Glorious Gladiators

Glorious Gladiators Version 5
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Designing a Character

There are two types of character: major characters and minor characters.

Major characters are super-heroes and other significant individuals within the game. They are individuals with names and backgrounds. They have no limit to their abilities. Player-characters are major characters.

Minor characters don't have to have names and can be generic agents, police, ninja, robots, bystanders etc. Minor characters have certain limitations described in the combat rules. They cannot have abilities over Level 3 unless produced by a conventional or technological item that is large (like a vehicle mounted or support weapon).

A character has a number of Glory Points (GP) to spend on creation. 40 is a suitable number for starting player-characters.

Abilities

Most abilities produce effects of a certain type as follows. Unless stated otherwise all Types are selected when the ability is designed (not when it is used):

Type	Description
Energy	Anything which produces energy without much mass e.g. a laser, a flamethrower, a lightning bolt. Has subtypes: Heat, Cold, Electricity, Radiation, Entropy.
Physical	Non-solid forces produced by the movement of fluids like air or water, gravitational force or other mysterious attractive or repulsive forces e.g. sonic attacks, strong winds, waves, gravitational distortion, tractor beams, repulsion beams, force bolts, telekinesis.
Poison	Chemicals which are corrosive or poisonous. Usually delivered as a gas or liquid or carried by a solid dart.
Psychic	Effects applying to the mind e.g. telepathy, mental illusions or hypnosis.
Solid	Any solid object e.g. a hand, a bullet, hitting the ground.

Every ability must have a source as follows:

Source	Description
Alien	Produced by evolution that has occurred off-world or in other dimensions.
Conventional	Produced by methods such as normal (though possibly well-trained) human abilities or normal human devices. These cannot have a Level over 5 unless produced by a large item.
Cosmic	Produced by mysterious unearthly forces which have altered an individual or object in ways not understood by conventional science.
Magical	Produced by magic of any type.
Mutant	Abilities produced where human evolution has produced changes beyond the normal range of what is possible.
Technological	Produced by unusual, bespoke or high-tech devices or technologies such as items, drugs, processes or serums.
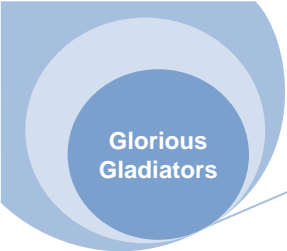
Each ability has a Base Cost on GP which can vary depending on the options chosen with it and a Level Limit. Each ability must also have a power level which varies from 1 upwards. Each level up to and including the Level Limit costs 1 GP/Level, up to and including double the Level Limit costs 2 GP/Level, up to and including triple the Level Limit costs 3GP/Level and so on. Modifiers (see later section can be applied to abilities). No ability can ever cost less than 1 GP. The words in **bold** in the ability descriptions refer to modifiers. Words in *italics* refer to other abilities.

Any time an ability description refers to a fractional level it is rounded up.
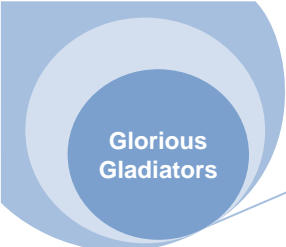
Some abilities are listed as follows:
- **To Hit**: added to hit rolls.
- **Dodge**: subtracted from opponent's hit rolls.
- **Protects:** subtracted from opponent's result roll.

See the Combat Rules for further details on the effects of abilities.

Ability	Notes	Cost	Level Limit
Absorption	When the user it hit by a *Damaging Attack* of a chosen Type add ¼ of the levels of the attack to a chosen ability of the user. The total levels added in total cannot exceed the level of the Absorption.	1	5
Accuracy	Used **To Hit** with any Direct or Area ability.	1	3
Armour	**Protects** against damage which is **Solid** or **Physical**. Has half its levels to **Protect** against Energy and **Direct Poison**.	2	5
Copy Power	Has a Type. Copies the target's abilities other than those which are **Conventional** and **Item**, Focus or Technological. Counts as a *Drain Attack* for determining **Protection**. The level of the ability when copied will be equal to the level of the Copy Power or the target ability: whichever is lower. Copies one ability per target but this can be increased.	3 Per extra ability +4	5
Change Appearance	The target's appearance is altered to a form specified by the user. Altered appearance can be fixed (one appearance), flexible (a range of appearances – e.g. any human) or versatile (any appearance). The change will fool one type of detection as standard. Counts as a *Drain Attack* for determining **Protection**. Its level resists the level of *Detection* used against it. One roll with *Detection* is allowed to try to see through the deception when first seen and thereafter only when the target performs an unusual or unexpected action. Anyone who has not seen through the deception must act as though the target is actually the appearance shown unless good evidence to the contrary is seen. For example not attack unless attacked first,	0 Flexible +1 Versatile +2 Per extra type of *Detection* fooled +1	5

Ability	Notes	Cost	Level Limit
Change Environment	Changes the environment where a scene takes place in one or more of the following ways: • Concealment against *Detection (Vision)* at more than 5 hexes range. • ½ Level *Concealment* against *Detection (Vision)* at any range. • ½ Level reduction in above surface *Movement* – min 1. • ½ level increase in **Dodge** with **Solid** attacks at ranges over 3 hexes.	3 Each extra change +2	5
Concealment	Provides Concealment against named types of detection. See combat rules on Concealment.	One type 1 Two types 3 Three types 6	5
Confusion	**Protection** against **Seeking** attacks.	0	5
Damage Defence	**Protects** against a named *Damaging Attack* Type or Source except **Conventional**.	One Type 1 Two Types 2 Three Types 3 Source 4	5
Damaging Attack	Deals damage of a named Type. Damage has a Special Duration (see combat – it lasts until healed or recovered).	Solid 0 Physical 1 Poison 2 Energy 2 Psychic 3	4
Detection	Has no normal Type instead is Vision, Enhanced Vision, Mental, Magical or Exotic.	Per Type 1	4
Drain Defence	**Protects** against a named *Draining Attack* Type or Source.	One Type 1 Two Types 2 Three Types 3 Source 3	6
Draining Attack	Has a Type. Reduces named abilities or a named Source.	Per target ability 1 Source 3	3
Duplication	Creates an exact duplicate of the target character in an adjacent hex (as personality, memories etc are copied the duplicate generally works with the target). As standard the duplicates have all the original's abilities except Duplication. A duplicate has the same current hits as its creator. Once a duplicate is in play there is no game difference between the original and the duplicate. Whilst duplicates are in play none can make recovery rolls – if one is put out of action it disappears If a duplicate is put out of action by **Lethal** then all duplicates take 1 hit. There can be no more duplicates in total in play then the Level of the Duplication ability.	7 If Duplication power copied +6 If combined with *Toughness* +6	10
Evasion	**Dodge** against **Direct** attacks.	1	4
Focus	Used **To Hit** with any **Indirect** ability.	1	3
Force Field	**Protects** against *Damaging Attacks*, *Hindrance Attacks* or *Trap Attacks* which are **Solid** or **Poison** and has half its levels to **Protect** against *Damaging Attacks*, *Hindrance Attacks* or *Trap Attacks* which are **Energy** or **Physical**.	5	5

Ability	Notes	Cost	Level Limit
Forced Move Attack	Has a Type. Causes the target to move in a direction either defined when the ability is created (up, down, away or towards something) or direction can be chosen when the ability is used.	Down, Away or Toward 0 Up 1 Chosen 2	3
Forced Move Defence	**Protects** against *Forced Move Attacks*, *Movement*, **Knockback** and **Knockdown**.	0	6
Fighting Skill	**Dodge** against any **Melee** ability or **Short Focus** attack and **To Hit** with any **Melee** ability or **Short Focus** attack.	2	3
Power Pool	The character can create other abilities. An example would be a character who is able to build a variety of gadgets. The total GP value of the abilities created can't exceed the Level. The abilities can be built with modifiers but retain the Source of the **Power Pool**.	5 if requires a day to shift abilities. 7 if requires an hour to shift abilities. 12 if requires an action to shift abilities.	7
General Defence	**Protects** against a named Type for **Damage Attacks**, **Hindering Attacks** and **Drain Attacks**.	1	5
Grab Attack	Has type **Solid**. See combat section for effects.	1	4
Heal	Heals hits or *Toughness* lost as a result of *Damage*. The hits regained are equal to the Level. Once healed the ability will stay healed until damaged again. If a Heal is persistent it will keep Healing every turn. Healing a target who is out of action does not stop the requirement to make a roll to reactivate.	8	1
Hindering Attack	Causes hindrance of a named Type. Has a **Special Duration**.	1	3
Hindrance Defence	**Protects** against *Hindering Attacks* of a named Type or Source except Conventional.	One Type 1 Two Types 2 Three Types 3 Source 3	6

Ability	Notes	Cost	Level Limit
Insubstantial	When active it must be used as **Protection** against *Damaging Attacks, Hindering Attacks. Forced Move Attacks* or *Trap Attacks* of a named Type even if another Protection would be better. It treats all attacks as level 6 for the purpose of defeating Insubstantial only. If the Protection works it cancels all effects of the attack including any **Knockback** or **Knockdown**. Whilst insubstantial the user can automatically pass through walls which have a lower level. To pass through other walls requires a roll against the level of the wall with failure causing 1 damage to the user. Whilst insubstantial user can't use *Damaging Attacks, Hindering Attacks. Forced Move Attacks* or *Trap Attacks* of the same Type as the Insubstantial. If Insubstantial is used as an attack it is resisted as for *Draining Attack*. At touch range a successful Insubstantial attack can make the target move one hex down or away from the user. If the target is imbedded in the ground or a solid object this counts as a trap with a strength equal to the Insubstantial or the object (whichever is lower).	One Type 2 Two Types 4 Three Types 6 **Solid**, **Persistent** or **Always On** combined with an attack useable whilst insubstantial +12	5
Life Support	Life support has a number of special types which can be combined. It has a level which applies to all its types. Where it acts as defence is at 2 x Level. Types are: Space: allows survival in vacuum (or anywhere there is no air to breathe- so works underwater too) and provides immunity to **Poison** gas and **Protection** against **Radiation, Cold** and **Heat**. Underwater: allows survival underwater up to 300m depth. High Pressure: allows survival in high pressure environments such as deep underwater or in very dense atmospheres and counts as **Protection** against **Physical**. Poison Gas: provides **Protection** against **Poison** gas. Heat: provides **Protection** against **Heat**. Cold: provides **Protection** against **Cold**. Radiation: provides **Protection** against **Radiation**. No-Aging: character doesn't age. No-Disease: character is immune to all disease. It is worth noting where the life support chosen is rare in the game it is entitled to a reduction in cost (see the Limited modifier).	Space 3 Others 0 for 1st (if Space not taken) then each +1.	6

Ability	Notes	Cost	Level Limit
Luck	Luck provides an extra pool of dice during each combat equal to twice its level (in total if it is split between targets). When it is activated the character can use extra dice for any roll when s/he is using an ability or when an ability targets him/her. No more extra dice can be used than half the level in luck (round up). The character specifies whether the final result will be the lowest or highest of the dice thrown.	1	7
Mind Control	Has a Type (usually **Psychic**). Target's actions are chosen by the user. *Drain Defence*, *Hindrance Defence*, *Damage Defence* or *General Defence* all works against Mind Control if of the correct Type.	2	3
Movement	Has a Type. Has a movement class or classes which can be Ground, Air, Leap, Teleport, Water, Wallcrawling, Underwater or Underground. Acts as a **Dodge** against attacks. When activated the character moves a number of hexes equal to the ability's level times its movement modifier. See the Movement rules for details. If it can be used for long range travel the character can use it for quick travel between combats. Always moves the user i.e. can't be used to move another target without the user moving too.	Air combined with any Ranged, Long Range or Distant Abilities 5 Wallcrawl combined with Ranged, Long Range or Distant abilities 4 Leap, Teleport, Air, Underground 3 Underwater, Wallcrawl 2 Water 1 Ground 0 Long Range Travel +1	5
Prediction	**Protects** against **Indirect** attacks.	0	5
Reflection	**Protects** against a named *Damaging Attack* Type or Source except **Conventional**. If the attack fails to damage the user then the user can immediately attack a target as though using the ability that s/he was hit by.	2	5
Regeneration	Adds level to chance of reactivation. Negates the extra effects of being taken out by **Lethal** attacks. If the target is the user it is assumed to be active whilst s/he is out of action if it was active when s/he went out of action. If it is not persistent or always on and has been activated using an action (e.g. **Quick**) then it only applies to the first recovery roll because a character who is out of action won't be able to reactivate it. If targeting others who have been taken out then target the hex they last occupied.	2	6
Repair	Repairs an ability lost as a result of *Drain*. The Level of the ability is increased by the Repair up to its original level. Once repaired the ability will stay repaired until drained again. If a repair is persistent it will keep repairing the ability.	One Named Ability 0 Any ability from a named Source 1 Any Ability 3	5
Speed	Effects initiative (automatically – does not require persistence). If activated in combat allows extra follow up attacks. Supports or counters **Quick** actions.	1	3

Ability	Notes	Cost	Level Limit
Stretching	Can make **Touch** or **Melee** attacks at range equal to level, **Protection** against *Trap Attacks*, **Defence** against all **Solid** attacks. Can climb up to level hexes with a normal move. Acts as a *Grab Attack* up to ½ Level Range.	5	5
Summon	Creates, commands or summons an individual minion or group of minions such as an automata swarm, robots, demons, undead etc. Each summoned minion is designed using a number of GP equal to the Level of the ability. Minions start with 2 hits and in other ways are treated like unnamed characters.	3 for 1 minion summoned, 1 allowed at a time and can't be summoned again in the same fight +2 for each extra minion summoned in an action +1 for each extra minion allowed at a time +4 if can be summoned again in the same fight	15
Super Strength	**Protection** against *Forced Move Attacks,* **Solid** or **Physical** *Hindrance Attacks* and **Knockback**. Level added to level of **Solid Melee** attacks unless *Accuracy* is used. The chance of hitting with an attack using Super Strength is never worse than 8+ or 7+ with the Slugger modifier. An option is to make Super Strength Unstoppable. This allows the user to walk through walls of lower resistance with no roll required, movement delay or additional actions.	4 +2 for Unstoppable +3 for Slugger	5
Suppress	Whilst the Suppress Ability is active the target abilities act as thought their Levels were reduced by the Level of the Suppress. Suppress must be Area and cannot be a **Sticky Area**. Examples would be a cloud of smoke or darkness which Suppresses *Detection (Vision)* but does not actually drain the ability.	1 per named ability with a class if any 3 for a Source	5
Telepathy	Type is **Psychic**. Can communicate mentally. *Drain Defence*, *Hindrance Defence* or *General Defence* defences works against Telepathy. Whilst Telepathy is active on a friend then if both go at the same time in the turn sequence one gets a +2 bonus to hit if both attack the same target. Whilst active on an enemy then the enemy is at -2 to hit the user and -1 to hit friends in telepathic link with the user.	1	3
Telekinesis	Has a Type. See the Combat section for results. Acts as *Forced Move Defence* on the target.	5	3
Toughness	Takes hits equal to its level (in total if it is split between targets) in a whole combat before target takes hits.	1	4
Transform	Resisted by *Hindrance Defence, Drain Defence* or *General Defence*. The target is transformed into another form which is either fixed or at the user's discretion. The form may be animate or inanimate but must be harmless e.g. a plant, a statue, a small animal.	3	3
Trap Attack	Has a Type. A trap can be partial.	1 or 3 if partial.	4

Ability	Notes	Cost	Level Limit
Wall	Has **Solid** or **Physical** Type. A wall fills the target hex or hexes with something that blocks movement or attacks. This could be solid (e.g. earth, ice, stone) or physical (e.g. a standing windstorm or wall of water). If a wall is created in a hex that contains a target it can be dodged like an area effect. It acts like a *Trap Attack* and breaking out of the trap breaks the wall. Robust has no effect in this case nor do multiple hits. Note that walls are not automatically persistent and their size is determined by modifiers also. See the Wall rules for further details. The Level of a wall is its defence.	1 for 1 hit, 2 for 2 hits, 4 for 3 hits or 6 for 4 hits. Can be Robust for +2.	5

Modifiers

Modifiers are changes to the basic abilities in the previous section. Negative modifiers cannot exceed half of the total cost of the ability including positive modifiers e.g. an ability costing 8 with positive modifiers totalling 5 for a total of 13 can have up to -6 negative modifiers but an ability costing 2 with positive modifiers of 1 for a total of 3 can only have up to -1 negative modifiers. Negative modifiers are per 10 points of base cost of the ability so on abilities that cost 11-20 points modifiers are worth twice as much and 21-30 three times as much.

Modifier	Notes	Cost
Activation	When an attempt is made to activate it then it fails on 1-2 or on 1-5 if it is persistent and it targets the user.	-2
Always On	Always active even between scenes – also counts as persistent. Can never change target.	3
Area	Works against an area, a large area or a very large area. Areas pattern can be spheres, cones, lines or shapes. A shape can be any defined shape (of a certain number of hexes – see the combat rules) or can be a variable shape which is defined each time it is used. When chosen you get one pattern but others can also be gained for extra points.	Area 0 Large Area 2 Very Large Area 5 +1 per extra pattern +1 for a variable shape.
Autofire	Some **Direct** attacks can attack more than once in a single action. All targets must be to the user's front and more than one attack can be made on a single target.	Two attacks 3 Three attacks 6
Backfire	When the ability is activated on a roll of 1 for a non-persistent or 1-3 for a persistent ability it backfires dealing 1 hit to the user.	-3
Burnout	The ability can be activated at 4 levels better than normal but each turn it is active in this way roll each turn – on 1-3 it stops working for the rest of the scene.	2
Cascade	Cascade abilities must be **Direct** or **Seeking**. After a target is hit with the ability then another target can be selected within the ability's range from the last target. This target is then attacked with the ability's level-1. This process can continue until a target is missed or the ability's level would be 0.	4
Close	Ability can be used from 1-5 hexes from the user. An area which can be whilst airborne immediately underneath the user or 1 hex away but at ground level.	2
Complex	If the ability would not normally require a roll to hit then it requires a roll of 5+ to activate. If it would normally require a roll to hit it automatically fails on 1 higher than normal.	-2
Direct	Works against a single target or hex in line of sight.	0
Distant	Ability can be used at any distance 1+ from the user. Works on, or for, all airborne targets.	5

Modifier	Notes	Cost
Energy Defence	A defence is worth x2 level against a one and only one named sub-type of energy.	1
Energy Weakness	A defence is worth half its level (round down) against one and only one named sub-type of energy.	-2
Exhausts	Each turn on which it is active exhausts on a roll of 1 and can't be used for the rest of the scene.	-2
Flexible	Works as either **Direct** or **Area**. The additional cost is on top of any cost for the **Area** modifier.	2
Focus	Requires an object which can be disarmed and is lost on defeat. Each focus can be regained on a roll of 6+ per session once lost.	-2
Hardened	A hardened defence works against attacks which usually ignore defences.	2
Knockback	Causes knockback when wouldn't normally. Only allowed for *Damaging Attacks*.	2
Ignores Walls	The ability is not blocked by *Walls*.	2
Knockdown	Causes knockdown.	2
Ignores Defence	Not effected by defences which aren't **Hardened**. Does not affect *Traps* or *Walls*.	4
Increased Recovery	If the ability has an effect it requires 1 extra recovery.	1
Indirect	Doesn't require a line of sight but target must be detected. It must have a range. If hit roll is 1-5 misses even if would normally hit.	3
Item	Requires an item which is lost on defeat. Each item can be regained on a roll of 6+ per session once lost.	-1
Lethal	A lethal ability puts opponents who are taken out by it at -2 to reactivate. Also causes death or serious injury to opponents taken out by the attack. Cost depends on the personality traits of the user (hence how often it will be used). There are four variations: • If user can use it on any target (Any). • If user can use it on any target who has first used a Lethal attack on the user, friend or innocent bystander (Lawful). • If user can't use it on human targets (Not Human). • If user can only use it on non-living targets (Non-Living) In addition the Lawful and Not Human have a variant called Optional where the user can choose if the attack us Lethal or not when activated.	Lethal Any 3 Optional Lethal Lawful 2 Lethal Lawful 1 Optional Lethal Not Human 1 Lethal Not Human -2 Lethal Non-Living -3
Limited	Limitations are circumstances where an ability doesn't work. The limitation can be 75% of the time or more, 50% of the time or 25% of the time. This is how you define movement powers like swinging or gliding. It should also be used for things like water movement if the game is mostly set on land and for life-supports for situations which are colourful but rarely encountered in the game.	75% (-3) 50% (-2) 25% (-1)
Limited Ammo	The ability can be used 3 or 6 times and then cannot be used for the rest of the scene.	-2 for 6 uses -3 for 3 uses
Linked Attack	Per extra ability which can be activated together as part of a single action.	2
Long Range	Ability can be used from 1-20 hexes from the user. Works on or for airborne targets within 12 hexes.	4
Melee	Must have be **Touch** and a *Damaging or Grab Attack*. The ability is influenced by **Fighting Skill**.	0
Mount	Ability is an item which the character rides on such as a riding animal, surfboard or jet-bike which can be use in combat. If the character is knocked back, knocked down or forced moved then the mount is left behind and the character can not use the ability until s/he returns to the mount. When the character is dismounted the mount will move itself the minimum to allow remounting to be possible (e.g. descending to the ground).	-2

Modifier	Notes	Cost
Persistent	Once activated it stays on working on its current target, direction and effect until the end of the scene or until it is activated again. The following variations apply: • Persisting on the user only (Personal Persistent). • Persisting within the **Area** they occupy when created acting on any target subsequently entering that area. E.g. a barrier of cold (Persistent Barrier). • Persisting only on the target or targets that were affected when the ability was activated even if they subsequently leave the targeted location**.** E.g. a poison burst (Persistent Target). • Persisting both on the target or targets that were affected when the ability was activated even if they subsequently leave the targeted location and on those subsequently entering the targeted area (Persistent Sticky). • Persistent can have additional instances of the ability which can be active at one (otherwise only a single instance can be active). • Unlimited Persistent means that there can be any number of uses of the ability active at once. This is only allowed when the ability is resisted (like a drain or trap), where the ability is defined as Duration which indicates that it lasts for a limited period of time – longer than a scene but will be gone in a few minutes or is a Wall. • Abilities with limited ammo or shots can be defined as persistent per use or shot. This means that each use or shot persists separately. • If Movement is defined as persistent it is always available for Dodge whilst active.	Personal Persistent 2 Persistent Barrier 2 Persistent Target for *Trap Attack* or *Wall* 2 Persistent Target Other Abilities 3 Persistent Sticky 4 +1 per active instance +4 for unlimited instances Persistent Limited Ammo 3 uses +2 Persistent Limited Ammo 6 uses +3 Persistent Shots +3
Personal Immunity	The user is immune to the ability i.e. his or her own ability, not the same ability used by someone else.	1
Quick	Can be activated as a response to an opponent's action which would affect the user. User looses 1 action next turn and if none are left can no longer use Quick abilities. The quick ability interrupts the action that triggered. The user makes a roll of Speed vs opponent's Speed and on 6+ the Quick action goes before the triggering action.	1 if no range, 2 if touch otherwise 4.
Ranged	Ability can be used from 1-10 hexes from the user. Works on or for airborne targets within 2 hexes.	3
Seeking	A seeking attack doesn't require a line of sight but the target must be detected. It must be Ranged, Long Range or Distant. Can buy Homing (+1 to hit per point). If hit roll is 1-4 misses even if would normally hit.	3 +1 per point of Homing.
Shield	An ability with touch range which triggers automatically (requiring no actions) targeting anyone attacking the character from R0-1. In these circumstances a shield automatically hits.	4
Short	Ability can be used on a target or area 1-2 hexes from the user. Counts as Quick against any opponent moving to R1 with the user who did not begin the turn at R2 unless the user is already engaged with an enemy.	2 or 1 for a *Damaging Attack*.
Shots	After 3 uses the ability must be reloaded taking 2 actions.	-2
Touch	Ability can be used on a target or area adjacent to the user or in the same hex (Range 0-1).	2
Versatile	The ability counts as more than one attack per purposes of Follow Up and Predictability. This represents things like martial arts with multiple attack styles or blasts with lots of stunts.	2 per
Works on Insubstantial	The ability works normally against insubstantial targets.	4

Starrting Abilities

All characters start with the following at no cost:

Walk/Run Level 1= Movement, Solid, Ground, Conventional.
Normal Senses Level 1 = Detection, Vision, Always On, Conventional.
Punch/Kick Level 1 = Damaging Attack, Solid, Direct, Melee, Conventional.
Grapple Level 1 = Grab Attack, Solid, Direct, Melee, Conventional.

This is normally recorded as Walk L1, Vision L1, Punch L1, Grapple L1. These standard abilities may be upgraded using modifiers and abilities.

Advantages and Disadvantages

A character must have 2-5 advantages and 1-4 disadvantages. Points from disadvantages can only be spent on advantages. Advantages do not often provide bonuses in combat – instead they are most often used out of combat. Advantages can be Voluntary (V) – used when the character chooses, advantages or disadvantages can be Circumstantial (C) – occur when circumstances are right and disadvantages may be random (R) – occur at random intervals. They are defined as follows:

Description	Notes	Cost
Frequent (Fre)	Character can use an advantage many times per session where it is voluntary (V) e.g. a skill or base. An advantage or disadvantage which requires circumstances (C) which occur more than once per session. Enemies or similar problems (R) appearing each session on 4+.	2
Common (Com)	Character can use an advantage once per session where it is voluntary (V) e.g. a skill or base. An advantage or disadvantage which requires circumstances (C) which occur or are useful around once per session. Enemies or similar problems (R) appearing each session on 6+.	1
Rare (Rar)	Character can use an advantage once every other session where it is voluntary (V) e.g. a skill or base. An advantage or disadvantage which requires circumstances (C) which occur or are useful less than once per session. Enemies or similar problems (R) appearing each session on 8+.	0
Major (Maj)	Makes a big difference. Advantages or disadvantages that work on 4+.	2
Significant (Sig)	Makes some difference. Abilities that work on 6+.	1
Minor (Min)	Makes little difference. Abilities that work on 8+	0

Examples follow but many others are possible:

Advantage or Disadvantage	Notes	Cost
Absolute Time Sense	C	Rar, Min 0
Aggressive	C. If others argue with the character or irritate him./her s/he tends to launch attacks on them.	Fre, Maj -4
Alternative Form	V. Character has another form or forms s/he can take which can be used to solve certain problems out of combat.	Varies.
Altruistic	C. Must help the poor, weak and innocent.	Com, Sig -2
Angst	C. Worries over decisions and agonises over past choices.	Com, Min -1
Arbitrary	C. Decisions are always unjust and unreasonable.	Com, Sig -2
Astral Vision	C. Can see onto the astral plane.	Rar, Min 0
Beggar	C. Spends a lot of time just begging and scrounging. No social status.	Fre, Maj -4
Bombastic	C. The character can't resist making long speeches describing his/her plans to enemies which tens to waste time and give away secrets.	Fre, Sig -3
Bully	C. Must pick on the weak and innocent.	Fre, Min -2
Callous	C. A heroic character who can still use lethal attacks or abandon friends if necessary.	Fre, Sig 3

Advantage or Disadvantage	Notes	Cost
Child	C. Under 12	Fre, Sig -3
Chivalry	C. No ambushes or attacking prone targets. Must protect weak and innocent.	Com, Min -1
Code of Honour	C. Must choose either the leader of a group or whoever is the most powerful member as an opponent. The character can't attack opponent when s/he is knocked down. If another character attacks the character's opponent then must attack them instead.	Fre, Maj -4
Compulsive Liar	C. Must lie whenever possible.	Fre, Sig -3
Convincing Liar	V	Com, Min 1
Cruel	C. Likes to hurt and inflict pain.	Fre, Min -2
Cynic	C.	Com, Min -1
Coward	C. Flees if facing danger.	Fre, Maj -4
Curious	C. Has to investigate things even when it would be wiser not to. Unable to avoid fiddling with things.	Fre, Min -2
Dark Secret	R. Terrible if found out.	Varies depending on how serious the secret is and how likely it is to be used against the character.
Demolisher	C. Must destroy objects and institutions. Can't obey rules.	Fre, Min -2
Dependants	R. These must be protected.	Varies depending on how often they must be protected and how vulnerable they are.
Dim-Witted	CR. Takes effect anytime the character tries something requiring intellect. Major, Significant or Minor determines how likely it is to stop the character.	Fre, Varies
Ego Signature	C. Must leave a sign of your presence.	For someone who is wanted or hunted Com, Sig -2 or for other Com, Min -1
Emotional	C. Swayed by emotion rather than logic.	Com, Sig -2
Enemies	R. Major are more powerful than the player/group, significant as good as and minor worse than them.	Varies depending on how powerful they are and how often they appear.
Energetic	V. Doesn't give up easily and can deal with many problems at once.	Fre, Sig 2
Escape Effect	C. Used to escape from combat. Major, Significant or Minor determines chance of success.	Rar, Varies
Extremely Reckless	C. Can't retreat or take care over outcomes.	Com, Sig -2
Feign Death	C.	Rar, Min 0

Advantage or Disadvantage	Notes	Cost
Followers	This is one or more useful normal humans or the equivalent. Use this for villains with agents, robots etc.	Varies depending on how useful and how often they help.
Gigantic Size	C.	Varies depending on just how giant the character is. If it is only when in hero form it is probably neutral but is really massive all the time it is a pretty serious disadvantage.
Glory Hound	C. Has to try to take credit for all successful actions.	Fre, Min -2
Grandeur	V. Allows the character to impress others.	Com, Min 1
Great Intellect	V. Allows character to solve problems by working out the best action.	Fre, Sig 3
Great Wealth	V. Allows the character to solve problems by purchasing help, offering bribes or purchasing resources.	Fre, Sig 3
Greed	C. The character is focussed on gaining wealth by any means. S/he is easily tempted by the opportunity to acquire wealth.	Com, Sig -2
Guardian	C. Must protect a region.	Fre, Sig -3
Honest	C. Can't lie or evade the truth.	Com, Maj -3
Hunter	C. Character must seek out powerful opponents to test him/herself against. The greater the challenge the better.	Com, Min -1
Idealist	C. Must conform to an idealised code and expect others to follow suit.	Fre, Sig -3
Ingénue	C. Character is an innocent who approaches everything in a sincere and open way. S/he tends to miss the subtext in situations and is easily shocked by bad behaviour.	Com, Min -1
Impressive Base	V. Can be used to solve problems using the bases resources such as detecting things, providing medical help or allowing research.	Fre, Sig 3
Impressive Flying Ship	V. Acts like an impressive base and as a flying vehicle (+4) for moving between locations, escape or pursuit.	Fre, Maj 4
Indecisive	R. Always delay making a decision.	Fre, Min -2
Ingenious	V. Good at innovating to solve problems.	Com, Sig 2
Innocent Smile	V. Used to make others believe or like the character.	Rar, Min 0
Intimidating Presence	V. Used to persuade others to talk or obey.	Com, Min 1
Iron Will	C. Can't be frightened, interrogated or intimidated. Doesn't give up. In combat has +1 recovery.	Com, Sig 2
Killer Instinct	C. A heroic character who sometimes can't stop him/herself killing combat opponents once 'the rage' descends. This isn't so much of a disadvantage for an evil villain.	Com, Maj -3
Lazy	C. Can't work for any length of time. Gives up quickly at difficult tasks.	Com, Min -1
Leaps and Bounds	V. +2 to escape if using ground movement, superleap or wallcrawling.	Rar, Sig 1
Looks Down on the Weak and Stupid	C. Tends to offend others and finds it hard to work with them.	Com, Min -1
Lustful	C. Always pursuing sex.	Fre, Min -2
Manipulator	V. The character is good at manipulating others to get his/her own way. S/he mixes bullying, charm, kindness and cruelty as works best.	Fre, Sig 2

| Advantage or Disadvantage	Notes	Cost
Martial Arts Etiquette	C. Can't gang up on opponents and must wait for opponents to get up or pick up dropped weapons.	Fre, Sig -2
Mighty Base	V. Can be used to solve problems using the bases resources such as detecting things, providing medical help or allowing research.	Fre, Maj 4
Minion	C. Cringingly servile follower of stronger personalities. No initiative.	Fre, Sig -3
Monstrous	C. Causes most others to react badly to the character.	Fre, Sig -3
Natural Leader	V. Used to take control in situations, provide leadership and dominate others.	Fre, Sig 3
Negotiator	V. Used to persuade others.	Rar, Sig 1
Night Vision	C. Ignores concealment produced by semi-darkness e.g. nightime.	Com, Maj 3
Old	C. Age and infirmity stops the character completing tasks.	Com, Sig -2
Olympian	C. Consider yourself beyond the power of puny humans and ignore them or patronise them.	Fre, Min -2
Outcast	C. Rejected by normal society.	Fre, Sig -3
Overconfident	C. Overestimate the chances of success.	Com, Min -1
Paranoid	C. Believe everyone is plotting against you and take elaborate precautions.	Fre, Maj -4
Photographic Memory	C.	Rar, Sig 1
Poor	C. Can't buy anything of significance.	Com, Sig -2
Power Hungry	C. Spend lots of time trying to gain power and influence.	Com, Min -1
Psychological Problems	C. Flashbacks, Fears, Hatreds	Varies on frequency and severity.
Quick-Witted	V. Used to quickly solve problems and react swiftly.	Fre, Min 1
Scatterbrain	C. Easily confused and forgetful.	Fre, Min -2
Returns from the Dead	C. If character is killed s/he automatically returns to play.	Rar, Maj 2
Scatterbrain	C. The character forgets what s/he is supposed to be doing and find concentrating on important things difficult. S/he is more interested in frivolous matters.	Fre, Min -2
Secret ID	C. Secret ID takes up time and requires protection.	Com, Sig -2
Shallow	C. Character says what s/he thinks with little editing. Character has no hidden depths – the surface is all you get.	Fre, Min -2
Showboating	C. Character wastes 2 actions showboating when s/he first has 5 or more GP more than each other combat opponent currently active and whenever s/he puts an opponent out of action.	Com or Fre (depending on the type of character), Maj: -3 or -4.
Sixth Sense	C. Character knows when danger approaches and cannot be surprised.	Com, Maj 3
Skill	V. Character uses a skill to solve problems e.g. Super Scientist, Super Technician, Spy, Survival, Criminal, Soldier, Law Enforcer.	Varies depending on how frequent and how useful.
Small Base	V. Can be used to solve problems using the bases resources such as detecting things, providing medical help or allowing research.	Com, Sig 2
Small Hideout	V. Can be used to solve problems using the bases resources such as detecting things, providing medical help or allowing research.	Com, Min 1
Socialite	C. Busy maintaining a social round of parties and engagements.	Fre, Min -2
Speed Reading	C.	Rar, Sig 1
Strikingly Attractive	V. Can be used to appeal to others.	Fre, Min 2
Substance Abuse Problem	R. When active the substance abuse problem puts the character at -2 (min), -4 (sig) or disabled (maj).	Varies with severity and frequency.

Advantage or Disadvantage	Notes	Cost
Super Form	C. Character is like a minor character most of the time and must transform into a super form to use most of his her abilities. Rar: 1 act transform, Com: 2 act transform, Fre: 4 act transform. Min: ½ of abilities lost, Sig: all abilities lost, Maj: as a minor character.	Varies with how long it takes to transform and the difficulty of the procedure and according to how many abilities are lost when not in super form.
Thrill Seeker	C. Must spend a lot of time seeking excitement. Easily bored with unexciting tasks.	Fre, Min -2
Trickster	C. Constant irritating practical jokes. Makes others dislike the character.	Fre, Min -2
Trusting	C. Must believe what is told by others and will be shocked and upset if it turns out to be a lie.	Fre, Sig -3
Uncontrolled Power	C. Your powers tend to go of control injuring friends, allies and innocent bystanders.	Maj but varies on frequency.
Unfamiliar with the Current Environment	R. Character lacks knowledge of the area where the game is set because s/he is from another place or time. When the disadvantage activates it stops another successful out of combat action.	Varies.
Unreasonably Aggressive	C. Attack if thwarted.	Com, Min -1
Unreliable	R. Incapable of following a plan or turning up at the right place at the right time. If frequent must roll every time something new is attempted, if common once per session or if rare once per two sessions. Severity indicates the roll,	Varies
Unusual Appearance	C. May cause others to react badly to the character.	Com, Min -1
Useful Vehicle	V. A vehicle has a movement type like the movement ability. In escape or pursuit it allows the character to use this type of movement at +4. Also use to travel between missions.	Com, Sig 2
Vengeful	C. Must take revenge on those who wrong you.	Rar, Maj -2
Very Chivalrous	C. No ambushes, attacking prone targets, no disarming or ganging up on a single opponent. Must protect weak and innocent.	Com, Sig -2
Weird Appearance	C. Causes most others to react badly to the character.	Com, Sig -2
Winning Smile	V. Used to make others believe or like the character.	Rar, Min 0
Young	C. Between 12 and 16	Fre, Min -1

Combat System

All dice rolls are D10. In general all rolls apply the level of the active ability versus the level of the defending or passive ability. The chance of success is a roll of Active Level – Passive Level + 6 or higher. This means that where the active and passive abilities are the same a roll of 6+ is required, of the active ability is one worse then 7+, one better then 5+ and so on. Where a roll is required to achieve success a roll of 10 always succeeds for major characters or a roll of 9 or 10 if resisting a persistent ability. A minor character requiring more than 10 to succeed in a roll must roll a 10 and then roll again scoring 6+ or the number required -10 (whichever is worse) to succeed. Where a target has no resisting ability it counts as 0.

Initiative

The order of the turn sequence (initiative) is in order of Speed Level. On a tie major characters go before minor characters otherwise roll D to decide order.
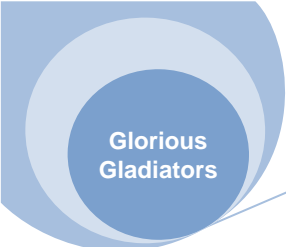
Turns

Each turn a character has 2 actions. An action can be used to activate any ability or to stand up from knockdown. One action per turn can be used to resist each persistent ability that is active on a character. A character can only use one action per turn which targets something other than him/herself.

Duration

Abilities which don't persist are active until the user's next turn. Persistent abilities last as described in the combat rules and the section on persistent abilities. Damage has a Special Duration – it lasts until recovered and Hindrance has a fixed duration expressed as a number of the target's actions.

Detection

Normally a character can detect all other characters and objects on the board unless they are concealed to the sense s/he is using. Concealment can occur as a result of a power, the target is in hiding or darkness, fog or smoke. In semi-darkness like night most targets have around L3 concealment against vision at ranges over 5 and L1 concealment at closer ranges. To spot a concealed target roll using Detection Level vs Concealment. Detection occurs at the beginning of each character's turn and requires no actions. No attacks are allowed against concealed targets. The types of Detection are:

Detection Type	Effects
Vision	Normal vision and including all other normal senses.
Enhanced Vision	Vision which is not blocked by darkness, fog or smoke.
Mental	Not blocked by walls but can only detect living animals and people. Cannot see inanimate objects, robots etc. Can only be used to direct Psychic abilities.
Magical	Detects anything with a magical ability, concealed by a magical ability, magical items and insubstantial things. Also detects creatures and objects from other dimensions. Works to enhance other senses in this regard.
Exotic	Detects a specific named thing other than those above. Examples include: • Tracking Scent • Mutant Detection • Sonar • Super Hearing • Radar

Movement

It costs 1 hex of movement to turn any angle. It costs 1 level of movement to change altitude from flight to ground level or ground to underground or vica-versa. When engaged with an enemy (i.e. adjacent to an opponent who is facing you or within 2 hexes if the opponent has a Short range attack) you can only move 1 hex without suffering an opportunity attack. An opportunity attack is a free attack action by the opponent using an ability with touch or short range. A 1 hex move which disengages an opponent is called a backstep.

Where significant, for judging area effects or falling for example, an airborne target is 10 hexes up.

Each movement ability has a number of hexes movement it allows per level, a modifier to dodge (for resisting area attacks) and some special abilities.

Movement Ability	Hexes per Level	Dodging Areas	Special
Air	3		Airborne.
Ground	3	+2 if character throws him/herself (counts as a knockdown).	
Leap	3	+2	Leaps over intervening hexes and can change altitude but most land on a solid surface at the end of the move. Includes many types of gymnastic moves and short leaps as well as one single jump. Can attack airborne targets on a jump past but at -2 to hit.
Teleport	2	Special: if the attack misses by any number can move up to a full teleport move.	Doesn't cross intervening hexes. Can be used to resist traps. Passes solid objects as long as target hex can be detected. Can attack airborne targets by appearing next to them but at -2 to hit.
Underground	2	+2	Invulnerable to most attacks whilst underground.
Underwater	2	+2 in water and can only be used in water.	Only in water. Invulnerable to many attacks whilst underwater.
Wallcrawl	2	+2	Can stick on high surfaces to remain at airborne height.
Water	3	Only dodge in water.	Only in water.

Target or Targets

Direct, Indirect and Seeking abilities are aimed at a single target. Areas are aimed at a group of hexes. The shape area can be defined when the power is created or be variable – that is defined each time it is used. The number in brackets indicates the modifier to the level of the attack when the target chooses to resist with Movement.

	Normal	Large	Very Large
Sphere (1)	Target hex and adjacent hexes.	Target hex and adjacent 2 hexes.	Target hex and 3 adjacent hexes.
Line (3)	10 hexes in a straight line.	20 hexes in a straight line.	A line 20 hexes long and 3 wide.
Cone (0)	A 60 degree cone 5 hexes long.	A 60 degree cone 7 hexes long.	A 60 degree cone 10 hexes long.
Shape (2)	A pattern of any 3 hexes.	A pattern of any 7 hexes – or a dome surrounding a single hex.	A pattern of any 13 hexes – or a dome surrounding a hex and adjacent hexes.

A hex must be more than half covered by an area to count as within that area. A line must always be aimed in such a way that this does not mean that there are gaps in the line as a result of 2 adjacent hexes being exactly half covered.

Attacks

It is possible to avoid an attack as follows:

- Direct attacks are resisted by Evade.
- Area attacks are resisted by Move.
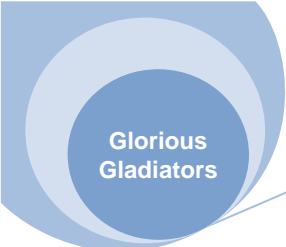
- Indirect attacks are resisted by Prediction.
- Seeking attacks are resisted by Confusion.

Remember that an **ability being used to avoid an attack must be active and that abilities which don't persist last for one turn**. This means, for example, that if a character has used an action to move in his her last turn then it can be used to resist an area attack until his/her next turn, however if a character did not take a movement action then s/he would need to be able to activate it as a response to an attack (the Quick modifier) to use it as a defence.

Being **knocked down** reduces Move and Evade by 4.
Being **hindered** reduces Evade and Confusion by 4.
Being **trapped or grabbed** reduces Move to 0 and Evade by 4.
Being **unable to detect** the attacker reduces Evade by 4.

Ranged, Long Range or Distant attacks are at -2 to hit if used at R1 or whilst taking a backstep or if the target is engaged with a friend or ally.

If making an attack at more than 2 range against a target adjacent to a friend or ally then a Direct, Area or Seeking attacks hits the friend or ally on a roll of 1 or 2. In the case of area abilities the attacker is assumed to have slightly misjudged and the friend counts as within the edge of the area.

When using Move to resist an area then the target can move 1 hex per point the attack missed by and the attack misses if this is out of the area.

Disarming

If a character has a focus it can be targeted with any physical, energy or solid attack. To hit a focus with an attack from 10+ range gives the target +5 to resist, from 2-9 hexes +3 to resist and from 1 or 0 hexes +1 to resist. If the focus is hit then the target is disarmed and cannot use the ability which uses the focus. If the character wishes s/he can use 1 action per turn to try to regain the focus. This requires a roll of 9+.

Move Through

If a character tries to move through an opponent then the opponent can either:
- Make a solid damage touch or short attack.
- Use movement to dodge the move through as though it was an area effect.

If the move through succeeds it does the character's normal solid, touch damage adding the number of hexes moved that action to the level. If this does not knock the target back then the attacker takes the same damage.

Results of Abilities

If the target has a defence which applies against the ability then roll the ability's level vs level of the defence. If the target has no suitable defence it is counted as 0. The table lists suitable defences for each attack. If the target has more than one defence which could apply then use the best – don't add them together. When no resistance applies treat the resisting ability as 0. Insubstantial is an exception to the normal rules (see the description of the ability).

Ability	Result	Defence
Damage	Inflicts 1 hit on the target for results from 0-5, 2 for 6-10, 3 for 11-15 etc.	Damage Defence, Armour, Force Field, Insubstantial
Defences:	These have no thickness as such and if they are an	

Ability	Result	Defence
Force Field, Armour, Damage Defence etc.	area then they are at the edge of the area. They protect all targets within them against attacks from outside. Those that protect against Solid block movement. To move through them it is necessary to use an action causing damage to them which gets a result against them. It is then possible to make a move through them to make a follow up attack or in the next action of the same turn.	
Drain	The target ability has its level reduced by 1 for results from 0-1, 2 for 2-3, 3 for 4-5 etc. If the drain persists the target can resist once per turn using an action and applying Drain Defence vs the Drain Level. This is allowed even for characters with no drain defence (i.e. at Level 0). After 3 attempts to resist a persistent drain have failed the target can choose to become Out of Action.	Drain Defence
Forced Move	Target moves 1+ (result x 2) hexes in the direction specified by the ability. If the forced move persists the target can resist once per turn using an action and applying Forced Move Defence vs Forced Move Level. This is allowed even for characters with no Forced Move Defence (i.e. at Level 0). After 3 attempts to resist a persistent Forced Move have failed the target can choose to become Out of Action.	Forced Move Defence, Super Strength, Insubstantial
Grab	A grab always persists whilst the user wishes, remains within range and takes no actions which target anyone either than the grabbed individual/s or themselves. A grabbed target cannot move or use an ability at greater than R0. A grabbed target can be carried as though using a Forced Move but no further than the grabbing character's normal move.	R0-1 abilities inflicting Solid Damage.
Hindrance	Target is hindered for 1 action for a result of 0-1, 2 actions for 2-3, 3 actions for 3-4 etc. An action which is hindered can only be used to resist a persistent ability or to stand up from a knockdown. Hindrance is not cumulative so if a hindered target is hindered again then it does not add on it is treated separately. If a hindrance attack persists the target can resist once per turn using an action and applying Hindrance Defence vs Hindrance Level. This is allowed even for characters with no Hindrance Defence (i.e. at Level 0). After 3 attempts to resist a persistent Hindrance have failed the target can choose to become Out of Action.	Hindrance Defence. Super Strength, Insubstantial
Knockback	Knockback is caused by attacks with Super Strength or by attacks with the Knockback modifier. The level of a Knockback attack is resisted by the target's Forced Move Defence + Super Strength. Each 1 succeeded by causes 2 hexes of knockback.. Anything hit by something being knocked back takes the same damage as caused the knockback as Solid. If a character is knocked back into something s/he takes damage a solid damaging attack equal to the damage which	Special – Forced Move Defence, Super Strength, Insubstantial

Ability	Result	Defence
	caused the knockback or the resistance of the object struck, whichever is lower. If one character is knocked back into another then the chance of the character being hit is 4 vs Movement (like an area effect). If Insubstantial causes an attack to have no effect then there is no knockback.	
Knockdown	Knockdown is caused by attacks with the Knockdown modifier or by solid touch attacks which don't cause Knockback. The level of a Knockdown attack is resisted by the best out of Forced Move Defence or Super Strength. If it succeeds the target is knocked down. If Insubstantial causes an attack to have no effect then there is no knockdown.	Special – Forced Move Defence, Super Strength, Insubstantial
Mind Control	Whilst it is active the user selects the targets' actions. It is resisted by the abilities above vs its level each turn without using an action. If the combat ends in defeat whilst the character is still controlled then the control is 'permanent' i.e. it lasts until a good reason exists for it to end.	Drain Defence, Hindrance Defence, Damage Defence
Movement	If used as an attack the target will move with the user whilst the ability persists,	Forced Move Defence.
Others	Any other ability used offensively.	Drain Defence.
Telekinesis	Whilst active the target cannot Move, Evade or use Confusion. Any action they take with range 1+ has 4 less chance of hitting. Can move the target Level hexes per action without breaking the Telekinesis. Can throw a target immediately on affecting a target or using a subsequent action which acts in the same manner as Knockback which breaks the Telekenesis. If anyone tries to escape from Telekinesis 3 times and fails they are Out of Action.	Forced Move Defence
Transform	When transformed the target is generally considered to be invulnerable to further attacks as it either too small or too tough to damage. Whilst transformed the target can't do anything constructive. If the transformation is persistent the target can resist each turn but if they fail three times they are treated as out of action. Whilst out of action the target cannot roll to recover but must instead continue to try to resist the transform. If the combat ends in defeat whilst the character is still transformed then the transformation is 'permanent' i.e. it lasts until a good reason exists for it to end.	Hindrance Defence, Drain Defence
Trap	Whilst trapped the target cannot take any direct or area action with a range of 1 or more, evade, use confusion or move. They can use actions at R0, except those requiring a focus or ignoring defences (these could therefore be used to break a persistent trap). Others can break a trap with an attack which causes solid or energy damage in the same way. If a trap is partial then others can attack either the trap from a range of 2 or less or the trapped character. If anyone tries to escape from a trap 3 times and fails they are Out of Action.	R0 abilities inflicting Solid, Physical or Energy Damage, Force Field, Insubstantial.

Falling

Falling counts as a lethal Solid Damage Attack with a level of ½ the number of hexes fallen.

Picking up and Throwing Things with Super Strength or Telekenesis

It takes 1 act to pick up something. The size of the object can not be larger than 1 hex per level^2. To deal full damage when thrown it must be at least 1 hex in size. The damage it causes is Solid, has Knockback and has maximum level equal to the levels of Super Strength or Telekinesis. Damage is reduced by 1 per 10 squares or part thereof the object is thrown. The area of effect counts as:

Level	Dodge Penalty
1-3	2
4-5	3
6-7	4
8+	5

Walls

The Wall ability and buildings and structures act in the same way. No line of sight can be traced through a wall and it blocks most detection (usually vision and enhanced vision at least). A wall has a defence of its level which applies against solid, physical and energy and can only be broken through by damage which beats this defence. Walls are immune to Psychic, Poison and attacks which ignore defence. Some walls also take more than 1 hit to break (per hex). Many walls are treated as 'Robust' (such as brick or stone walls or barriers made of packed earth). They are immune to piercing type attacks like bullets (ranged, solid, lethal) and also to punch type attacks that don't have Super Strength backing them up. They are damaged by Energy, Physical or Lethal Solid Area Attacks (like explosives). If a character is effectively trapped (by being surrounded by Walls) for 3 turns then they are taken out.

Example Wall/Door	Defence	Hits
Plate Glass or Light Wood	2	1
Heavy Wood	3	1
Interior Brick	4 Robust	1
Exterior Brick	5 Robust	2
Reinforced Concrete	6 Robust	2
Armoured Door	7 Robust	3
Bunker	8 Robust	4
Vault Door	9 Robust	4
Ground/Packed Earth	4 Robust	3

Recovery

When recovery is required a character cannot move or take any actions until the recovery has been made.

Follow Up Attacks

If a major character succeeds in an attack action s/he can make a follow up attack using a **different ability** against the same target or if that target is out of play using a **different ability** against another target.
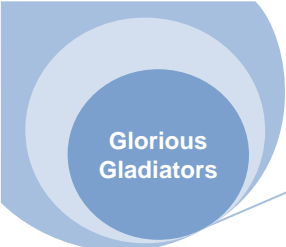
If the target of a follow up is out of range then the character can make the shortest move necessary (up to a full move) that would bring the target into range.

Normally only one follow up is allowed per turn. However if a character has a Speed ability active then one extra follow up is allowed for each level of speed using a the **same or a different ability** as long as each follow up in turn is successful. Also if an attack with Super Strength succeeds then a character can make 1 follow up as normal but using Super Strength again or any number of follow ups using Super Strength as long as no move is required to move any of the targets into range.

Hits and Out of Action

If a character takes 3 hits in a combat then s/he is out of action. A minor character takes 1 hit. A character who is out of action can take no actions until s/he can reactivate. The character is removed from play, misses **one of his/her turns** and then rolls at the beginning of each subsequent turn to try to reactivate. This means that a character that is taken out of action on a turn when s/he has not yet acted will roll at the start of the next turn whereas one who has already acted will roll the beginning of the next but one. A character that is out of action is removed from play. The roll required to reactivate is equal to the turn number. On reactivation a character has 1 hit and is replaced in play in an appropriate location.

Minor characters have -2 chance of recovery and cannot recover unless they roll 6+ in any case. If they fail one recovery roll they are removed from play altogether.

Defeat

If one side in a combat has no characters that are not out of action at the end of a turn after turn 9 then they are defeated. Also a side is defeated at the end of the second turn in which it had no characters in play or no characters who make an action targeting something other than themselves.

Any character that is out of action as a result of a lethal attack (which is not negated by the Regeneration ability) attack when a fight ends may be badly wounded or die. Roll a D. If the result is 1-5 the character must miss one game session to recover. If the result is 6-7 the character must roll 6+ each game session to recover. If the result is 8 the character must roll 8+ each game session to recover. If the result is 9+ the character appears to be dead and will only return to play on 9+ each session which requires a special plot development to explain.

Each defeated character can then try to escape by using a Movement ability. Each character in the winning side who is in action at the end of the fight can try to catch one fleeing opponent as long as s/he has an appropriate movement ability to block them. The following table shows the penalties for movement type on pursuit.

		Escape							
		Ground	Superleap	Wallcrawl	Flight	Water	Underwater	Underground	Teleport
Pursue	Ground	0	-3	-3	-5	-5	-7	-9	-5
	Superleap	0	0	-1	-3	-4	-7	-9	-5
	Wallcrawl	0	-2	0	-3	-5	-7	-9	-5
	Flight	0	0	0	0	0	-7	-9	-5
	Water	-5	-5	-7	-9	0	-4	-9	-5

Underwater	-5	-5	-7	-9	0	0	-9	-5
Underground	0	-2	-5	-9	-9	-6	0	-5
Teleport	0	0	0	-5	-3	-5	-3	0

To catch them roll pursuers movement vs target's movement. Any character who fails to flee is captured and can lose all items. A character can pursue multiple opponents taking a penalty of 2 for each pursued after the first. This is not all or nothing i.e. the penalty doesn't apply to the first, is -2 to the second and so on but as soon as a character fails to catch one then no further pursuit is allowed.

Typical Minor Characters

Name	City Police		Character Type	Minor
Abilities				
Walk L2 (6 squares), Vision L2, Punch L1, Grapple L1.				
Accuracy L1, Conv.				
Pistol: Damaging Attack L2, Lethal, Solid, Distant, Focus, Shots, Conv.				
Nightstick: Damaging Attack L2, Solid, Touch, Focus, Conv.				
Armour L1 vs Solid, Physical, ½ Energy or Direct Poison, Always On, Item, Conv.				
Advantages and Disadvantages				
Skills – Police (Com , Sig)				

Name	SWAT, Federal Agent		Character Type	Minor
Abilities				
Walk L2 (6 squares), Vision L2, Punch L1, Grapple L1.				
Accuracy L1, Conv.				
SMG: Damaging Attack L2, Lethal, Solid, Distant, Autofire 2 attacks, Focus, Shots, Conventional.				
Pistol: Damaging Attack L2, Lethal, Solid, Distant, Focus, Shots, Conv.				
Gas Grenades: Drain Attack Vision L2, Limited Ammo 3, Area Sphere, Persistent – Targets in Area and leaving, Focus, Conv.				
Armour L2 vs Solid, Physical, ½ Energy or Direct Poison, Always On, Item, Conv.				
Detection L1, Enhanced Vision, Persistent, Focus, Conv.				
Gas Mask: L3 life support poison gas, Persistent, Focus, Conv.				
Advantages and Disadvantages				
Skills – Police (Com , Sig)				

Name	Professional Criminal or Gangster		Character Type	Minor
Abilities				
Walk L2 (6 squares), Vision L2, Punch L1, Grapple L1.				
Shotgun: Damaging Attack L3, Area Long Line, Lethal, Focus, Shots, Conv.				
Pistol: Damaging Attack L2, Lethal, Solid, Distant, Focus, Shots, Conv.				
Advantages and Disadvantages				
Skills – Criminal (Com , Sig)				

Name	Minor Criminal or Gang Member		Character Type	Minor
Abilities				
Walk L2 (6 squares), Vision L1, Punch L1, Grapple L1.				
Pistol: Damaging Attack L1, Lethal, Solid, Distant, Focus, Shots, Conv.				
Blunt Instrument: Damaging Attack L2, Solid, Touch, Focus, Conv.				
Knife: Damaging Attack L1, Lethal, Solid, Touch, Focus, Conv.				
Advantages and Disadvantages				
Skills – Low Grade Criminal (Com , Min)				