:</i> Telekinesis (20 STR); 4 Charges (-1), Only Works On Limited Types Of Objects (objects small enough to be grabbed by the pincer on the arrow; -½), Affects Whole Object (-¼)	[4]
1f	10) <i>Swingline Arrow:</i> Swinging 40m; Extra Time (always takes a Full Phase to use regardless of distance Swung; -¼)	2

Cost	Powers	END
14	<i>Throwing Master:</i> Multipower, 31-point reserve, all slots OIF (appropriate objects of opportunity; -½), Requires A Roll (Throwing Master Skill Roll; -½), Range Based On STR (-¼)	
1f	1) <i>Blunt Objects:</i> Blast 6d6	3
1f	2) <i>Sharp Objects:</i> RKA 2d6	3
1f	3) <i>Many Blunt Objects:</i> Blast 5d6, Autofire (3 shots; +¼)	3
1f	4) <i>Many Sharp Objects:</i> RKA 1½d6, Autofire (3 shots; +¼)	3
8	<i>Good In A Fight:</i> HA +2d6; Hand-To-Hand Attack (-¼)	1
16	<i>Armored Costume:</i> Resistant Protection (8 PD/8 ED); OIF (-½)	
6	<i>Fast:</i> Running +6m (18m total)	1

Talents

3	Absolute Range Sense
6	Combat Luck (3 PD/3 ED)

Skills

24	+3 with Ranged Combat
24	+8 to offset Range Modifier with all attacks
8	+4 to offset the OCV penalty for throwing unbalanced/non-aerodynamic objects
3	Acrobatics 14-
3	Breakfall 14-
3	Climbing 14-
3	Deduction 12-
3	Gambling 12-
1	Lockpicking 8-
11	Power: Throwing Master 18-
1	Security Systems 8-
3	Sleight Of Hand 14-
3	Stealth 14-
3	Streetwise 12-
3	Weaponsmith 12-

Total Powers & Skill Cost: 199
Total Cost: 400

Pts Complications

10	Distinctive Features: Mutant (Not Concealable; Always Noticed; Detectable Only By Unusual Senses)
20	Hunted: MCPD (Infrequently; Mo Pow; NCI; Capture)
15	Psychological Complication: Overconfidence (Very Common; Moderate)
15	Psychological Complication: Showoff (Common; Strong)
15	Social Complication: Public Identity (Jared Williams) (Frequently; Major)

Total Complications Points: 75
Experience Points: 0

Black Harlequin

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200.0kg; 3d6 HTH [1]
18	DEX	16	13-	
20	CON	10	13-	
23	INT	13	14-	PER Roll 14-
19	EGO	9	13-	
23	PRE	13	14-	PRE Attack: 4½d6
8	OCV	25		
7	DCV	20		
3	OMCV	0		
6	DMCV	9		
5	SPD	30		Phases: 3, 5, 8, 10, 12
8	PD	6		Total: 8/16 PD (0/8 rPD)
8	ED	6		Total: 8/16 ED (0/8 rED)
10	REC	6		
40	END	4		
10	BODY	0		
40	STUN	10		
Total Characteristic Cost: 182				

Movement: Running: 22m/44m

Cost	Powers	END
55	<i>Look What I Made!</i> : Variable Power Pool (Gadget Pool), 45 base + 40 control cost, Focus (all powers bought through VPP must have at least -½ worth of this Limitation; -½), Can Only Be Changed In Black Harlequin's Laboratory (-½)	
30	<i>Fiendish Toychest</i> : Multipower, 60-point reserve, all slots OAF (-1)	
3f	1) <i>Attack Toys</i> : RKA 1d6+1, Armor Piercing (+¼), +1 Increased STUN Multiplier (+¼), Constant (+½), Indirect (Source Point can vary from use to use, path can change with every use; +1); 6 Continuing Charges lasting 1 Turn each (-¼)	[6 cc]
2f	2) <i>Cherry Bomb</i> : Blast 8d6, Area Of Effect (18m Radius Explosion; +½); 8 Charges (-½)	[8]
2f	3) <i>Confetti</i> : Sight Group Flash 12d6; 8 Charges (-½), Does Not Work Against Desolidified Characters (-¼), Limited Range (4m; -¼)	[8]
1f	4) <i>Jacks</i> : RKA 1d6, Area Of Effect (2m Surface; +¼), Constant (+½), Uncontrolled (removable by spending a Full Phase to sweep them aside; +½); 2 Recoverable Charges (-1), Activation Roll (14- roll; -¼), DEX Roll Cancels Effect (-¼), Range Based On STR (-¼), Only On Horizontal Surfaces (-0), Automatically Targets Hit Location 18 (-0)	[2 rc]
2f	5) <i>Not-So-Silly String</i> : Entangle 6d6, 6 PD/6 ED; 8 Charges (-½), Limited Range (40m; -¼)	[8]

Cost	Powers	END
2f	6) <i>Giggle Gas</i> : Entangle 3d6, 3 PD/3 ED, Takes No Damage From Attacks (STR only to break out; +1); 8 Charges (-½), Limited Range (12m; -¼)	[8]
25	<i>Jester's Cane</i> : Multipower, 50-point reserve, all slots OAF (-1)	
1f	1) <i>Bodacious Wallop</i> : HA +7d6; Hand-To-Hand Attack (-¼)	3
2f	2) <i>Sleepy Gas</i> : Blast 5d6, NND (defense is Life Support [Self-Contained Breathing]; +1); 6 Charges (-¾), Limited Range (4m; -¼)	[6]
16	<i>Armored Jester's Motley</i> : Resistant Protection (8 PD/8 ED); OIF (-½)	
10	<i>Devilishly Fast</i> : Running +10m (22m total)	1

Talents

4	Double Jointed
6	Lightning Reflexes (+6 DEX to act first with All Actions)

Skills

6	+2 with Contortionist, Sleight Of Hand, and Stealth
3	Acting 14-
3	Contortionist 13-
3	Disguise 14-
3	Electronics 14-
3	Interrogation 14-
3	KS: Jokes, Riddles, and Puzzles 14-
3	KS: The Superhuman World 14-
3	KS: Toys and Games 14-
3	Lockpicking 13-
3	Mechanics 14-
3	Mimicry 14-
3	Security Systems 14-
3	Sleight Of Hand 13-
3	Stealth 13-
3	Streetwise 14-
3	Ventriloquism 14-
3	Weaponsmith 14-
Total Powers & Skill Cost: 218	
Total Cost: 400	

Pts Complications

25	Hunted: PRIMUS (Frequently; Mo Pow; NCI; Capture)
15	Hunted: The Champions (Infrequently; Mo Pow; Capture)
20	Psychological Complication: Sociopathically Macabre Sense of Humor (Common; Total)
15	Social Complication: Secret Identity (Rinaldo Maretti) (Frequently; Major)
Total Complications Points: 75	
Experience Points: 0	

Examples

Esper

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200.0kg; 3d6 HTH [1]
18	DEX	16	13-	
20	CON	10	13-	
20	INT	10	13-	PER Roll 13-
23	EGO	13	14-	
20	PRE	10	13-	PRE Attack: 4d6
5	OCV	10		
7	DCV	20		
8	OMCV	15		
8	DMCV	15		
5	SPD	30		Phases: 3, 5, 8, 10, 12
8	PD	6		Total: 8/18 PD (0/10 rPD)
10	ED	8		Total: 10/20 ED (0/10 rED)
10	REC	6		
45	END	5		
18	BODY	8		
40	STUN	10		
Total Characteristic Cost: 197				

Movement: Running: 12m/24m

Cost	Powers	END
40	<i>Psychic Assault:</i> Mental Blast 5d6; Unified Power (-¼)	5
40	<i>Psychic Control:</i> Mind Control 10d6; Unified Power (-¼)	5
40	<i>Psychic Seeking:</i> Mind Scan 10d6; Unified Power (-¼)	5
24	<i>Force-Field:</i> Resistant Protection (8 PD/8 ED)	
4	<i>Armored Costume:</i> Resistant Protection (2 PD/2 ED); OIF (-½)	
20	<i>Strange Mind:</i> Mental Defense (20 points total)	
27	<i>Unimind Manifestation:</i> Duplication (creates 200-point form); Costs Endurance (-½)	4

Skills

2	AK: Milky Way Galaxy 11-
2	KS: Radical Feminism 11-
2	KS: The Superhuman World 11-
2	Navigation 13-; Only in Space (-½)

Total Powers & Skill Cost: 203

Total Cost: 400

Pts Complications

10	Distinctive Features: Alien Voice (Easily Concealed; Always Noticed and Causes Major Reaction [fear/disgust]; Detectable By Commonly-Used Senses)
20	Hunted: UNTIL (Infrequently (Mo Pow; NCI; Capture))
10	Hunted: NASA (Infrequently; Less Pow; NCI; Capture)
10	Hunted: PSI (Frequently; Mo Pow; Watching)
15	Psychological Complication: Loathing For Humanity (Common; Strong)
10	Psychological Complication: Lust For Wealth And Power (Common; Strong; Exceeds campaign Complication requirement)
0	Social Complication: Public Identity (Ruth Erickson) (Frequently; Major; Exceeds campaign Complication requirement)
0	Susceptibility: to telepathic contact not initiated by her 2d6 damage per Turn (Uncommon; Exceeds campaign Complication requirement)
0	Vulnerability: 2 x STUN Chemicals/Gasses/Poisons (Common; Exceeds campaign Complication requirement)

Total Complications Points: 75

Experience Points: 0

Green Dragon

Val	Char	Cost	Roll	Notes
25	STR	15	14-	Lift 800.0kg; 5d6 HTH [2]
27	DEX	34	14-	
18	CON	8	13-	
13	INT	3	12-	PER Roll 12-
14	EGO	4	12-	
18	PRE	8	13-	PRE Attack: 3½d6
10	OCV	35		
9	DCV	30		
4	OMCV	3		
4	DMCV	3		
7	SPD	50		Phases: 2, 4, 6, 7, 9, 11, 12
10	PD	8		Total: 10 PD (0 rPD)
10	ED	8		Total: 10 ED (0 rED)
10	REC	6		
35	END	3		
15	BODY	5		
40	STUN	10		
Total Characteristic Cost: 233				

Movement:	Running:	18m/36m
	Leaping:	18m/36m

Cost	Powers	END
2	<i>Stances:</i> Multipower, 3-point reserve, all slots Costs Endurance (-½)	
1f	1) <i>Cat Stance:</i> Lightning Reflexes (+2 DEX to act first with All Actions)	1
1f	2) <i>Horse Stance:</i> Knockback Resistance -2m	1
1f	3) <i>Phoenix Stance:</i> +1 with Block & Legsweep	1
4	<i>Iron Skin Technique:</i> Resistant (+½) for 8 PD	
7	<i>Leaping:</i> Leaping +14m (18m forward, 9m upward)	1
6	<i>Swift:</i> Running +6m (18m total)	1

Martial Arts: Kung Fu

Cost	Maneuver	OCV	DCV	Notes
4	<i>Block</i>	+2	+2	Block, Abort
4	<i>Disarm</i>	-1	+1	Disarm; 55 STR to Disarm
4	<i>Dodge</i>	-	+5	Dodge, Affects All Attacks, Abort
4	<i>Escape</i>	+0	+0	60 STR vs. Grabs
3	<i>Joint Lock/Grab</i>	-1	-1	Grab Two Limbs, 55 STR for holding on
5	<i>Kick</i>	-2	+1	13d6 Strike
3	<i>Legsweep</i>	+2	-1	10d6 Strike, Target Falls
4	<i>Punch</i>	+0	+2	11d6 Strike
3	<i>Throw</i>	+0	+1	9d6 +v/10, Target Falls
4	<i>Tien-hsueh Strike</i>	-1	+1	4d6 NND

Martial Arts: Kung Fu

16	+4 HTH Damage Class(es)
7	<i>Weapon Element:</i> Blades, Clubs, Empty Hand (default), Hook Sword, Polearms, Staffs, Three-Section Staff, Wind and Fire Wheels

Talents

15	Danger Sense (self only, in combat) 12-
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Skills

16	+2 with HTH Combat
6	Dodging and Deflecting: +4 with Block; Only To Block Ranged Physical Projectiles (-1)
3	Acrobatics 14-
1	Analyze 8-
3	Breakfall 14-
3	Climbing 14-
3	Contortionist 14-
3	Disguise 12-
3	Gambling 12-
3	KS: Kung Fu 12-
2	KS: Chinese History and Culture 11-
2	KS: Chinese Healing 11-
1	Language: English (basic conversation; Mandarin Chinese is Native)
3	Shadowing 12-
3	Stealth 14-
3	Streetwise 13-
4	TF: Common Motorized Ground Vehicles, Small Rowed Boats, Two-Wheeled Muscle-Powered Ground Vehicles
7	WF: Common Martial Arts Melee Weapons, Common Melee Weapons, Hook Sword, Three-Section Staff, Wind and Fire Wheels

Total Powers & Skill Cost: 167

Total Cost: 400

Pts Complications

5	DNPC: Lin Chow (younger sister) (Infrequently; Normal; Useful Noncombat Position or Skills)
15	Enraged: if his honor is insulted or he hears an ethnic slur (Common), go 8-, recover 11-
15	Psychological Complication: Code of Honor (Common; Strong)
15	Psychological Complication: Disdain for Western Culture (Common; Strong)
10	Psychological Complication: Extreme Traditionalist (Common; Moderate)
15	Social Complication: Public Identity (Chow Deng) (Frequently; Major)

Total Complications Points: 75

Experience Points: 0

Examples

Shrinker

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100.0kg; 2d6 HTH [1]
20	DEX	20	13-	
25	CON	15	14-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	
20	PRE	10	13-	PRE Attack: 4d6
8	OCV	25		
7	DCV	20		
3	OMCV	0		
4	DMCV	3		
5	SPD	30		Phases: 3, 5, 8, 10, 12
10	PD	8		Total: 10 PD (0 rPD)
10	ED	8		Total: 10 ED (0 rED)
7	REC	3		
50	END	6		
10	BODY	0		
30	STUN	5		
Total Characteristic Cost: 153				

Movement:	Running:	12m/24m
	Flight:	32m/64m
	Teleportation:	20m/40m

Cost	Powers	END
48	<i>Micro-Scale:</i> Shrinking (0.0078 m tall, 5.96E-6 kg mass, -16 PER Rolls to perceive character, +16 DCV, takes +48m KB), Costs Endurance Only To Activate (+¼); Unified Power (-¼)	5
80	<i>Microscopic Combat:</i> Multipower, 80-point reserve	
3f	1) <i>Internal Agony I:</i> HKA 1d6+1, Penetrating (+½), Reduced Endurance (0 END; +½), Affects Physical World (+2); Only When Desolidified Inside Target (-1), No STR Bonus (-½)	
5f	2) <i>Internal Agony II:</i> Blast 9d6, Indirect (enables Transdimensional; +¼), Transdimensional (from the sub-atomic universe to the normal-sized world; +½); No Range (must be "inside" target; -½)	8
5f	3) <i>Optic Nerve Trampoline:</i> Sight Group Flash 9d6, Indirect (enables Transdimensional; +¼), Transdimensional (from the sub-atomic universe to the normal-sized world; +½); No Range (must be "inside" target; -½)	8

Cost	Powers	END
3f	4) <i>Growth Momentum:</i> HA +16d6; Proportional (HA dice can't exceed DCV bonus from Shrinking in use at the time; -½), Lockout (Shrinker must start the Phase Shrunk and turn it off to use this attack; -½), Hand-To-Hand Attack (-¼), Only Works Against Properly-Positioned Opponents (it only works if the target is standing directly above Shrinker; -¼)	8
2f	5) <i>Surfing The Net:</i> Teleportation 20m, MegaScale (1m = 10 km; +1¼); Only Through Phone Lines (-1)	4
23	<i>Walking Between Molecules:</i> Desolidification (affected by any attack that breaks the object she's in); Only To Pass Through Solid Objects (-½), Unified Power (-¼)	4
21	<i>Microflight:</i> Flight 32m; Linked (to Shrinking, gains 4m Flight per 10 points of Shrinking used; -½)	3
18	<i>Enter The Sub-Atomic Universe!:</i> Extra-Dimensional Movement (Single Dimension, Any Location corresponding to current physical location); Unified Power (-¼)	2
25	<i>Spatial Correspondence Detection:</i> Detect Point In Normal-Sized Space Corresponding To Current Position In The Sub-Atomic Universe 18- (no Sense Group), Dimensional, Targeting	

Talents

6	Combat Luck (3 PD/3 ED)
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Skills

1	Computer Programming 8-
2	SS: Biology 11-
2	SS: Chemistry 11-
3	Stealth 13-

Total Powers & Skill Cost: 247

Total Cost: 400

Pts Complications

20	Hunted: UNTIL (Infrequently; Mo Pow; NCI; Capture)
20	Hunted: The Sentinels (Infrequently; Mo Pow; NCI; Capture)
15	Psychological Complication: Enjoys Humiliating Opponents (Common; Strong)
15	Psychological Complication: Easily Offended (Common; Strong)
5	Psychological Complication: Hatred of Superheroes in General, and the Sentinels in Particular (Common; Strong; Exceeds campaign Complication requirement)
0	Social Complication: Public Identity (Diana Whitmore) (Frequently; Major; Exceeds campaign Complication requirement)

Total Complications Points: 75

Experience Points: 0

AVERAGE INDIVIDUALS

AVERAGE PEOPLE

Char	Small Child	Senior Citizen	Average Person	Noteworthy		Competent
				Normal	Skilled Normal	Normal
STR	1	5	8	10	13	13
DEX	8	8	8	10	11	14
CON	5	5	8	10	13	13
INT	7	13	8	10	10	13
EGO	5	13	8	10	10	11
PRE	5	10	8	10	10	13
OCV	3	3	3	3	4	5
DCV	5	3	3	3	4	5
OMCV	0	4	3	3	3	4
DMCV	0	4	3	3	3	4
SPD	1	1	2	2	3	3
PD	1	1	2	2	4	5
ED	1	1	2	2	3	4
REC	2	1	4	4	5	5
END	10	10	15	20	25	25
BODY	5	8	8	10	10	10
STUN	8	14	16	20	24	22
Running	8m	8m	10m	12m	12m	14m
Swimming	2m	2m	2m	4m	4m	4m

Small Child

4	Short: +2 to Stealth
(10)	Physical Complication: Short – 1m tall, 12.5 kg mass, +6m Knockback (Infrequently, Slightly Impairing)
Total Cost: -55	

Senior Citizen

2	KS: Own Profession 11-
2	KS: Hobby 11-
2	PS: Own Profession 11-
(15)	Appropriate Complications such as Physical Complication or Psychological Complication
Total Cost: -22	

Average Person

As Senior Citizen above	
Total Cost: -16	

Noteworthy Normal

As Senior Citizen above, plus:	
1	Familiarity with 1 Skill
Total Cost: 7	

Skilled Normal

As Noteworthy Normal above, plus:	
1	Familiarity with 1 more Skill (2 Familiarities total)
7	7 CP worth of Skills
(10)	Additional appropriate Complications such as Dependence, Negative Reputation, Physical Complication, Psychological Complication, or Social Complication (25 points total)
Total Cost: 50	

Competent Normal

As Skilled Normal above, plus:	
2	2 additional CP worth of Skills (9 CP total)
4	One 4-point Skill Level
1	WF: one 1-point WF
10	Two Characteristic-Based Skills at +1 each
(5)	Additional appropriate Complications such as Dependence, Negative Reputation, Physical Complication, Psychological Complication, or Social Complication (30 points total)
Total Cost: 100	

EXAMPLE TEMPLATES

PROFESSIONAL TEMPLATE

Represents the core abilities of a typical local law enforcement officer.

POLICEMAN

Cost	Ability
2	CK: City of Operation 11-
2	KS: Criminal Law 11-
2	WF: Small Arms
2	Fringe Benefit: Local Police Powers
9	9 points' worth of Skills from the following list: Bureaucraties, Combat Driving, Concealment, Conversation, Criminology, Persuasion, Shadowing, Streetwise, any Background Skill
Total Cost: 17	
Pts	Complications
5	Distinctive Features: Policeman's Uniform (Easily Concealed)
10	Hunted: Police Department (Infrequently, Mo Pow, NCI, Watching)
Total Complications Points: 15	

SPECIES TEMPLATE

Contains the essential abilities of an Atlantean in the *Champions Universe*.

ATLANTEAN

Cost	Abilities
5	+5 STR
5	+5 CON
6	<i>Swift Swimming</i> : Swimming +12m
2	<i>Tough Body</i> : Resistant (+½) for 2 PD/2 ED
4	<i>Atlantean Physiology</i> : Life Support (Safe Environments: High Pressure, Intense Cold; Longevity: age at half normal rate)
5	<i>Atlantean Eyes</i> : Nightvision
5	<i>Nictitating Membrane</i> : Sight Group Flash Defense (5 points)
4	<i>Aquatic Movement</i> : Environmental Movement (no penalties while in water)
Total Cost: 36	
Pts	Complications
15	Dependence: Water (must dowse or immerse self in water once per Hour or suffer 3d6 damage; Very Common)
Total Complications Points: 15	

ORGANIZATION TEMPLATE

A package of abilities suitable for an established superhero team, including team training, equipment, and official government sanction. (Note that the Positive Reputation gives a character +2/+2d6 in the city where the superteam is headquartered, and +1/+1d6 elsewhere in the U.S.)

SUPERTEAM MEMBER

Cost	Abilities
2	CK: Campaign City 11-
2	KS: Federal Criminal Law & Procedure 11-
2	KS: Superteam (rules, rights, and responsibilities, team history, other members, and so on) 11-
3	Teamwork
3	Fringe Benefit: National Police Powers
2	Positive Reputation: member of respected superteam (in Campaign City) 14-, +1/+1d6
3	Positive Reputation: member of respected superteam (in United States) 14-, +1/+1d6
6	<i>Communicator</i> : HRRP (Radio Group); OIF (-½), Affected As Sight And Hearing Group As Well As Radio Group (-½)
5	Contribution to team Base
10	Contribution to team Vehicle
Total Cost: 38	
Pts	Complications
15	Hunted: Enemy Supervillain Team (Frequently, As Pow, Kill/Capture)
5	Social Complication: Restrictions of Sanction (Secret Identity must be registered with government, must follow required procedures or face prosecution/loss of sanction, must make regular reports to government liaison, and so on; Infrequently, Minor)
Total Complications Points: 20	

CULTURAL TEMPLATE

Abilities common to characters who grew up on the mean streets of the big city, living by their wits in the shadowy underbelly of society.

CHILD OF THE STREETS

Cost	Abilities
1	+1 INT
1	+1 PRE
1	Streetwise 8-
2	Survival (urban environments only; -½)
8	8 points' worth of Skills/Perks from the following list: Acting, Bribery, Charm, Climbing, Conversation, Forgery, Gambling, Lockpicking, Persuasion, Security Systems, Shadowing, Sleight Of Hand, Stealth, Streetwise, Trading, Contacts
Total Cost: 13	

EXAMPLE MARTIAL ARTS STYLES

CLASSIC COMIC BOOK

This style suits campaigns where a character's fighting style isn't detailed much beyond "he knows martial arts" (such as many comic book superheroes, pulp fiction adventurers, and so on). The maneuvers in this package all work barehanded, and characters cannot purchase Weapon Elements with the style.

CLASSIC COMIC BOOK

Cost	Maneuver	OCV	DCV	Notes
4	Block	+2	+2	Block, Abort
4	Dodge	—	+5	Dodge all attacks, Abort
5	Kick	-2	+1	STR +4d6 Strike
4	Punch	+0	+2	STR +2d6 Strike
3	Throw	+0	+1	STR +v/10; Target Falls
<i>Advanced practitioners might add:</i>				
4	Disarm	-1	+1	Disarm, +10 STR
3	Grab	-1	-1	Grab Two Limbs, +10 STR for holding on
4	Escape	+0	+0	+15 STR to Escape Grabs

FENCING

Fencing is the European art of sword fighting. The maneuvers in this package all require a sword, and cannot be used barehanded (though Parry might work with other appropriate objects).

FENCING

Cost	Maneuver	OCV	DCV	Notes
4	Disarm	-1	+1	Disarm, +10 STR
4	Parry	+2	+2	Block, Abort
5	Slash	+0	+2	Weapon +2 DC Strike
5	Thrust	+1	+3	Weapon Strike
Skills				
KS: Fencing				
WF: Blades				

KARATE

A fast, straightforward Okinawan style designed to defeat an enemy as quickly as possible. The maneuvers in this style are barehanded by default, but characters may purchase the listed Weapon Elements to use the maneuvers with those weapons.

KARATE

Cost	Maneuver	OCV	DCV	Notes
4	Block	+2	+2	Block, Abort
4	Disarm	-1	+1	Disarm, +10 STR
4	Dodge	—	+5	Dodge all attacks, Abort
4	Knifehand Strike	-2	+0	½d6 HKA
4	Punch/Snap Kick	+0	+2	STR +2d6 Strike
5	Side/Spin Kick	-2	+1	STR +4d6 Strike
Skills				
KS: Karate				
WF: Common Martial Arts Melee Weapons				
Elements				
+1	Use Art with Karate Weapons			
+1	Use Art with Staff			

EXAMPLE POWERS

ASTRAL FORM

Releases the character's "astral form" after a meditative ritual, leaving the character's physical body behind while his spirit roams free.

Game Information: Duplication (creates 350-point astral form), Easy Recombination (Half Phase Action at ½ DCV), Ranged Recombination (+½), Altered Duplicate (100%; +1) (187 Active Points); Leaves Body Behind (base character is incapacitated and helpless while duplicate exists; -1), Extra Time (meditation, 1 Hour; -1½), Feedback (-1), Must Recombine Daily (if characters don't recombine within 24 hours, both die; -½). **Real Cost:** 37 CP.

COMELY

The character possesses noteworthy beauty/handsomeness.

Game Information: Striking Appearance +2/+2d6 (6 Active Points). **Real Cost:** 6 CP.

Examples

CORD OF HONESTY

This magical golden rope compels the truth from anyone it binds.

Game Information:

Cost	Power
30	<i>Compel Truth:</i> Mind Control 14d6, Reduced Endurance (0 END; +½), Alternate Combat Value (uses OCV against DCV; +0) (105 Active Points); OAF (Unbreakable; -1), Set Effect (“answer truthfully;” -½), No Range (-½), Must Follow Grab (-½)
7	<i>Rope’s Reach:</i> Stretching 15m, Reduced Endurance (0 END; +½) (22 Active Points); OAF (Unbreakable; -1), Cannot Do Damage (-½), Always Direct (-¼), No Noncombat Stretching (-¼), Range Modifier Applies (-¼)
4	<i>Acts As A Swingline:</i> Swinging 15m, Reduced Endurance (0 END; +½) (10 Active Points); OAF (Unbreakable; -1), Lockout (prevents use of Mind Control or Stretching; -½)

Real Cost: 41 CP

FORCE FIELD

Allows the character to produce a personal protective energy field around himself.

Game Information: Resistant Protection (15 PD/15 ED) (45 Active Points); Costs Endurance (-½), Perceivable (-0). **Real Cost: 30 CP.**

FORCE WALL

Enables the character to project an energy barrier at a distance, which lasts as long as he puts effort into maintaining it, or until it’s breached by an attack.

Game Information: Barrier 15 PD/15 ED, 1 BODY (up to 12m long, 4m high, and ½m thick), Non-Anchored, Mobile (+¼) (90 Active Points); Costs Endurance To Maintain (full END; -½). **Real Cost: 60 CP.**

INSTANT CHANGE

Lets the character change from his current clothes into his costume (or vice-versa) in the blink of an eye. (To change to/ from *any* set of clothing, add *Improved Results Group* (+¼).)

Game Information: Cosmetic Transform 1d6 (standard effect: switch one set of clothes for another), Trigger (changing clothing is a Zero Phase Action, Trigger automatically resets; +¾) (5 Active Points); Limited Target (the character’s current clothing; -½). **Real Cost: 3 CP.**

FIND WEAKNESS

The character has a keen eye for spotting holes in a target’s defenses.

Game Information: Armor Piercing (+¼) for up to 60 Active Points in character’s attack (15 Active Points); Requires An Analyze Roll (-½). **Real Cost: 10 CP.**

POWER RING

This awesome weapon allows the wearer to create energy constructs of pure force with the power of his mind.

Game Information:

Cost	Power
80	<i>Power Ring:</i> Multipower, 120-point reserve; all slots OIF (-½)
8v	1) <i>Force Manipulation:</i> Telekinesis (40 STR), Alternate Combat Value (uses OMCV vs. DCV; +0) (60 Active Points)
8v	2) <i>Force Blast:</i> Blast 12d6, Alternate Combat Value (uses OMCV vs. DCV; +0) (60 Active Points)
8v	3) <i>Force Weapons:</i> RKA 4d6, Alternate Combat Value (uses OMCV vs. DCV; +0) (60 Active Points)
9v	4) <i>Force Barrier:</i> Barrier 20 PD/20ED, 1 BODY (up to 8m long, 4m tall, and ½m thick), Dismissible, Non-Anchored (89 Active Points); Costs Endurance To Maintain (-½)
9v	5) <i>Force Shield:</i> Resistant Protection (30 PD/30 ED) (90 Active Points); Costs Endurance (-½), Perceivable (-0)
8v	6) <i>Force Propulsion:</i> Flight 40m, x32 Noncombat (60 Active Points)
3f	7) <i>Warp Flight:</i> FTL Travel (1 LY per 3 Minutes) (44 Active Points)

Real Cost: 133 CP

POWER DESTRUCTION

Reduces a target’s energy such that he only regains it at approximately the same rate as he regains lost BODY.

Game Information: Drain END 2d6, Delayed Return Rate (5 CP per Month; +2¾) (75 Active Points) **Real Cost: 75 CP.**

POWER TRANSFER

Reduces a target’s energy and increases the character’s by the same amount.

Game Information: Drain END 4d6 (40 Active Points); Unified Power (-¼) (total cost: 32 CP) **plus** Aid END 4d6 (standard effect: same roll as Drain dice), Trigger (when character uses Drain, activating Trigger takes no time, Trigger immediately automatically resets; +1) (48 Active Points); Only Aid Self (-1), Linked (-¼), Unified Power (-¼) (total cost: 19 CP). **Real Cost: 51 CP.**

PRESENCE DEFENSE

Allows a character to resist Presence Attacks to a greater degree than his own PRE would suggest.

Game Information: +20 PRE (20 Active Points); Only To Protect Against Presence Attacks (-1). **Real Cost: 10 CP.**

QUESTIONITE CLAWS

The character has unbreakable claws that cut through virtually anything.

Game Information: HKA 1d6 (plus STR), Armor-Piercing (+¼), Penetrating (x2; +1), Reduced Endurance (0 END; +½) (41 Active Points). **Real Cost: 41 CP.**

QUESTIONITE SHIELD

A multi-function device of an as-yet-unharmable Questionite alloy, usable for defense, bashing, and throwing. The wielder requires a Questionite Shield Skill (*Power*) to use it properly

Game Information:

Cost	Power
150	<i>Questionite Shield:</i> Multipower, 300-point reserve; all slots OAF (-1)
13f	1) <i>Protection:</i> Resistant Protection (50 PD/50 ED), Hardened (x2; +½), Impenetrable (x2; +½) (300 Active Points); Nonpersistent (-¼), Requires A Questionite Shield Roll (no Active Point penalty; -0)
1f	2) <i>Deflection:</i> Deflection (20 Active Points); Lockout (cannot use other Multipower slots while using this one, and not until thrown shield is retrieved; -½)
1f	3) <i>Shield-Bash:</i> HA +6d6 (30 Active Points); Hand-To-Hand Attack (-¼)
1f	4) <i>Shield Edge:</i> HKA 1d6 (plus STR) (15 Active Points)
1f	5) <i>Thrown Shield:</i> Blast 10d6 (50 Active Points); 1 Recoverable Charge (-1¼), Lockout (cannot use Multipower until shield is retrieved; -½), Range Based On STR (-¼)
2f	6) <i>Thrown Shield II:</i> Blast 10d6, Area Of Effect (40m Line; +1) (100 Active Points); 1 Recoverable Charge (-1¼), Lockout (cannot use Multipower until shield is retrieved; -½), Range Based On STR (-¼)
2f	7) <i>Thrown Shield III:</i> Blast 10d6 Area Of Effect (16m Radius, Selective; +1) (100 Active Points); 1 Recoverable Charge (-1¼), Lockout (cannot use Multipower until shield is retrieved; -½), Range Based On STR (-¼), Requires A Questionite Shield Roll (-1 per 20 Active Points; -¼)
1f	8) <i>Thrown Shield IV:</i> HKA 1d6 (plus STR), Range Based On STR (+¼) (19 Active Points); 1 Recoverable Charge (-1¼), Lockout (cannot use Multipower until shield is retrieved; -½)
1f	9) <i>Cover Your Eyes!:</i> Sight Group Flash Defense (20 points), Hardened (+¼) (25 Active Points); Lockout (cannot use other Multipower slots while using this one; -½), Activation Roll 14- (-¼), Nonpersistent (-¼)

Real Cost: 173 CP

THE MADDER I GET, THE STRONGER I GET!

This character is stronger when he's angry, and his STR continues to increase the longer he stays angry, until he's a whopping 4,000 times stronger (+60 STR) than he is while calm! (Assuming a SPD of 4, he requires a minute of anger to reach full effect.)

Game Information: Aid STR 1d6 (standard effect: +3 STR), Increased Maximum Effect (can add maximum of 60 points; +1), Delayed Return Rate (points fade at the rate of 5 per Minute; +1), Trigger (becoming or being Enraged/Berserk, activating Trigger takes no time, Trigger immediately automatically resets; +1), Reduced Endurance (0 END; +½) (27 Active Points); No Conscious Control (cannot activate power on his own, but can use the STR freely once it's activated; -1), Only Aid Self (-1), Points Fade Immediately Upon Recovery From Enraged/Berserk (-½). **Real Cost: 8 CP.**

REPULSOR RAYS

These quasi-gravitic beams repel a foe with great force, but little direct damage (unless, of course, he's unfortunate enough to hit something).

Game Information: Blast 8d6, Double Knockback (+½), Does Knockback (+¼) (70 Active Points); Beam (-¼), STUN Only (-0). **Real Cost: 56 CP.**

SUPERSPEED TASKS

The character's amazing superspeed allows him to finish tasks in minutes that others need hours to complete.

Game Information: +9 with All Noncombat Skills (90 Active Points); Only To Counteract Time Modifiers (-1), Costs Endurance (-½). **Real Cost: 36 CP.**



Examples

UTILITY BELT

A utility belt carries numerous devices useful for costumed crimefighters. This version suits Gadgeteer-type characters known for almost always having just the right tool for any situation. Note that the “Sample Gadgets” listed below are a *small* sample; nearly countless gadgets are possible.

Game Information:

Cost	Power
86	<i>Utility Belt:</i> Variable Power Pool, 60 Pool + 60 Control Cost, Powers Can Be Changed As A Half Phase Action (+½); OIF (-½), Slightly Limited Class Of Powers Available (-¼)
Sample Gadgets	
	<i>Boomerang:</i> Blast 8d6 physical, Reduced Endurance (0 END; +½) (60 Active Points); OAF (-1). Real Cost: 30
	<i>Swingline:</i> Swinging 30m, Reduced Endurance (0 END; +½) (22 Active Points); OAF (-1). Real Cost: 11
	<i>Knockout Gas Pellets:</i> Blast 4d6, NND (defense is Life Support [Self-Contained Breathing or appropriate Immunity]; +1), Constant (+½), Reduced Endurance (0 END; +½) (60 Active Points); OAF (-1), Range Based On STR (-¼), 8 Continuing Charges lasting 1 Turn each (removed by high winds or rain; -0). Real Cost: 27
	<i>Smoke Pellets:</i> Darkness to Sight Group 12m radius (60 Active Points); OAF (-1), Range Based On STR (-¼), 8 Continuing Charges lasting 1 Turn each (removed by high winds or rain; -0). Real Cost: 27
	<i>Rebreather:</i> Life Support (Expanded Breathing: Breathe Underwater) (5 Active Points); OAF (-1), 1 Continuing Fuel Charge (refueled through recharging system, easy to obtain; 1 Hour; -0). Real Cost: 2
	<i>Cutting Torch:</i> 1d6 HKA energy, Penetrating (x2; +1), Constant (+½), Reduced Endurance (0 END; +½) (45 Active Points); OAF (-1), No STR Bonus (-½). Real Cost: 18
	<i>Mini-Camcorder:</i> Eidetic Memory (5 Active Points); OAF (-1), Sight and Hearing Only (-½). Real Cost: 2
Real Cost: 86 CP	

WEBSHOOTERS

Allows an arachnid-themed superhero to truss up opponents, swing through the cityscape, and so on. For Special Effect purposes, this build assumes a character with STR 40 (note the dice of the Blast).

Game Information:

Cost	Power
19	<i>Web Fluid:</i> Endurance Reserve (100 END, 5 REC); OIF (-½)
40	<i>Webbing:</i> Multipower, 60-point reserve; all slots OIF (-½), Unified Power (-¼) [all slots draw END from Endurance Reserve except as noted]
3f	1) <i>Web Cocooning:</i> Entangle 4d6, 5 PD/4 ED (Stops Normal Sight), Entangle And Character Both Take Damage (+¼) (60 Active Points); Time Limit (1 Hour; -¾)
2f	2) <i>Web Wall:</i> Barrier 5 PD/4 ED, 18 BODY (up to 8m long, 8m tall, and ½m thick), Opaque (Sight Group) (60 Active Points); Time Limit (1 Hour; -¾), Cannot Englobe (-¼)
2f	2) <i>Web Shield:</i> Barrier 5 PD/4 ED, 10 BODY (up to 2m long, 2m tall, and ½m thick), Non-Anchored, One-Way Transparent (to character's physical strikes; +½) (60 Active Points); Time Limit (1 Hour; -¾), Cannot Englobe (-¼), Restricted Shape (-¼)
1f	3) <i>Thrown Web Balls:</i> Blast 8d6 physical (40 Active Points); Increased Endurance Cost (x2 END – draws 4 END from Endurance Reserve and 4 from personal END; -½), Range Based On STR (-¼)
1f	4) <i>Web Rope:</i> Stretching 30m (30 Active Points); Cannot Do Damage (-½), Always Direct (-¼), Range Modifier Applies (-¼)
1f	5) <i>Web Rope:</i> Swinging 30m (15 Active Points)
1f	6) <i>Web Ballooning:</i> Flight 30m, Costs Endurance Only To Activate (+¼) (37 Active Points); Gliding (-1), Costs Endurance (-½)
Real Cost: 70 CP	

X-RAY VISION

A super-sense allowing the character to literally see through walls.

Game Information: Fully Penetrative for Sight Group (blocked by lead, gold, and force fields). (15 Active Points). **Real Cost: 15 CP.**

EXAMPLE EQUIPMENT

EXAMPLE AUTOMATON – ZOMBIE

Zombie

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 800 kg; 4d6 HTH damage [2]
10	DEX	0	11-	
10	CON	0	11-	
5	INT	-5	10-	PER Roll 10-
13	PRE	3	12-	PRE Attack: 2½d6
3	OCV	0		
3	DCV	0		
2	SPD	0		Phases: 6, 12
4	PD	9		Total: 4 PD (4 rPD)
2	ED	3		Total: 2 ED (2 rED)
4	REC	0		
0	END	-4		
10	BODY	0		
—	STUN	—		

Total Characteristics Cost: 16

Movement:	Running:	4m
	Leaping:	1m

Cost	Powers	END
10	<i>Tireless</i> : Reduced Endurance (0 END; +½) for STR	0
2	<i>Tireless</i> : Reduced Endurance (0 END; +½) on Running	0
1	<i>Tireless</i> : Reduced Endurance (0 END; +½) on Leaping	0
1	<i>Tireless</i> : Reduced Endurance (0 END; +½) on Swimming	0
15	<i>Zombie's Body</i> : Does Not Bleed	0
10	<i>Zombie's Body</i> : No Hit Locations	0
45	<i>Zombie's Body</i> : Takes No STUN	0
4	<i>Undead Body</i> : +2 PD, Only Works Against Slashing Or Piercing Attacks (-½)	0
3	<i>Undead Body</i> : +2 PD, Only Works Against Piercing Attacks (-1)	0
15	<i>Undead Body</i> : Resistant (+½) for 8 PD/2 ED	0

Cost	Powers	END
40	<i>Undead Vitality</i> : Life Support: Total (including Longevity: Immortality)	0
-8	<i>Slow</i> : Running -8m	
-1	<i>Poor Leaper</i> : Leaping -3m	
5	<i>See Life</i> : Infrared Perception (Sight Group)	0

Skills

3	Climbing 11-
1	Language: Zombie Moans (hideous vestiges of its Native Language in life)
3	Stealth 11-
4	WF: Common Melee Weapons, Common Missile Weapons

Total Powers & Skills Cost: 153

Total Cost: 169

Pts Complications

20	Physical Complication: Machine Intelligence (Frequently, Greatly Impairing)
15	Physical Complication: Affected By Necromancy (has EGO 13 for purposes of necromantic magic, and can be affected by necromancy-based Presence Attacks; Infrequently, Greatly Impairing)
15	Psychological Complication: Hunger For Human Brains (Common, Strong)

Total Complications Points: 50

Experience Points: 0

Background/History: As an animated corpse, a zombie's background depends on its history in life, and whatever tasks it's performed for its creator during its unlife.

Personality/Motivation: Zombies have no motivation of their own; they simply follow the instructions given them by their creators. They have no personality, aside from a general desire to consume human brains (in the absence of other orders).

Quote: "bbraaiinzzz..."

Powers/Tactics: Zombies never flee, fighting or continuing on implacably until victorious or destroyed. They battle with their powerful fists or they wield weapons.

Campaign Use: Zombies serve as minions of evil wizards in many adventure fiction genres, including superheroes. A plague of uncontrolled zombies can precipitate an invasion or doomsday scenario.

Appearance: Zombies are shambling human corpses in various stages of decay.

EXAMPLE COMPUTER – SOCRATES

Several corporations and private citizens donated their time and skills to build SOCRATES, the Champions’ artificially intelligent supercomputer. Housed at Homestead, SOCRATES operates all of the base’s primary equipment and labs, monitors the sensors, assists with research, provides entertainment, and so forth. It speaks with an educated and rather “stuffy” male accent.

SOCRATES

Val	Char	Cost	Roll	Notes
15	DEX	10		
20	INT	10	13-	PER Roll 13-
15	EGO	5	12-	
5	OCV	10		
5	DCV	10		
5	OMCV	6		
5	OMCV	6		
4	SPD	20		Phases: 3, 6, 9, 12
Total Characteristics Cost: 77				

Cost	Powers	END
5	<i>Waldoes:</i> Extra Limbs (two or more mounted as necessary at locations throughout Homestead)	0

Talents

3	<i>Clock:</i> Absolute Time Sense
5	<i>Memory:</i> Eidetic Memory
3	<i>Calculator:</i> Lightning Calculator
3	<i>Instant-On Feature:</i> Lightsleep
4	<i>Scanner:</i> Speed Reading (x10)

Programs

1	Monitor Camera System, Report Anomalies
1	Plot Distance, Travel Times Between Specified Locations
1	Scan and Enter Data
1	Search Reference Material For Information On A Topic
1	Operate Facilities
1	Show/Provide Entertainment
1	Send Emergency Call to Team Members If Specified Protocols Are Not Met

Skills

3	Criminology 13-
3	Electronics 13-
4	AK: Earth 14-
4	AK: United States 14-
4	CK: Millennium City 14-
2	KS: Archived Recent News 11-
3	KS: Current News 13-
10	KS: General Knowledge 20-
3	KS: Popular Movies 13-
3	KS: Popular Music 13-
3	KS: Video Games 13-
3	KS: Superheroes 13-
3	KS: Supervillains 13-
2	KS: World History 11-
2	KS: World Politics 11-
3	Mechanics 13-
3	PS: Household Management And Maintenance 13-
3	SS: Astronomy 13-
3	SS: Biology 13-
3	SS: Chemistry 13-
3	SS: Geology 13-
3	SS: Physics 13-
3	Systems Operation 13-
3	Weaponsmith 13-
Total Abilities Cost: 109	
Total Cost: 186/5 = 37	

Pts Complications

20	Psychological Complication: Code Versus Killing, Harming, Or Allowing Harm To Come To Humans (Very Common, Strong)
15	Psychological Complication: Secret Programming The Champions Don’t Know About (Uncommon, Total)
Total Complications Points: 35	

EXAMPLE VEHICLE – THE V-JET

The Champions’ famous high-tech jet (funded partly by Defender, but mostly by several Millennium City aerospace firms) takes its name from its shape, which consists of a central body shaped like a rounded wedge, with two forward-pointing wings attached to either side of the body at the rear. Capable of vertical takeoff and landing, and built mainly for speed, it can reach approximately mach 10. Ironclad typically pilots the plane, which is specially reinforced to carry his weight; Defender and Sapphire also know how to fly “the ship” (as the team calls it).

The V-Jet

Val	Char	Cost	Notes
8	Size	40	12.5m x 6.4m x 6.4m; mass 25 tons; -8 KB; OCV+ 5
50	STR	0	Lift 25 tons; 10d6 HTH [0]
25	DEX	30	
7	OCV	30	
7	DCV	30	
5	SPD	30	Phases: 3, 5, 8, 10, 12
8	PD	9	
8	ED	9	
20	BODY	2	
Total Characteristics Cost: 160			
Movement:		Ground:	12m
		Flight:	20m/20km

Cost	Powers	END
45	<i>Magna-Jet Engines:</i> Flight 20m, MegaScale (1m = 1 km; +1), Usable As Swimming (+¼), 1 Continuing Fuel Charge (1 Day; +0)	[1cc]
27	<i>Starboard Forward Blaster:</i> RKA 3d6, 64 Charges (+½); OIF Bulky (-1), Limited Arc Of Fire (60 degrees forward; -½)	[64]
5	<i>Port Forward Blaster:</i> same as Starboard Forward Blaster	[64]
13	<i>Radar Array:</i> Radar (Radio Group), Discriminatory, Increased Arc Of Perception (360 degrees), Telescopic (+14 versus Range Modifier); OIF Bulky (-1), Affected As Sight Group As Well As Radio Group (-½)	0
4	<i>Communications Systems:</i> HRRP; OAF Bulky (1½), Affected As Sight And Hearing Groups As Well As Radio Group (-½)	0
19	<i>Sealed Environment:</i> Life Support (Safe Environments: High Pressure, High Radiation, Intense Cold, Low Pressure/Vacuum; Self-Contained Breathing)	0
15	<i>Structural Enhancements:</i> +20 STR, Reduced Endurance (0 END; +½); Only To Increase Lifting Capacity (-1)	0

Total Abilities & Equipment Cost: 128
Total Cost: 288/5 = 58

Pts Complications

15	Social Complication: Publicly Known (Frequently, Major)
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Total Complications Points: 15



EXAMPLE VEHICLES

Name	Size	OCV+	Mass (KB)	STR	DEF	BODY	DEX	OCV	DCV	SPD	Move	MAX	Cost	Notes
Airplane, Military Jet	20x10x10m	+6	100t (-10)	50	6	20	23	8	8	5	76m x8	3040m	504/101	Gear
Airplane, Passenger Airliner	64x32x32m	+10	3.2kt (-15)	85	5	25	10	3	3	3	22m x16	1056m	124/25	SV 10m
Airplane, Private Jet	12x6x6m	+5	25t (-8)	42	4	18	18	4	4	3	30m x32	2880m	124/25	
Airplane, Small Private	8x4x4m	+4	6.4t (-6)	22	4	16	16	4	4	3	34m x8	816m	85/17	SV 16m
Boat, Speedboat	6x3x3m	+3	3.2t (-5)	35	3	15	17	4	4	3	54m x2	324m	75/15	
Boat, Yacht	12x6x6m	+5	25t (-8)	50	3	18	10	3	3	2	48m x2	192m	53/11	
Bus	10x5x5m	+4	12.5t (-7)	45	4	17	10	3	3	2	44m x4	352m	72/14	LM
Car, Armored	8x4x4m	+4	6.4t (-6)	45	8	20	10	3	3	3	40m x4	480m	94/19	LM
Car, Compact	4x2x2m	+2	800kg (-3)	25	3	13	15	5	5	3	36m x4	532m	77/17	
Car, Full-size	6x3x3m	+2	1.6t (-4)	35	3	16	14	5	5	3	48m x4	576m	108/22	
Car, Limousine	6x3x3m	+3	3.2t (-5)	35	3	15	12	4	4	3	48m x4	576m	93/19	
Car, Mid-size	5x2.5x2.5m	+2	1.6t (-4)	30	3	14	15	5	5	3	50m x4	600m	166/21	
Car, Police	5x2.5x2.5m	+2	1.6t (-4)	30	3	14	15	5	5	3	54m x4	648m	127/25	Gear
Car, Sportscar	4x2x2m	+2	800kg (-3)	25	3	14	23	8	8	4	62m x4	992m	174/35	
Car, SUV	5x2.5x2.5m	+2	1.6t (-4)	35	4	14	14	5	5	3	46m x4	552m	108/22	OR
Helicopter, Civilian	10x5x5m	+4	12.5t (-7)	25	4	17	18	4	4	3	60m x4	720m	108/22	
Helicopter, Military	12x6x6m	+5	25t (-8)	42	12	20	23	8	8	4	50m x4	800m	476/95	Gear
Motorcycle	2.5x1x1m	+0	200kg (-1)	20	4	11	20	7	7	3	56m x4	672m	133/27	
Truck, Cargo Van	6x3x3m	+3	3.2t (-5)	40	3	18	12	4	4	3	46m x4	552m	109/22	
Truck, Panel	8x4x4m	+4	6.4t (-6)	45	3	19	10	3	3	3	42m x4	504m	80/16	LM
Truck, Pickup	6x3x3m	+3	3.2t (-5)	40	3	18	15	5	5	3	48m x4	576m	123/25	OR
Truck, Tractor-Trailer	20x10x10m	+6	100t (-10)	60	4	20	10	3	3	3	42m x4	504m	95/19	LM

DEF: PD and ED (they're equal).

MOVE: The Vehicle's Combat Movement and Noncombat multiple.

MAX: The Vehicle's maximum meters per Turn at Noncombat velocity.

Cost: Expressed as Active Points/(points divided by 5).

LM: Limited Maneuverability

OR: +3 to counteract off road driving penalties.

SV: Stall Velocity

Gear: Costs include appropriate equipment (such as sirens and radios for police cars, weapons and high-tech senses for military aircraft, and so on).

EXAMPLE BASE – HOMESTEAD

This distinctive C-shaped building, designed by famed superbase architect Rodger Bright, graces the City Center. Homestead sports a four-story building plus basement and sub-basement, with a pleasant lawn and water features adorning the surrounding grounds (since the V-Jet's hangar is underground, part of the lawn is actually a hatch door that opens for take off or landing).

The first floor consists of public areas (including the reception lobby and a lecture hall), conference rooms, cooking and eating facilities, and offices; access to the second through fourth floors is restricted. The second floor contains the team's bedrooms and guest bedrooms; the third floor holds the laboratories, monitor room, and room for expansion; the fourth floor houses an entertainment lounge, the team's trophy room, and various utilitarian features such as storage rooms. The basement includes the V-Jet hanger, parking for the team and staff, and utility subsystems (HVAC, backup generator, and so on). The sub-basement features the team's state-of-the-art gymnasium and training facility ("The Proving Grounds"), as well as a secure vault.

The Champions' team staff at Homestead includes housekeeper/cook Wendy Brooks (a pert young lady with dreams of being a superhero, and a crush on Defender), government liaison Denise Dumont (a friendly, assertive woman in her early 30s), and receptionist Jeanine McGillicuddy (a tough old battle-axe with a soft spot for kittens).

In the campaign featuring the Champions as PCs, the GM gave them their Base (Homestead), Computer (SOCRATES), and Vehicle (the V-Jet) for no CP cost (to encourage them to form a superteam, and to give himself various story hooks). In a campaign where the PCs paid for these Perks, each would have to contribute 6 CP toward Homestead, 7 CP toward SOCRATES, and 11 CP toward the V-Jet.

Homestead

Val	Char	Cost	Notes
10	Size	20	80m x 40m x 40m; OCV+ 10
10	PD	12	
10	ED	12	
10	BODY	8	
Total Characteristics Cost: 52			

Cost	Abilities & Equipment	END
0	<i>Location:</i> City	0
3	<i>Communications Systems:</i> HRRP; OAF Immobile (-2), Affected As Sight And Hearing Group As Well As Radio Group (-½)	0
13	<i>Vault:</i> +10 BODY and +10 PD/+10 ED for a 10m x 6m x 6m area; Partial Coverage (-2)	0
16	<i>Security Sensors:</i> Clairsentience (Sight And Hearing Groups), Multiple Perception Points (up to eight at once), Reduced Endurance (0 END; +½); OAF Immobile (-2), Affected As Radio Group As Well As Sight/Hearing Groups (-¼), Fixed Perception Point (-1)	0
1	<i>Security Sensors:</i> Infrared Perception (Sight Group); OAF Immobile (-2), Linked (to Clairsentience; -½)	0
1	<i>Security Sensors:</i> Ultraviolet Perception (Sight Group); OAF Immobile (-2), Linked (to Clairsentience; -½)	0

Skills & Facilities

10	<i>High-Speed Internet Access:</i> KS: Everything 30-; OAF (computer terminal; -1)
9	<i>Crime Lab:</i> Criminology 12-
5	<i>Reference Library:</i> KS: General Knowledge 14-
11	<i>Science Lab:</i> Electronics 13-
11	<i>Science Lab:</i> Mechanics 13-
4	<i>Science Lab:</i> SS: Physics 13-
4	<i>Science Lab:</i> SS: Robotics 13-
11	<i>Weapons Lab:</i> Weaponsmith 13-

Total Abilities & Equipment Cost: 99

Total Cost: 151/5 = 30

Pts Complications

10	DNPC: Wendy Brooks (Infrequently, Normal)
10	DNPC: Jeanine McGillicuddy (Infrequently, Normal)
10	DNPC: Denise Dumont (Frequently, Normal, Useful Noncombat Position)
10	Hunted: United States government (Infrequently, Mo Pow, NCI, Watching)
10	Hunted: UNTIL (Infrequently, Mo Pow, NCI, Watching)
15	Social Complication: Publicly Known (Frequently, Major)
Total Complications Points: 65	

EXAMPLE WEAPONS & ARMOR

All weapons in this section cause physical Killing Damage unless otherwise indicated. All armor provides Resistant Protection, and applies to both PD and ED unless otherwise indicated.

ARMOR & SHIELDS

Armor/Shield Type	Defense	Mass	A/R Cost	Notes
Fantasy, Cloth	1	3.5 kg	3/1	
Fantasy, Leather	2	5 kg	6/2	
Fantasy, Boiled Leather	3	7 kg	9/3	
Fantasy, Brigandine	4	10	12/4	
Fantasy, Scale	5	14 kg	15/5	
Fantasy, Chain	6	20 kg	18/7	
Fantasy, Plate & Chain	7	28 kg	21/8	
Fantasy, Full Plate	8	40 kg	24/9	
Futuristic, Light Reflect	3	1.1 kg	4/2	ED Only
Futuristic, Full Reflect	6	1.75 kg	9/4	ED Only
Futuristic, Advanced Polymers	12	80 kg	36/16	
Futuristic, Plasteel	15	232 kg	45/20	
Modern, Soft Body Armor	6	10 kg	18/8	
Modern, Hard Body Armor	9	28 kg	27/12	
Modern, Advanced Body Armor	11	56 kg	33/15	
Shield, Small	—	2 kg	5/2	+1 DCV; STR Min 5
Shield, Normal	—	4 kg	10/4	+2 DCV; STR Min 13
Shield, Large	—	7 kg	15/5	+3 DCV; STR Min 18

HAND-TO-HAND WEAPONS

Weapon	OCV	Damage	STUNx	STR Min	A/R Cost	Length	Notes
Axe, Battle	+0	2d6	+0	13	47/16	M	1½H
Axe, Hand	+0	1d6	+0	6	26/10	S	Can Be Thrown
Cattle Prod	+0	3d6	—	6	24/8	M	ED; ND; NSB
Club	+0	4d6	—	10	32/11	M	ND
Dagger	+0	1d6-1	+0	6	21/8	S	Can Be Thrown
Energy Saber	+1	1½d6	+1	10	48/15	M	ED; NSB
Hammer	+0	1d6	+1	10	28/10	M	
Mace	+0	1d6+1	+0	10	32/12	M	
Lance	+0	1½d6	+0	13	43/13	EL	Only On Horseback; NSB
Pick	+0	1d6	+0	11	28/10	M	AP
Polearm	-1	2d6	+0	14	49/13	L	2H
Police Baton	+0	3d6	—	8	24/9	M	ND
Quarterstaff	+1	4d6	—	10	34/10	M	2H; ND
Spear	+0	1½d6	+0	12	48/18	L	Can Be Thrown
Sword, Short	+0	1d6	+0	10	24/9	M	
Sword, Long	+0	1d6+1	+0	12	32/13	M	
Sword, Bastard	+0	1½d6	+0	13	39/13	M	1½H
Sword, Great	+1	2d6	+0	17	49/15	M	2H
Whip	+0	½d6	+0	5	27/11	Spec	+6m Reach; can Grab; NSB

A/R Cost: The Active Points/Real Cost of the weapon **Length:** Weapon Length (Small, Medium, Long, Extra-Long)

1½H: One-And-A-Half Handed

2H: Two-Handed

ED: Energy Damage

ND: Normal Damage

NSB: No STR Bonus

AP: Armor Piercing

RANGED WEAPONS

Weapon	OCV	RMod	Damage	STUNx	Shots	STR Min	A/R Cost	Notes
Assault Rifle, 5.56mm Colt M16	+1	+1	2d6	+1	30	13	63/19	2H; AF5
Assault Rifle, 7.62mm AK-47	+1	+1	2d6	+1	30	13	63/19	2H; AF5
Blaster Pistol	+1	+0	9d6	—	32	8	58/23	ED; ND
Blaster Rifle	+1	+2	12d6	—	64	12	124/40	2H; ED; ND; AF5
Bow	+0	+0	1d6+1	+0	10 RC	9	25/6	2H; Conc
Crossbow	+0	+1	1½d6	+0	10 RC	14	32/7	2H; Conc; ET: 1 Phase
Grenade, Fragmentation	+0	+0	2d6	+0	1	—	45/10	AoE:Ex; RBS
Grenade, Concussive	+0	+0	8d6	—	1	—	45/10	ND; AoE:Ex; RBS
Laser Pistol	+1	+0	2d6	+0	32	9	47/16	ED; AP
Laser Rifle	+1	+2	3d6	—	64	12	105/32	2H; ED; AP; AF5
LAW Rocket	+0	+1	6½d6	+1	1	12	201/34	2H; AoE:Ex; AP; ET: Extra Phase
Longbow	+0	+1	1½d6	+0	10 RC	12	32/8	2H; Conc; no horse
Revolver, .357 M Colt Python	+1	+0	1½d6	+0	6	10	27/8	
Revolver, .45 Colt Peacemaker	+0	+0	2d6-1	+1	6	10	34/9	
Rifle, .30-06 Springfield M1903	+1	+1	2d6+1	+1	5	13	47/12	2H
Rifle, .450 M H&H African	+0	+2	2½d6	+1	2	16	52/11	2H
S-A Pistol, .380 Walther PPK/S	+1	-1	1d6	+0	7	6	17/5	
S-A Pistol, 9mm Browning Hi Power	+0	+0	1d6+1	+0	20	7	25/9	
S-A Pistol, .50 AE Desert Eagle	+1	+0	2d6+1	+1	9	13	46/14	
SAM, Stinger Missile	+2	—	5d6	+1	1	12	191/29	2H; AoE:Ex; No Range Modifier; Increased Maximum Range (2x); ET: 1 Turn; Requires Multiple Users (2)
Shotgun, 12 gauge Shot	+0	+0	2½d6	+1	5	10	60/13	2H; AoE: 1m Radius; LR (40m); Reduced By Range; Reduced Penetration
Shotgun, 12 gauge Slug	+0	+0	2½d6	+1	5	10	50/12	2H, LR (100m)
Sling	+0	-1	1d6+1	+1	10 RC	8	30/7	2H; Conc; RBS
Submachine Gun, 9mm Uzi	+1	+0	1d6+1	+0	40	12	42/14	AF5
Submachine Gun, 1928 "Tommy Gun"	+0	+0	2d6-1	+1	50	14	61/19	AF5
Throwing Knife	+0	+0	1d6	+0	4 RC	7	19/6	RBS

RMod: Range Modifier **Shots:** Number of rounds of ammunition the weapon holds or the average user carries (as applicable)

A/R Cost: The Active Points/Real Cost of the weapon **Conc:** Concentration ½ DCV while loading or firing

2H: Two-Handed

ED: Energy Damage

ND: Normal Damage

AF5: Autofire (5 Shots)

AoE: Area Of Effect (Ex: Explosion)

AP: Armor Piercing

ET: Extra Time

LR: Limited Range (range)

RBS: Range Based On STR

RC: Recoverable Charges



APPENDIX I: PLAYING OTHER GENRES

In addition to superhero roleplaying, you can use the *HERO System* rules engine that underlies *Champions* to play campaigns in virtually any genre. Generally speaking, since superhero universes encompass almost every type of character or power imaginable, gaming in a different sort of universe is just a matter of laying down some ground rules and putting some restrictions in place that narrow the focus to elements appropriate for that setting.

ACTION-ADVENTURE ☒

Modern-day story types such as Espionage, Law Enforcement, Military Action, and Weird Conspiracy. Some of the more realistic comic book-type games, such as gritty vigilantes, could also fall under Action-Adventure.

Skills tend to be the defining traits of most characters, and are usually well detailed (often using the Categorized Skills option). Perks are probably more important in Action-Adventure than in any other genre. Talents are uncommon, and Powers (except for building equipment) are usually disallowed, except perhaps in some wilder Weird Conspiracy games.

FANTASY ☒ or ⚡

Magic-centric story types, ranging from Crossworlds Fantasies of kids carted off to mysterious lands, to Epic Fantasy sagas of world-shaking quests, to High Fantasy games of pervasive magic and powerful warriors, to Swords & Sorcery tales of blade-swinging barbarians and evil cults, to modern-day Urban Fantasies of wizards and monsters living right down the street. Moderate-to-low magic games are typically Heroic, while higher magic games (featuring formidable wizards, legendary heroes, or demigods) are typically Superheroic.

Skills tend to be the defining traits of non-magic wielding characters, while Powers (in the form of magic spells and artifacts) are most important to magical types. Talents are common, and most Powers are allowed in the form of magic, though magic may be heavily limited (such as mandatory Gestures, Foci, Incantations, Required Skill Rolls, Side Effects, and so on).

MARTIAL ARTS ☒ or ⚡

Story types featuring martial arts fighting as a central element, such as Martial Arts Action, Cinematic Martial Arts, Wuxia, Video-Game Martial Arts, or Anime Adventure. Martial Arts games can be Heroic for more realistic martial arts and low-level martial mysticism, or Superheroic for wild martial arts and more outlandish mysticism or outright magic.

Skills (especially Martial Arts) tend to be the defining traits of most characters. Talents are extremely common, often with an expanded list of Talents or “Super Skills” built with Powers, and simulating impressive martial arts abilities. Magic of some sort may exist, though it’s often heavily limited (such as mandatory Gestures, Foci, Incantations, Required Skill Rolls, Side Effects, and so on).

PULP ADVENTURE ☒

The two-fisted derring-do style of the 1920’s-1930’s pulp fiction, such as Crimebusting, Globetrotting Exploration, or Masked Avengers.

Skills tend to be the defining traits of most characters, though high rolls often substitute for extensive detail. Talents are common (often with expanded Talents lists, such as low-level Mental Powers built as “psychic abilities”). Outright Powers (except for building equipment) are rare, but sometimes possible with the right justification.

SCIENCE FICTION ☒

Futuristic stories such as realistic Hard Sci-Fi, low-tech Low Sci-Fi, high-tech Military Sci-Fi, ultra-tech Space Opera, mind-bending Time Travel, and dystopian near-future Cyberpunk.

Skills tend to be the personal defining traits of most characters (with tech-related Skills in particular being well-detailed), though in most campaigns, technology is so pervasive that equipment is at least as important. Talents are uncommon in Hard or Low Sci-Fi; more common in other subgenres. Powers as technology are very common; “personal” Powers are rare, but sometimes possible with the right justification (particularly psionics or some alien abilities).

HORROR ☒

Stories focused on suspense, terror, paranoia, and evil. Skills are the defining traits of almost all characters. Talents are rare and Powers virtually nonexistent. More precisely, they’re nonexistent for the PCs; Horror typically features adversaries with strange and terrible abilities.

POST-APOCALYPTIC ☒

Adventures set after the fall of civilization. The frequency of various Game Elements vary. In more horrific or realistic settings, Skills tend to be the defining traits of most characters, while Talents and Powers are very rare or even disallowed. In more fantastic settings, featuring nuclear-mutations or the rise of bizarre magic, Talents and Powers may be quite common (though usually much more restricted than in a superhero *Champions* game) and serve as the defining traits of most characters, with Skills relegated to a supporting role.

SWASHBUCKLING ☒

Romantic flashing-blades tales of chandelier-swinging court intrigue or piracy on the high seas. Skills are the defining traits of virtually all characters, particularly Combat and Interaction Skills. Perks are useful and Talents not uncommon, but Powers are generally disallowed (except perhaps for building custom Talents).

Appendix 1: Playing Other Genres

VICTORIAN

Similar to Pulp Adventure, but set about 20-50 years earlier, and usually based in London. Skills tend to be the defining traits of most characters, though high rolls often substitute for extensive detail. Talents are common (often with expanded Talents lists, such as low-level Mental Powers built as “psychic abilities”). Powers frequently appear in the form of “steampunk” gadgetry; more advanced or unusual than real-world 19th-century technology, but not “high-tech” in the normal sense. “Personal” Powers are rare, but sometimes possible with the right justification.

WESTERN

Gunslinging outlaws, taciturn sheriffs, wild Indians, gold fever, and vast unexplored lands offer plenty of avenues to adventure. In traditional Western stories, Skills are the defining traits of all characters; Talents are rare, and Powers disallowed. Some Western tales introduce steampunk or supernatural elements, which typically makes Powers available, though usually in limited forms.

SUGGESTED CAMPAIGN STANDARDS FOR OTHER GENRES

Genre	Type	Total CP	Complications
Action-Adventure			
Espionage	Heroic	175-225	50
Law Enforcement	Heroic	175	50
Military Action	Heroic	225	50
Weird Conspiracy	Heroic	50-175	25-50
Fantasy			
Crossworlds Fantasy	Either	175	50
Epic Fantasy	Either	175-225	50
High Fantasy	Either	175-275	50
Low Fantasy	Heroic	100-175	30-50
Swords & Sorcery	Heroic	175	50
Urban Fantasy	Either	50-175	25-50
Martial Arts			
Realistic Martial Arts	Heroic	50-175	25-50
Cinematic Martial Arts	Heroic	100-225	30-50
Wuxia	Superheroic	225-300	50-60
Video Games	Superheroic	275-400	50-75
Anime Martial Arts	Superheroic	300-400	60-75
Pulp Adventure			
Crimebusting	Heroic	175	50
Globetrotting Exploration	Heroic	225	50
Masked Avengers	Heroic	225	50
Science Fiction			
Cyberpunk	Heroic	175-225	25-50
Hard Sci-Fi	Heroic	175	50
Low Sci-Fi	Heroic	100-175	30-50
Military Sci-Fi	Heroic	175	50
Space Opera	Either	175-275	50
Time Travel	Heroic	175	50
Other Genres			
Horror	Heroic	25-100	15-30
Post-Apocalyptic	Heroic	100-175	30-50
Swashbuckling	Heroic	175	50
Victorian	Heroic	175-225	50
Western	Heroic	50-175	25-50

APPENDIX 2: SIZE & MASS TEMPLATES

SIZE TEMPLATES (LARGER)

In addition to the specific effects in the Templates below, GMs should exercise common sense when running for larger-than-human characters. For example, when your hands are as big as picnic benches, picking a lock or repairing an automobile engine is unlikely to say the least.

SIZE: LARGE

(CHARACTER IS UP TO TWICE HUMAN SIZE)

Cost	Ability
15	<i>Greater Strength:</i> +15 STR
5	<i>Greater Toughness:</i> +5 CON
5	<i>More Impressive:</i> +5 PRE
3	<i>Tougher:</i> +3 PD
3	<i>Tougher:</i> +3 ED
3	<i>Greater Mass:</i> +3 BODY
3	<i>Greater Toughness:</i> +6 STUN
1	<i>Reach:</i> Reach +1m (total of 2m)
12	<i>Long Legs:</i> Running +12m
6	<i>Heavy:</i> Knockback Resistance -6m

Total Cost: 56 points

Complication: Physical Complication: Large (Infrequently, Slightly Impairing) (10 points)

SIZE: ENORMOUS

(CHARACTER IS UP TO FOUR TIMES HUMAN SIZE)

Cost	Ability
30	<i>Greater Strength:</i> +30 STR
10	<i>Greater Toughness:</i> +10 CON
10	<i>More Impressive:</i> +10 PRE
6	<i>Tougher:</i> +6 PD
6	<i>Tougher:</i> +6 ED
6	<i>Greater Mass:</i> +6 BODY
12	<i>Greater Toughness:</i> +12 STUN
3	<i>Reach:</i> Reach +3m (total of 4m)
24	<i>Long Legs:</i> Running +24m
12	<i>Heavy:</i> Knockback Resistance -12m

Total Cost: 113 points

Complication: Physical Complication: Enormous (Frequently, Slightly Impairing) (15 points)

SIZE: HUGE

(CHARACTER IS UP TO EIGHT TIMES HUMAN SIZE)

Cost	Ability
45	<i>Greater Strength:</i> +45 STR
15	<i>Greater Toughness:</i> +15 CON
15	<i>More Impressive:</i> +15 PRE
9	<i>Tougher:</i> +9 PD
9	<i>Tougher:</i> +9 ED
9	<i>Greater Mass:</i> +9 BODY
9	<i>Greater Toughness:</i> +18 STUN
7	<i>Reach:</i> Reach +7m (total of 8m)
36	<i>Long Legs:</i> Running +36m
18	<i>Heavy:</i> Knockback Resistance -18m
22	<i>Huge Hands And Feet:</i> Area Of Effect (1m Radius; +¼) for up to 60 STR, Reduced Endurance (0 END; +½)

Total Cost: 195 points

Complication: Physical Complication: Huge (Frequently, Greatly Impairing) (20 points)

SIZE: GIGANTIC

(CHARACTER IS UP TO 16 TIMES HUMAN SIZE)

Cost	Ability
60	<i>Greater Strength:</i> +60 STR
20	<i>Greater Toughness:</i> +20 CON
20	<i>More Impressive:</i> +20 PRE
12	<i>Tougher:</i> +12 PD
12	<i>Tougher:</i> +12 ED
12	<i>Greater Mass:</i> +12 BODY
12	<i>Greater Toughness:</i> +24 STUN
15	<i>Reach:</i> Reach +15m (total of 16m)
48	<i>Long Legs:</i> Running +48m
24	<i>Heavy:</i> Knockback Resistance -24m
30	<i>Gigantic Hands And Feet:</i> Area Of Effect (2m Radius; +¼) for up to 80 STR, Reduced Endurance (0 END; +½)

Total Cost: 265 points

Complication: Physical Complication: Gigantic (Frequently, Greatly Impairing) (20 points)

Appendix 2: Size & Mass Templates

SIZE: GARGANTUAN

(CHARACTER IS UP TO 32 TIMES HUMAN SIZE)

Cost	Ability
75	<i>Greater Strength:</i> +75 STR
25	<i>Greater Toughness:</i> +25 CON
25	<i>More Impressive:</i> +25 PRE
15	<i>Tougher:</i> +15 PD
15	<i>Tougher:</i> +15 ED
15	<i>Greater Mass:</i> +15 BODY
15	<i>Greater Toughness:</i> +30 STUN
31	<i>Reach:</i> Reach +31m (total of 32m)
60	<i>Long Legs:</i> Running +60m
30	<i>Heavy:</i> Knockback Resistance -30m
37	<i>Gargantuan Hands And Feet:</i> Area Of Effect (4m Radius; +¼) for up to 100 STR, Reduced Endurance (0 END; +½)
Total Cost: 343 points	
Complication: Physical Complication: Gargantuan (Very Frequently, Greatly Impairing) (25 points)	

SIZE: COLOSSAL

(CHARACTER IS UP TO 64 TIMES HUMAN SIZE)

Cost	Ability
90	<i>Greater Strength:</i> +90 STR
30	<i>Greater Toughness:</i> +30 CON
30	<i>More Impressive:</i> +30 PRE
18	<i>Tougher:</i> +18 PD
18	<i>Tougher:</i> +18 ED
18	<i>Greater Mass:</i> +18 BODY
18	<i>Greater Toughness:</i> +36 STUN
63	<i>Reach:</i> Reach +63m (total of 64m)
72	<i>Long Legs:</i> Running +72m
36	<i>Heavy:</i> Knockback Resistance -36m
90	<i>Gargantuan Hands And Feet:</i> Area Of Effect (8m Radius; +½) for up to 120 STR, Reduced Endurance (0 END; +½)
Total Cost: 483 points	
Complication: Physical Complication: Colossal (All The Time, Greatly Impairing) (30 points)	

SIZE TEMPLATES (SMALLER)

In addition to the specific effects in the Templates below, GMs should exercise common sense when running for smaller-than-human characters. For example, when you're two inches tall, driving a car or wearing a human-sized suit of powered armor is unlikely to say the least.

SIZE: SMALL

(CHARACTER IS ABOUT HALF HUMAN SIZE)

Cost	Ability
10	<i>Hard To Hit:</i> +2 DCV
4	<i>Hard To Perceive:</i> +2 to Stealth
Total Cost: 14 points. (minus cost of reduced variables; see below)	
Complication: Physical Complication: Small (Infrequently, Slightly Impairing) (10 points)	

SIZE: DIMINUTIVE

(CHARACTER IS ABOUT ONE-QUARTER HUMAN SIZE)

Cost	Ability
20	<i>Hard To Hit:</i> +4 DCV
8	<i>Hard To Perceive:</i> +4 to Stealth
Total Cost: 28 points. (minus cost of reduced variables; see below)	
Complication: Physical Complication: Diminutive (Frequently, Slightly Impairing) (15 points)	

SIZE: TINY

(CHARACTER IS ABOUT ONE-EIGHTH HUMAN SIZE)

Cost	Ability
30	<i>Hard To Hit:</i> +6 DCV
12	<i>Hard To Perceive:</i> +6 to Stealth
Total Cost: 42 points. (minus cost of reduced variables; see below)	
Complication: Physical Complication: Tiny (Frequently, Slightly Impairing) (15 points)	

SIZE: MINUSCULE

(CHARACTER IS ABOUT ONE-SIXTEENTH HUMAN SIZE)

Cost	Ability
40	<i>Hard To Hit:</i> +8 DCV
16	<i>Hard To Perceive:</i> +8 to Stealth
Total Cost: 56 points. (minus cost of reduced variables; see below)	
Complication: Physical Complication: Minuscule (Frequently, Greatly Impairing) (20 points)	

SIZE: MINUTE (CHARACTER IS ABOUT ONE-THIRTY-SECOND HUMAN SIZE)

Cost	Ability
50	<i>Hard To Hit:</i> +10 DCV
20	<i>Hard To Perceive:</i> +10 to Stealth
Total Cost: 70 points. (minus cost of reduced variables; see below)	
Complication: Physical Complication: Minute (Very Frequently, Greatly Impairing) (25 points)	

SIZE: INSECTILE (CHARACTER IS ABOUT ONE-SIXTY-FOURTH HUMAN SIZE)

Cost	Ability
60	<i>Hard To Hit:</i> +12 DCV
24	<i>Hard To Perceive:</i> +12 to Stealth

Total Cost: 84 points. (minus cost of reduced variables; see below)

Complication: Physical Complication: Insectile (All The Time, Greatly Impairing) (25 points) (at this size, normal-sized hands and feet may be considered “Area Of Effect” attacks when used to hit the Insectile character)

VARIABLES FOR SMALLER THAN NORMAL CHARACTERS

Cost	Ability
var	<i>Short Legs:</i> x½ Running per Size Template (e.g., x½ for Small, x¼ for Diminutive, and so on) to a minimum of Running 1m
var	<i>Weak:</i> -5 STR per Size Template (to a minimum of STR 1)
var	<i>Less Impressive:</i> -5 PRE per Size Template (to a minimum of PRE 1), Offensive Only (this reduced PRE only diminishes the character’s ability to make Presence Attacks, not his ability to resist them; -1)

MASS TEMPLATES (HEAVIER)

In addition to the specific effects in the Templates below, GMs should exercise common sense when running for heavier-than-normal characters. For example, when you weigh as much as a school bus, climbing a small tree or sitting in a plastic folding chair is unlikely to say the least.

MASS: HEFTY (CHARACTER WEIGHS 2-3 TIMES NORMAL, OR 200-399 KG)

Cost	Ability
5	<i>Greater Strength:</i> +5 STR
1	<i>Tougher:</i> +1 PD
1	<i>Tougher:</i> +1 ED
2	<i>Heavy:</i> Knockback Resistance -2m

Total Cost: 9 points.

Complication: Physical Complication: Hefty (Infrequently, Barely Impairing) (5 points)

MASS: WEIGHTY (CHARACTER WEIGHS 4-7 TIMES NORMAL, OR 400-799 KG)

Cost	Ability
10	<i>Greater Strength:</i> +10 STR
2	<i>Tougher:</i> +2 PD
2	<i>Tougher:</i> +2 ED
4	<i>Heavy:</i> Knockback Resistance -4m

Total Cost: 18 points.

Complication: Physical Complication: Weighty (Infrequently, Slightly Impairing) (10 points)

MASS: HEAVY (CHARACTER WEIGHS 8-15 TIMES NORMAL, OR 800-1599 KG)

Cost	Ability
15	<i>Greater Strength:</i> +15 STR
3	<i>Tougher:</i> +3 PD
3	<i>Tougher:</i> +3 ED
6	<i>Heavy:</i> Knockback Resistance -6m

Total Cost: 27 points.

Complication: Physical Complication: Heavy (Frequently, Slightly Impairing) (15 points)

MASS: MASSIVE (CHARACTER WEIGHS 16-31 TIMES NORMAL, OR 1,600-3,199 KG)

Cost	Ability
20	<i>Greater Strength:</i> +20 STR
4	<i>Tougher:</i> +4 PD
4	<i>Tougher:</i> +4 ED
8	<i>Heavy:</i> Knockback Resistance -8m

Total Cost: 36 points.

Complication: Physical Complication: Massive (Frequently, Greatly Impairing) (20 points)

MASS: EXTREMELY MASSIVE (CHARACTER WEIGHS 32-63 TIMES NORMAL, OR 3,200-6,399 KG)

Cost	Ability
25	<i>Greater Strength:</i> +25 STR
5	<i>Tougher:</i> +5 PD
5	<i>Tougher:</i> +5 ED
10	<i>Heavy:</i> Knockback Resistance -10m

Total Cost: 45 points.

Complication: Physical Complication: Extremely Massive (Very Frequently, Greatly Impairing) (25 points)

MASS: COLOSSAL MASS (CHARACTER WEIGHS 64 OR MORE TIMES NORMAL, OR 6,400+ KG)

Cost	Ability
30	<i>Greater Strength:</i> +30 STR
6	<i>Tougher:</i> +6 PD
6	<i>Tougher:</i> +6 ED
12	<i>Heavy:</i> Knockback Resistance -12m

Total Cost: 54 points.

Complication: Physical Complication: Colossal Mass (Very Frequently, Greatly Impairing) (25 points)



APPENDIX 3: SUMMARY & REFERENCE TABLES

CHARACTERISTICS SUMMARY TABLE

Characteristic (Abbreviation)	Base Value	Cost	Affects and Measures	Page
Strength (STR)	10	1 per +1 STR	Base HTH damage; lifting capacity; throwing distance; physical power in general	13
Dexterity (DEX)	10	2 per +1 DEX	Initiative; Agility Skill Rolls; agility and reaction time in general	15
Constitution (CON)	10	1 per +1 CON	Being “Stunned” in combat; health and hardiness in general	15
Intelligence (INT)	10	1 per +1 INT	Perception (PER) Rolls; Intellect Skill Rolls; intellect, memory, and reasoning in general	16
Ego (EGO)	10	1 per +1 EGO	Resistance to most Mental Powers; willpower and strength of mind in general	16
Presence (PRE)	10	1 per +1 PRE	Presence Attacks; Interaction Skill Rolls; charisma and force of personality in general	16
Offensive Combat Value (OCV)	3	5 per +1 OCV	Accuracy in combat	18
Defensive Combat Value (DCV)	3	5 per +1 DCV	Avoiding attacks in combat	18
Offensive Mental Combat Value (OMCV)	3	3 per +1 OMCV	Accuracy in Mental combat	18
Defensive Mental Combat Value (DMCV)	3	3 per +1 DMCV	Avoiding attacks in Mental combat	18
Speed (SPD)	2	10 per +1 SPD	Number of Phases the character has each Turn of combat	18
Physical Defense (PD)	2	1 per +1 PD	Protection from Physical attacks (such as punches and clubs)	18
Energy Defense (ED)	2	1 per +1 ED	Protection from Energy attacks (such as fire or lasers)	18
Recovery (REC)	4	1 per +1 REC	Rate of recovering from injury and exertion	18
Endurance (END)	20	1 per +5 END	Stamina “energy” expended for physical exertion and “fueling” many Powers	19
Body (BODY)	10	1 per +1 BODY	How hard it is to kill the character	20
Stun (STUN)	20	1 per +2 STUN	How hard it is to Knock Out the character	20

SKILLS SUMMARY TABLE

Skill	Type	Base Roll	Cost/+1 Cost	Description	Page
Acrobatics	Agility	9 + (DEX/5)	3/2	Perform feats of whole-body agility	25
Acting	Interaction	9 + (PRE/5)	3/2	Conceal identity, fake moods & emotions, impersonate	25
Analyze	Intellect	9 + (INT/5)	3/2	Assess another character's prowess	25
Animal Handler	Interaction	9 + (PRE/5)	3/2	Train and control animals	25
Autofire Skills	Combat	—	Varies	Use Autofire attacks more efficiently	26
Breakfall	Agility	9 + (DEX/5)	3/2	Stand as a Zero Phase Action and other feats	26
Bribery	Interaction	9 + (PRE/5)	3/2	Bribe others for information or aid	26
Bugging	Intellect	9 + (INT/5)	3/2	Use surveillance devices	26
Bureaucratics	Interaction	9 + (PRE/5)	3/2	Deal with bureaucracies	26
Charm	Interaction	9 + (PRE/5)	3/2	Gain others' trust	26
Climbing	Agility	9 + (DEX/5)	3/2	Climb things	27
Combat Driving	Agility	9 + (DEX/5)	3/2	Operate 2-dimensional vehicles in combat	27
Combat Piloting	Agility	9 + (DEX/5)	3/2	Operate 3-dimensional vehicles in combat	27
Combat Skill Levels	Combat	—	Varies	Improve OCV, DCV, or damage	27
Computer Programming	Intellect	9 + (INT/5)	3/2	Program and operate computers	28
Concealment	Intellect	9 + (INT/5)	3/2	Hide things and find things	28
Contortionist	Agility	9 + (DEX/5)	3/2	Escape Grabs & Entangles; fit into tight spaces	28
Conversation	Interaction	9 + (PRE/5)	3/2	Extract information by careful conversation	28
Cramming	Intellect	—	5/—	Study to get an 8- Skill Roll for one adventure	28
Criminology	Intellect	9 + (INT/5)	3/2	Find & analyze crime evidence	28
Cryptography	Intellect	9 + (INT/5)	3/2	Encrypt and decrypt codes & ciphers	28
Deduction	Intellect	9 + (INT/5)	3/2	Leap from facts to an inobvious conclusion	28
Defense Maneuver	Combat	—	Varies	Fight defensively	28
Demolitions	Intellect	9 + (INT/5)	3/2	Use, handle, and defuse explosives	29
Disguise	Intellect	9 + (INT/5)	3/2	Change appearance	29
Electronics	Intellect	9 + (INT/5)	3/2	Deal with electronic devices	29
Fast Draw	Agility	9 + (DEX/5)	3/2	Perform various combat-related tasks faster	29
Forensic Medicine	Intellect	9 + (INT/5)	3/2	Gather information from corpses	29
Forgery	Intellect	9 + (INT/5)	3/2	Make and detect forgeries	29
Gambling	Intellect	9 + (INT/5)	3/2	Win or cheat at games	29
High Society	Interaction	9 + (PRE/5)	3/2	Function properly in upper-class culture	29
Interrogation	Interaction	9 + (PRE/5)	3/2	Extract information by "force"	29
Inventor	Intellect	9 + (INT/5)	3/2	Create new kinds of devices	30
Jack Of All Trades	Skill Enhancer	—	3/—	Purchase Professional Skills at a discount	22
Knowledge Skill	Background	11- or INT-based	2 or 3/1	Know about a topic	30
Language	Background	—	Varies	Speak languages	30
Linguist	Skill Enhancer	—	3/—	Purchase Languages at a discount	22

SKILLS SUMMARY TABLE

Skill	Type	Base Roll	Cost/+1 Cost	Description	Page
Lipreading	Intellect	9 + (INT/5)	3/2	Read lips	31
Lockpicking	Agility	9 + (DEX/5)	3/2	Unlock things without using keys	31
Martial Arts	Combat	—	Varies	Use Martial Maneuvers	32
Mechanics	Intellect	9 + (INT/5)	3/2	Deal with mechanical devices	32
Mimicry	Intellect	9 + (INT/5)	3/2	Imitate sounds	32
Movement Skill Levels	—	—	Varies	Improves performance of movement	32
Navigation	Intellect	9 + (INT/5)	3/2	Determine location and course of travel	32
Oratory	Interaction	9 + (PRE/5)	3/2	Captivate or convince audiences	32
Paramedics	Intellect	9 + (INT/5)	3/2	Stop bleeding when at negative BODY	32
Penalty Skill Levels	Combat	—	Varies	Offset OCV and DCV penalties	33
Persuasion	Interaction	9 + (PRE/5)	3/2	Convince individuals and lie effectively	33
Power	Varies	9 + (CHAR/5)	3/2	Use powers creatively	33
Professional Skill	Background	11- or CHAR-based	2 or 3/1	Perform tasks	33
Rapid Attack	Combat	—	10/—	Multiple Attack as a Half Phase Action	34
Riding	Agility	9 + (DEX/5)	3/2	Control animal mounts in combat	35
Scholar	Skill Enhancer	—	3/—	Purchase Knowledge Skills at a discount, except Area, City, and Culture	22
Science Skill	Background	11- or INT-based	2 or 3/1	Combo KS and PS for Sciences	34
Scientist	Skill Enhancer	—	3/—	Purchase Science Skills at a discount	22
Security Systems	Intellect	9 + (INT/5)	3/2	Defeat alarms and traps	34
Shadowing	Intellect	9 + (INT/5)	3/2	Follow or watch people subtly	34
Skill Levels	—	—	Varies	Improve Skill Rolls	34
Sleight Of Hand	Agility	9 + (DEX/5)	3/2	Perform feats of manual dexterity	34
Stealth	Agility	9 + (DEX/5)	3/2	Avoid detection	34
Streetwise	Interaction	9 + (PRE/5)	3/2	Function properly in criminal/street society	35
Survival	Intellect	9 + (INT/5)	3/2	Survive in the wild	35
Systems Operation	Intellect	9 + (INT/5)	3/2	Use sensing and communications devices	35
Tactics	Intellect	9 + (INT/5)	3/2	Fight effectively and efficiently	35
Teamwork	Agility	9 + (DEX/5)	3/2	Coordinate attacks	35
Tracking	Intellect	9 + (INT/5)	3/2	Follow trails	35
Trading	Interaction	9 + (PRE/5)	3/2	Bargain effectively	35
Transport Familiarity	Background	—	Varies	Operate conveyances in routine conditions	35
Traveler	Skill Enhancer	—	3/—	Purchase Area, City, and Culture Knowledge Skills at a discount	22
Two-Weapon Fighting	Combat	—	10/—	Multiple Attack better with two weapons	35
Ventriloquism	Intellect	9 + (INT/5)	3/2	Throw voice and talk without moving lips	35
Weapon Familiarity	Combat	—	Varies	Avoid the Unfamiliar Weapon penalty	35
Weaponsmith	Intellect	9 + (INT/5)	3/2	Build and repair weapons	35
Well-Connected	Skill Enhancer	—	3/—	Purchase Contacts at a discount	22

PERKS SUMMARY TABLE (PAGES 36-38)

Perk	Cost	Description
Access	1-5	Special access to a secured area
Anonymity	3+	No official records of character exist
Computer Link	1-10	Access to a useful computer system
Contact	Varies	An occasionally helpful person
Deep Cover	2	Elaborate false identity
Favor	1	One-time Contact
Follower	1 per 5 CP	A loyal servant or helper
Fringe Benefit	Varies	Influence or authority based on position
Money	Varies	Greater-than-average wealth
Positive Reputation	Varies	Well-known and highly regarded
Vehicles and Bases	1 per 5 CP	A special vehicle or facility

DOUBLING QUICK REFERENCE

Value	Point Cost	Advantage
x2	5	+¼
x4	10	+½
x8	15	+¾
x16	20	+1
x32	25	+1¼
x64	30	+1½
x125	35	+1¾
x250	40	+2
x500	45	+2¼
x1,000	50	+2½
... and so on		

TALENTS SUMMARY TABLE

Talent	Cost	Description	Page
Absolute Range Sense	3	Gauge distances accurately	39
Absolute Time Sense	3	Gauge passage of time accurately	39
Ambidexterity	1/2/3	Reduce or eliminate off-hand penalty	39
Animal Friendship	20	Affinity for relating to beasts	39
Bump Of Direction	3	Innate sense of direction	39
Combat Luck	6+	Knack for avoiding damage	39
Combat Sense	15/1	Fight in HTH effectively while blinded	39
Danger Sense ^{STOP}	15+	“Sixth sense” for danger	39
Deadly Blow [△]	12/16/19	Do more damage in certain circumstances	40
Double Jointed	4	Make some Agility Skills easier to use	40
Eidetic Memory	5	Photographic memory	40
Environmental Movement	2-6	Eliminate environmental penalties	40
Lightning Calculator	3	Perform mathematical calculations quickly	40
Lightning Reflexes [△]	Varies	Act sooner with some attacks	40
Lightsleep	3	Rarely surprised while asleep	40
Off-Hand Defense	2	+1 DCV in HTH with a weapon in each hand	40
Perfect Pitch	3	Identify musical pitch exactly	40
Resistance	1+	Withstand interrogation & Wounding	40
Simulate Death	3/1	Feign death	41
Speed Reading	4+	Read faster than normal	41
Striking Appearance	Varies	Unusually attractive or ugly	41
Universal Translator ^{STOP}	20/1	Communicate in any language	41
Weaponmaster ^{STOP}	12/20/24	Do more damage with certain weapon types	41

POWERS SUMMARY TABLE

Power	Cost	Description	Page
Absorption \triangle	1/1 BODY	Absorb power from attacks to temporarily improve abilities	51
Aid	6/1d6	Temporarily improve abilities	51
Barrier	Varies	Create a wall	51
Blast	5/1d6	Attack at Range for Normal Damage	52
Cannot Be Stunned \triangle	15	Automaton ignores Stunning	53
Change Environment	Varies	Mildly affects target or alters environmental conditions	53
Characteristics	As CHA	Buy Characteristics with Power Modifiers	54
Clairsentience Ⓢ	Varies	Perceive at a distance	54
Clinging	10+	Move on sheer surfaces	55
Damage Negation \triangle	5/-1 DC	Subtract DCs from incoming attacks	55
Damage Reduction \triangle	Varies	Divide damage caused by attacks	56
Darkness	Varies	Prevent perception in an area	56
Deflection	20	Block Ranged attacks at Range	57
Density Increase	4/level	Become stronger, heavier, and harder to hurt or move	57
Desolidification Ⓢ	40	Become intangible	57
Dispel	3/1d6	Turn off target's Power	58
Does Not Bleed \triangle	15	Automation doesn't lose more BODY when below 0	58
Drain	10/1d6	Temporarily decrease target's abilities	58
Duplication \triangle	1/5 CP	Create one or more duplicates	59
Endurance Reserve	1/4 END; 2/3 REC	A separate pool of END	61
Enhanced Senses	Varies	Improves or adds to sensory abilities	61
Entangle	10/1d6, 1 PD/1 ED	Immobilizes a target	65
Extra-Dimensional Movement Ⓢ	Varies	Travel to another dimension or time	66
Extra Limbs	5	One or more additional limbs	67
FTL Travel Ⓢ	10+	Move faster than light in outer space	68
Flash	Varies	Temporarily prevents a target's perception	68
Flash Defense	1/1	Resists Flash	69
Flight	1/1m	Move through the air	69
Growth	Varies	Become taller, stronger, tougher, and heavier	69
Hand-To-Hand Attack (HA)	5/1d6; -¼	Do more Normal Damage in HTH Combat	70
Healing	10/1d6	Heals damage	70
Images	Varies	Create effects perceivable by others	71
Invisibility	Varies	Become imperceptible	72
Killing Attack	15/1d6	Attack in HTH (HKA) or Ranged (RKA) combat for Killing Damage	72
Knockback Resistance	1/1	Take less Knockback	73
Leaping	1/+2m	Leap further than normal	73
Life Support	Varies	Protected from environmental dangers and similar effects	74
Luck	5/1d6	Unusually fortunate	74
Mental Blast	10/1d6	Mentally attack at Range for STUN damage	75
Mental Illusions	5/1d6	Create illusions in target's mind	75

POWERS SUMMARY TABLE

Power	Cost	Description	Page
Mind Control	5/1d6	Control target's actions	77
Mind Link	Varies	Communicate mentally with willing targets	78
Mind Scan	5/1d6	Mentally search for target minds	79
Multiform	1/5 CP	Assume alternate forms	80
No Hit Locations Δ	10	Automation takes generalized damage	81
Power Defense	1/1	Resist Adjustment Powers, Dispel, and Transform	82
Reflection Δ	2/3	Redirect incoming Ranged attack	82
Regeneration Δ	Varies	Recover BODY damage faster than normal	82
Resistant Protection	3/2	Add points of Resistant Defense	83
Running	1/+1m	Run faster than normal	83
Shape Shift	Varies	Change shape as perceived by Sense Groups	84
Shrinking	6/level	Become smaller, lighter, and harder to see/hit	85
Skills	As Skill	Buy Skills with Power Modifiers	85
Stretching	1/+1m	Increase character's Reach	85
Summon SM	1/5 CP	Conjure or create other beings	87
Swimming	1/+2m	Swim faster than normal	88
Swinging	1/2m	Move through the air on a swingline	88
Takes No STUN Δ	45 or 60	Automaton only takes BODY damage	89
Telekinesis	3/2 STR	Physically manipulate things at Range	89
Telepathy	5/1d6	Read target's mind and communicate mentally	90
Teleportation	1/1m	Move without crossing intervening distance	91
Transform SM	Varies	Impose lasting changes on targets	92
Tunneling	3/1m, 1 PD	Move through the ground	94

COMPLICATIONS SUMMARY TABLE

Complication	Description	Page
Accidental Change	Involuntary change between forms/identities	125
Dependence	Must have substance or suffer harm	125
Dependent NPC	Must often protect/help an NPC	126
Distinctive Features	An unusual distinctive trait	126
Enraged/Berserk	Sometimes loses temper	126
Hunted	Sought or watched by an enemy or monitor	127
Negative Reputation	Known for some negative quality	127
Physical Complication	Suffers from some physical handicap	127
Psychological Complication	Suffers from some mental or emotional handicap	128
Rivalry	Competes with a professional and/or romantic rival	128
Social Complication	Interaction with society is restricted	128
Susceptibility	Takes damage from some normally harmless thing	129
Unluck	Unusually unfortunate	129
Vulnerability	Takes extra damage from some attack type	129

SUCCESS ROLL ODDS

Result Needed	Chance Of Success
3-	0.46%*
4-	1.85%
5-	4.63%
6-	9.26%
7-	16.20%
8-	25.93%
9-	37.50%
10-	50%
11-	62.50%
12-	74.07%
13-	83.80%
14-	90.74%
15-	95.37%
16-	98.15%
17-	99.54%
18-	100%*

*: A roll of 3 always succeeds; 18 always fails.

COMBAT MODIFIERS SUMMARY TABLE (PAGES 145-147)

Modifier	Notes	OCV	DCV
Area Of Effect Attack	Must hit target point's DCV (3; 0 if adjacent)	—	—
Autofire	More than one shot; 1 hit per 2 points Attack Roll succeeds by	—	—
Behind Cover	By Hit Location Table, or as follows		
	1-10% (nearly all of body showing)	-0	—
	11-24% (two-thirds of body showing)	-1	—
	25-50% (half of body showing)	-2	—
	51-74% (one-third of body showing)	-3	—
	75-90% (head and shoulders showing)	-4	—
	91-100% (head showing)	-8	—
Bouncing An Attack	Requires 1 CSL per bounce	+1 to +3	—
Characters As Weapons	Must Grab first; also add Grab CV penalties	-2	—
Coordinated Attacks	Combine damage for purpose of stunning	—	—
Disguising Damage	Make attack appear to be Normal Damage	-1 per 2 DC	—
Encumbrance	Character is weighed down	—	-0 to -5
Environmental Conditions	May affect CVs or attacks	Varies	Varies
Firing Into Melee	Other bodies provide "cover;" may hit cover	—	—
Improvised Weapons	May affect CV and damage done	Varies	—
Missed Shots	Ranged attacks that miss can hit unintended targets	—	—
Multiple Attackers	+1 OCV per attacker after 1st; must Coordinate	Varies	—
Off-Hand	Using off hand	-3	—
Prone Target	May be Behind Cover	—	½
Spreading An Attack	One target: +1 OCV per -1 DC	Varies	—
	Multiple targets: -1 DC per additional 1m radius area	—	—
Surprised	In combat	—	½
	Out of combat: take 2x STUN; location targeting penalties halved	-	½
Surprise Move	GM decides	+1 to +3	—
Target Size	Large (up to 2x human sized)	+2	—
	(additional +2 OCV per further doubling of size)	+2 per 2x	—
	Small (down to ½ human sized)	-2	—
	(additional -2 OCV per further halving of size)	-2 per 2x	—
Target An Area	Must hit target point's DCV (3; 0 if adjacent)	—	—
Unable To Sense Opponent	HTH combat	½	½
	HTH combat, with successful Nontargeting Sense PER Roll	½	-1
	Ranged combat	0	½
	Ranged combat, with successful Nontargeting Sense PER Roll	½	Full
Unequal Reach	Per 1m Reach difference between attacker and defender	-1	—
Unfamiliar Weapon	Character lacks appropriate Weapon Familiarity	-3	—

COMBAT AND MARTIAL MANEUVERS SUMMARY TABLE**Standard Maneuvers**

Maneuver	Phase	OCV	DCV	Effects	Page
Block	½	+0	+0	Block attacks, Abort	148
Brace	½	+2	½	Only to offset the Range Modifier	149
Disarm	½	-2	+0	Disarm target with successful STR Vs. STR Contest	149
Dodge	½	—	+3	Dodge all attacks, Abort	149
Grab	½	-1	-2	Grab Two Limbs; can Squeeze, Slam, or Throw	150
Grab By	½	-3	-4	Move and Grab object, +(v/10) to STR	150
Haymaker	½*	+0	-5	+4 DC to any attack; +1 Segment to perform	150
Move By	½	-2	-2	(STR/2) + (v/10)d6; attacker takes ½ damage	150
Move Through	½	-v/10	-3	STR + (v/6)d6; attacker takes ½ or full damage	151
Multiple Attack	1	var	½	Attack one or more targets multiple times	151
Set	1	+1	+0	Take extra time to aim a Ranged attack	152
Shove	½	-1	-1	Push target back 1m per 5 STR used	152
Strike	½	+0	+0	STR damage or by weapon type	152
Throw	½	+0	+0	Throw object or character, does STR damage	152
Trip	½	-1	-2	Knock a target to the ground, making him Prone	153

Optional Maneuvers

Choke	½	-2	-2	NND 1d6, Grab One Limb, Prevent speaking	153
Club Weapon	½	+0	+0	Killing weapon does equivalent Normal Damage	153
Cover	½	-2	+0	Target held at “gunpoint”	153
Dive For Cover	½	+0	+0	Character avoids attack; Abort	153
Hipshot	½	-1	+0	+1 DEX only for purposes of Initiative	154
Pulling A Punch	½	-1/5d6	+0	Strike, normal STUN damage, ½ BODY damage	154
Roll With A Punch	½	-2	-2	“Block” after being hit, take ½ damage; Abort	154
Snap Shot	1	-1	+0	Lets character duck back behind cover	154
Strafe	½	-v/6	-2	Make Ranged attack while moving	154
Suppression Fire	½	-2	+0	Continuous fire through an area, must be Autofire	154

Martial Maneuvers

Choke Hold	½	-2	+0	Grab One Limb; 2d6 NND; Prevent speaking	154
Defensive Strike	½	+1	+3	STR Strike	154
Killing Strike	½	-2	+0	HKA ½d6	154
Legsweep	½	+2	-1	STR +1d6 Strike; Target Falls	155
Martial Block	½	+2	+2	Block attacks; Abort	155
Martial Disarm	½	-1	+1	Disarm; +10 STR to Disarm roll	155
Martial Dodge	½	—	+5	Dodge all attacks; Abort	155
Martial Escape	½	+0	+0	+15 STR vs. Grabs	155
Martial Grab	½	-1	-1	Grab Two Limbs, +10 STR for holding on	155
Martial Strike	½	+0	+2	STR +2d6 Strike	155
Martial Throw	½	+0	+1	STR +v/10; Target Falls	155
Nerve Strike	½	-1	+1	2d6 NND	155
Offensive Strike	½	-2	+1	STR +4d6 Strike	155
Passing Strike	½	+1	+0	STR +(v/10)d6 Strike; Full Move	155
Sacrifice Throw	½	+2	+1	STR Strike; You Fall, Target Falls	155
Extra Damage Class	—	—	—	Adds to all Martial Maneuvers	155
Weapon Element	—	—	—	Allows use of Martial Maneuvers with weapons	155

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NOTE: The Index does not include Skills, Perks, Talents, or Powers. See Summary Tables on pages 228-232 for those.

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