

Glorious Gladiators

Glorious Gladiators Version 6
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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). A negative base cost is subtracted from the cost of Levels and Modifiers. 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 is hit by a <i>Damaging Attack</i> of a chosen Type/s add ½ of the levels of the attack to a chosen ability or abilities of the user. The total levels added to each ability cannot exceed the level of the Absorption.	1 Type and Target Ability -1 2 Types 1 Each Extra Type +2 Each Extra Target Ability +3	5
Accuracy	Used To Hit with any Direct or Area ability. For Area applies to hitting the target hex not to individuals within it. Can be Sniper: when using accuracy with an attack instead of the Dodge of a hex being 0 +1 for every full 10 hexes range to the target point in the area it increases to 30 hexes.	1 Sniper +1	3
Armour	Protects against damage which is Solid or Physical . Has half its levels to Protect against Energy and Direct Poison .	2	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 <i>Drain Attack</i> for determining Protection . Its level resists the level of <i>Detection</i> used against it. One roll with <i>Detection</i> 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 attacking unless attacked first.	Fixed -2 Flexible 1 Versatile 2 Per extra type of <i>Detection</i> fooled +1	5
Change Environment	At Level 1 covers an area of a Large or Massive Blast. At Levels above 1 can also cover a Blast of radius 10 x Level. It can never cover less than a Large Blast. The height of the effect is equal to the radius (it is a cylinder). A character can be able to choose between several environments. If the referee agrees they are appropriate extra environments can be combined. Within the area the Environment has Level 1 at the edge and increases by 1 per hex towards the middle up to the maximum Level of the ability (so a Level 1 ability is 1 throughout). If an Environment is placed to overlap another opposed environment then only the higher level environment remains (still at its full value) or if they are equal roll a D and whichever gets the higher result remains. These are the environments: <ul style="list-style-type: none"> • Calm • Clear • Cold • Day • Dry • Fog/Smoke 	2 With Personal Immunity or any other ability which negates the environment +4 Per extra Environment +1 Each combined environment +2	5

Ability	Notes	Cost	Level Limit
	<ul style="list-style-type: none"> • Heat • Night • Poison Gas • Radiation • Rain • Wind <p>For details of the environments see the combat section.</p>		
Concealment	Provides Concealment for the target against named kinds of detection. Also conceals unanged, Touch and Short abilities of the target. See combat rules on Detection.	One type 1 Two types 3 Three types 6	5
Confusion	Dodge against Seeking attacks.	-1	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 <i>Drain Attack</i> 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
Counter	Has a Type. Used against an ability of Type or Source (except Conventional) as it is used and is aimed at any point in the target ability's path from its user to its target. Counter must have at least Touch range. It interrupts the target ability. As standard it can only be aimed at a Direct, Indirect or Seeking ability which is targeting the user. If Overwatch is bought it can be used against any ability within range whether it targets the user or not. It must be active on the user (so Always On, Personal Persistent, Quick or activated each turn). Can itself be Direct (would require a LOS to the target ability), Seeking or Indirect. An ability has 0 Defence. If the ability is hit the Level of the Counter is used against the Level of the target ability with any success cancelling the target ability.	One Type 0 Two Types 5 Three Types 10 Source 1 Overwatch 5	7
Damage Defence	Protects against a named <i>Damaging Attack</i> Type or Source except Conventional .	One Type 1 Two Types 2 Three Types 3 Source 1	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 the following kinds: Vision, Enhanced Vision, Clairvoyance, Mental, Magical, Blind Fighting, Radar, Sonar, Tracking Scent, Mutant Detection or Super Hearing.	Per Type 1	4
Dismiss	Has a Type. Targets a Persistent ability Type or Source which is not Always On. If the ability is on the individual it uses the individual's defence. If the ability is an Area it is aimed at the origin point of the area (which has 0 Dodge). If its Level gets a result number against the Level of the target ability that instance of the ability is cancelled. If the Dismiss is an Area it targets each ability in the Area.	One Type 0 Two Types 1 Three Types 2 Source 1	5
Drain Defence	Protects against a named <i>Draining Attack</i> Type or Source.	One Type -1 Two Types 0 Three Types 1 Source -1	6
Draining Attack	Has a Type. Reduces one of the available named abilities, any ability which contains a certain word in its title (Attack, Defence) or any ability of a named Source. The user can automatically tell if a target has a suitable ability. Has a special duration (lasts until recovered).	Named 0 Source 1 Defence 1 Attack 2	3

Ability	Notes	Cost	Level Limit
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 reactivation 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 <i>Toughness</i> +6	10
Evasion	Dodge against Direct attacks.	1	4
Fighting Skill	Dodge against any Melee ability or Short Focus attack or against any attack from an opponent that began its turn at Range 0-1 from the user. To Hit with any Melee ability or Short Focus attack.	2	3
Force Field	Protects against <i>Damaging Attacks</i> , <i>Hindrance Attacks</i> or <i>Trap Attacks</i> which are Solid or Poison and has half its levels to Protect against <i>Damaging Attacks</i> , <i>Hindrance Attacks</i> or <i>Trap Attacks</i> which are Energy or Physical . Protects against an initial <i>Grab Attack</i> .	5	5
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 <i>Forced Move Attacks</i> , <i>Disarm</i> , <i>Movement</i> , Knockback and Knockdown .	0	6
General Defence	Protects against a named Type for Damage Attacks , Hindering Attacks and Drain Attacks .	1	5
Grab Attack	Has type Solid . Has a special duration. See combat section for effects.	1	4
Heal	Heals hits or <i>Toughness</i> lost as a result of <i>Damage</i> . 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 <i>Hindering Attacks</i> , <i>Grabs</i> and <i>Traps</i> of a named Type or Source except Conventional .	One Type 0 Two Types 1 Three Types 2 Source 0	6
Insubstantial	When active if the target is hit by a <i>Damaging Attacks</i> , <i>Hindering Attacks</i> , <i>Forced Move Attacks</i> or <i>Trap Attacks</i> of the named Type/s the Insubstantial uses its Level vs 3. If the Insubstantial gets a success it cancels all effects of the attack including any Knockback or Knockdown . Otherwise the attack works normally. Whilst insubstantial the user can automatically pass through walls of the same type which don't have a higher level. To pass through other walls requires a roll against the level of the wall with failure causing 1 damage to the user and a failure to cross. Whilst insubstantial the user can't use <i>Damaging Attacks</i> , <i>Hindering Attacks</i> , <i>Forced Move Attacks</i> or <i>Trap Attacks</i> of the same Type as the Insubstantial. If Insubstantial is used as an attack it is resisted as for <i>Draining Attack</i> . At touch range a successful Insubstantial Solid 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 5 Three Types 9 Solid and Persistent or Always On combined with an Attack ability useable whilst insubstantial +8 and +4 per additional Type.	3
Life Support	Life support has a number of special types which can be combined. It has a level which applies to all its types. It acts as Protection or Immunity against the listed types. Types are:	Choose base type as the most expensive of:	5

Ability	Notes	Cost	Level Limit
	<ul style="list-style-type: none"> Air: provides air to breathe where not normally available. Provides Immunity to Poison Gas. Cold: allows survival in cold temperatures down to -Level x 50C. Provides Protection against Cold and resists Environment Cold. Heat: allows survival in hot environments up to Level² x 100C. Provides Protection against Heat. High Pressure: allows survival in high pressure environments such as deep underwater or in very dense atmospheres up to Level² x 100 bar. It counts as Protection against Physical Damage. Poison Gas: provides Immunity to Poison gas where air is available such as using a gas mask. Not bought with Air and has a low cost if not bought with anything else. Radiation: allows survival in environments with high degrees of ionising radiation. Protects against environments generating 1 x 10^{Level} Gray per Minute. Provides Protection against Radiation. Vacuum: allows survival in low pressure such as high altitude or vacuum. <p>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).</p>	Poison Gas - 2 Air 0 Others -1 Then for each type other than those above +1.	
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 activate 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. <i>Drain Defence, Hindrance Defence, Damage Defence</i> or <i>General Defence</i> all works against Mind Control if of the correct Type. Mind Control always requires at least 4+ to succeed.	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 Area attacks. When activated the character moves a number of hexes equal to the ability's level times its movement modifier. An action is always required to make a move even if the ability is Persistent or Always On (these just mean it is always available to Dodge Areas). See the Movement rules for details. If it can be used for long journeys 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 and Wallcrawl have an extra cost for Stand-Off. This allows them to be used with Ranged, Long Range or Distant abilities otherwise these abilities can't be used when the Movement ability is active.	Leap, Teleport, Air, Underground 3 Underwater, Wallcrawl 2 Water 0 Ground 0 Stand-Off +2 Journeys +1	5
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.	12
Prediction	Protects against Indirect attacks.	-1	5
Reflection	Protects against a named <i>Damaging Attack</i> 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 Bullet Only -2 Not Melee -2	5

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Ability	Notes	Cost	Level Limit
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.	2	6
Repair	Repairs an ability lost as a result of <i>Drain</i> . 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 -2 Any ability from a named Source 0 Any Ability 1	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
Stretching	Can make Touch or Melee attack in own turn at range equal to Level. Protects against all Solid attacks. Can climb up to Level hexes with a Movement Ground as though moving on the ground normally. Adds its Level to attacks which are <i>Grab, Direct, Touch, Melee</i> and don't use a <i>Focus</i> .	5	5
Summon	Summons minions such as an automata swarm, robots, demons or undead. 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 but there is no requirement to defeat them for victory. A minion remains in use whilst this ability persists or until Defeated. Whenever the ability is activated (using an action) minions are summoned: as standard a single minion but more can be paid for. Personal Persistent is only compatible with this if it is a Persistent Area in which case the minions would persist if they remain within the Area which would move with the user. Persistent Barrier (with Area) would mean the minions persist as long as they remain within the Area where the ability was activated. Persistent Target would mean the minions exist independently of the location where they are created (they are the target). Persistent Sticky or Always On are not allowed. With Persistent Extra Instances or Unlimited Persistent can be bought. Range refers to how far away the ability can be activated rather than how far away the minions can go from the user.	3 +2 for each extra summoned per action	15
Super Strength	Level is added to <i>Forced Move Defence, Hindrance Defence Solid, Hindrance Defence Physical</i> and <i>Solid Melee</i> attacks unless <i>Accuracy</i> is used. The chance of hitting with an attack using Super Strength is never worse than 8+ or 7+ with the Slugger modifier. Unstoppable. allows the user to Move Through walls of lower resistance, that take 3 hits or fewer, with no roll required, movement delay, damaged caused or additional actions.	4 +2 for Unstoppable +2 for Slugger	4
Suppress	Whilst the Suppress Ability is active the target abilities act as though their Levels were reduced by the Level of the Suppress. Suppress must be Area and cannot be a Sticky Area . Use Limitations to restrict the abilities Suppressed such as by not Suppressing all Detection just Vision. Does not make result rolls.	1 per named ability 3 for a Source	5
Telekinesis	Has a Type. See the Combat section for results. Acts as <i>Forced Move Defence</i> on the target.	5	3
Telepathy	Type is Psychic . Can communicate mentally. <i>Drain Defence, Hindrance Defence</i> or <i>General Defence</i> 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

Ability	Notes	Cost	Level Limit
Toughness	If Toughness is active on a target it takes hits then any hits caused by <i>Damaging Attack</i> are taken by Toughness before the target. Toughness can take no more hits than its Level. One Toughness has taken hits they can only be regained by <i>Heal</i> , <i>Reactivation</i> or at the end of a combat. Deactivating and activating Toughness does not make it regain hits.	2	3
Transform	Resisted by <i>Hindrance Defence</i> , <i>Drain Defence</i> or <i>General Defence</i> . The target is transformed into another form which is either fixed or at the user's discretion. The form must either be immobile and tough like a rock, statue or tree or small and insignificant like a frog or insect.	3	3
Trap Attack	Type Solid. A trap can be partial.	1 or 3 if partial.	4
Wall	Has Solid or Physical Type. Must be an Area Line. Has a height equal to its Level. A wall fills the target hex or hexes with something that blocks movement or attacks. This could be solid (e.g. earth, ice, stone, thorns) 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 <i>Trap Attack</i> 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. A Solid Wall can be Robust. The Level of a wall is its defence. A Solid Wall can be Smooth making it 2 harder to climb. Physical Walls can't be climbed. A Wall can be Dangerous: it deals damage of its type equal to ½ its Level and automatically hits anyone trying to climb it or attack it with a touch melee attack which isn't a Focus (including a Move Through or being hit into it with Knockback). A wall can have a single Vulnerability meaning it has 1 to resist that kind of damage. See the Wall rules for further details.	0 for 1 hit, 1 for 2 hits, 3 for 3 hits or 5 for 4 hits (x2 for a Physical Wall). Robust +2. Smooth +1 Dangerous +1 Vulnerability: Solid (-3), Energy (-2), Physical or Energy Sub-Type -1.	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	Each time the ability would have an effect a dice roll must be made, or the ability does not activate. Can only be on an ability which is Persistent or Always On. Failure to activate does not end Persistent. An example would be Armour which only partially covers the user so some attacks just don't hit it or a persistent Area which flickers on and off.	Roll 3+ -1 Roll 5+ -2 Roll 7+ -3
Adapts	When the ability is used on a particular target and fails it adapts by 1 point. Next time it is used on the same target it has +1 at whatever it failed at. For example Accuracy which missed a target would have +1 to hit next time it attacked the same target or Damaging Attack which failed to have a result would have +1 to its Result at the same target next time it was used. Note that an ability which has both a roll To Hit and to Result can adapt in both – to hit if it misses or to result if it didn't get a result. Adaption is cumulative so can go up to +2, +3 etc. The adaption lasts for the rest of the combat.	4
Always On	Always active even between scenes – also counts as persistent. Can never change target. Cannot have any of the Flexible modifiers. If Movement is made Always On then the ability remains active all the time and is thus available to use to Dodge Area attacks. The user can still choose the direction and distance to move when taking a Move action.	3

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Modifier	Notes	Cost
Area	Works against an area, a large area or a very large area. Areas can be blasts, cones, lines or shapes. A shape can be any defined shape (of a certain number of hexes – see the combat rules). A Very Large Area can be a Barrage. If the area selected is a shape it can be defined as a variable shape. In this case the user chooses the pattern of hexes each time the ability is activated. A character may have more than one kind of area to choose from on activation e.g. a Blast and a Cone. The centre of a blast must be within range. A line or shape must either be entirely within range or have Touch range and begin one hex from the user. A cone can only be used with Touch range and begins one hex from the user. An Area with no range must be a blast, starts from the user's own hex and includes him/her within it and does not require a roll To Hit that hex. A Fast Area has a 1 better chance of hitting targets in the Area.	Area 0 Large Area 2 Very Large Area 5 +3 for a variable shape +2 per extra kind of Area Fast +2
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. Costs more for abilities with Level 4+.	2 attacks 3 or 6 if L4+ Three attacks 6 or 9 if L4+
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. Can't be Always On.	-2
Bullet	A Direct, Solid, Lethal attack which isn't Melee and is L1-3 can be a Bullet (a small projectile). It may pass through Walls but does not breach them.	-1
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.	1
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 or at 6-10 hexes with -1 to the Level.	2
Complex	If the ability would not normally require a roll to hit (for example it targets the user) then it requires a roll of 5+ to activate. If it requires a roll to hit it automatically misses on a roll 1-6. Can't be applied to a Personal Persistent or Always On ability.	-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.	5
Energy Defence	A defence is worth x2 level against one named sub-type of energy. Can be applied a maximum of twice.	1
Energy Weakness	A defence is worth half its level (round down) against one named sub-type of energy. Can be applied a maximum of twice.	-1
Exhausts	Each turn on which it is active exhausts on a roll of 1 can't be used for the rest of the scene. This is its normal roll for result if one is made or an additional roll if normally none is required.	-2
Fades	Can only be applied to a Persistent ability. Each turn after activation the Level of that instance of the ability is reduced by 1. When it reaches Level 0 it ends.	-1
Flexible Ability	When activated the user can choose between more than one ability retaining the other modifiers and the Level. For example, it could be Damaging Attack and Drain Attack or Prediction and Evasion. It still counts as a single ability in terms of follow up and only one of the options is active at a time. To work out the cost pay the base cost of all the abilities and the cost for the Level for the one with the lowest Level limit.	+4 per extra ability
Flexible Level	For any other Flexible modifier pay the smallest cost of the flexible modifiers. Instead of paying the cost when a more expensive Flexible modifier is used the Level of the ability is reduced by the GP cost of the modifier. E.g. with Flexible Range Touch and Distant pay the cost of Touch only (2). When Distant is activated the Level of the ability will be reduced by 3.	1
Flexible Range	The ability has more than range: Touch, Short, Close, Ranged, Long Range or Distant . The user chooses which method to use when the ability is activated. The additional cost is on top of any cost for the other modifiers.	+1 per extra range

Modifier	Notes	Cost
Flexible Target	The ability has more than one method of targeting: Direct, Area, Seeking or Indirect . The user chooses which method to use when the ability is activated. The additional cost is on top of any cost for the other modifiers.	+2 per extra method
Flexible Type	An ability which allows selection of a Type has more than one available that may be selected when the ability is activated. The cost (if any) for each type in the ability must also be paid for but not any cost for 1 type, 2 types etc.	+2 per extra Type or +1 for an extra Energy subtype.
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
Gas	Applied to a Poison ability. Immunity to Gas means it doesn't work.	-1
Hard Reactivation	If the ability (which must be a Damaging Attack) puts a target Out of Action the chance of the target reactivating is -1.	1
Hardened	A hardened defence works against attacks which Ignore Defences or are Piercing.	2
Ignores Defence	Not effected by defences which aren't Hardened . Does not affect <i>Traps</i> or <i>Walls</i> .	4
Ignores Walls	The ability is not blocked by Walls which it treats as transparent. The user must still be able to target the location. A Detect which Ignores Walls detects through them.	2
Indirect	Doesn't require a line of sight but target must be detected. The attack can travel from the attacker to the target in a parabola or a straight line. It must have a range. Can be combined with Area Blast as an Indirect Area Blast in which case the target hex of the Area is attacked using Indirect. In this case speculative attacks are allowed where the target can't be detected at -3 to hit the target hex. A Precise Indirect has +1 to hit.	3 Precise +1
Item	Requires an item which is lost on defeat. Each item can be regained on a roll of 6+ per session once lost.	-1
Knockback	Causes knockback when wouldn't normally. Only allowed for <i>Damaging Attacks</i> .	2
Knockdown	Causes knockdown.	2
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: <ul style="list-style-type: none"> • 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) <p>In addition the Lawful and Not Human have a variant called Optional where the user can choose if the attack is Lethal or not when activated.</p>	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 Ability	Per extra ability which can be activated together as part of a single action. Each ability must be set up so as to have the same target and range. Each ability can then be activated separately or together.	2
Long Range	Ability can be used from 1-20 hexes from the user or at 21-40 at -1 to Level.	4
Melee	Must be a Touch Damaging or Grab Attack or a Short Focus Attack . The ability is influenced by Fighting Skill . Counts as Quick against any opponent that moves more than 1 hex whilst in range of the user unless the user is already engaged with an enemy.	0

Modifier	Notes	Cost
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. One ability of the Mount must be Movement. If the character is knocked back, knocked down or forced moved then the mount is left behind and the character cannot use the ability or abilities 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). Alternatively can be Returns in which case the Mount uses its Movement ability to move back to the owner as best as it can in each of the actions of the user's turn as though it had its own actions. If it can be lost in other circumstances take Item or Focus as well.	Standard -2 Returns -1
Persistent	<p>Once activated it stays on its current target, direction and effect until the end of the scene, or until it is aimed again at a different target, it is resisted or is cancelled. A Persistent ability activates and has its effect at the beginning of each of the user's turns. The following variations apply:</p> <ul style="list-style-type: none"> • Persisting on the user only (Personal Persistent). Including a Persistent Area with no range that is attached to the user and moves with him/her. If Movement is made Personal Persistent once the character has moved once in a scene then then the ability remains active until cancelled and is thus available to use to Dodge Area attacks. The user can still choose the direction and distance to move when taking a Move action. • Persisting within the Area it occupies when created. It then acts on any target subsequently entering that area as well as activating at the start of its user's turn. E.g. a barrier of cold (Persistent Barrier). • Persisting only on the individual target or targets that were affected when the ability was activated even if they subsequently leave the targeted location. Acts on the target/s at the beginning of each of the user's turn and ends on that target if the it fails to get a result on it. E.g. a poison burst (Persistent Target). • Persisting on the individual target or targets that were with in the Area when the ability was activated even if they subsequently leave the targeted location and on those subsequently entering the targeted area or finishing their turn in the target area. Acts like Persistent Barrier for those in the area and Persistent Target for those that have left. (Persistent Sticky). • Persistent can have additional Active Instances of the ability otherwise only a single instance can be active at once. • 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 Persistent Target or where the ability is defined as Duration which indicates that it lasts for a set period of time (choose this with the referee – for a Wall it could be a long time but for others should be lower but still more than a combat). • 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 and once set continues to Move in the direction and speed chosen until it is activated again. 	Personal 2 Barrier 2 Target for <i>Trap Attack</i> 2 Target Other 3 Sticky 4 Per Active Instance +1 Unlimited +4 Limited Ammo 3 uses +1 Limited Ammo 6 uses +3 Shots +4
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
Piercing	The ability ignores 3 points of a Defence which applies to it unless it is Hardened.	2
Quick	Can be activated as an opponent is about to use an action after the opponent has declared what s/he intends to use the action for. User loses 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 or on a failure immediately after (if it can still be done). The opponent doesn't lose the interrupted action and may change the declared action to something else (and may have to change it if it is no longer possible).	1 if no range, 2 if Touch otherwise 4.

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Modifier	Notes	Cost
Ranged	Ability can be used from 1-10 hexes from the user or at 11-20 at -1 to Level.	3
Recoil	If the ability hits a target then the target must move 1 hex further from the attacker or the centre of an Area Blast if there is a clear hex (not containing a wall, a drop or another character for example) to recoil into.	1
Reliable	Can only be applied to an ability which rolls for a Result. When rolling for the Result roll 2D and take the higher of the two results.	3
Rending	A Damaging Attack that causes 1 extra hit if it would normally cause at least 1 hit and the result roll was 6+.	2
Seeking	A seeking attack doesn't require a line of sight but the target must be detected. The attack must still travel from the attacker to the target but not necessarily in a straight line (it can take any available route). 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 before the attack that triggers it.	4
Short	Ability can be used on a target or area 1-2 hexes from the user. Counts as Quick against any opponent that moves more than 1 hex whilst in range of the user unless the user is already engaged with an enemy (e.g. an opponent that moves from more than 2 hexes to one hex range or moves more than 1 hex when within 2 hexes).	2 or 1 for a <i>Damaging Attack</i> .
Shots	After 3 uses the ability must be reloaded taking 2 actions.	-2
Slow	The ability requires 2 actions to activate.	-1 for a Persistent ability which targets the user otherwise -2.
Stun	If the ability has an effect on a target then the target has only 1 action in its next Character Turn. This result does not stack (i.e. stun never requires a target to lose 2 actions next turn or be stunned for 2 turns because of multiple hits).	3
Touch	Ability can be used on a target or area adjacent to the user or in the same hex (Range 0-1).	2
Uncontrollable	Can only apply to an ability with no range. At the start of the user's second action each turn roll 1D. On a 1 it activates if inactive or deactivates if active. This uses the character's action. If the ability is a Move then it is in a random direction and is 1D hexes up to its maximum.	-2
Undetectable Effect	The ability isn't detectable by certain types of Detect which would usually Detect it: Blind Fighting, Enhanced Vision, Magical, Mental, Mutant Detection, Radar, Sonar, Super Hearing (silent – normal hearing also) and/or Vision.	Vision 3 Others 1 each.
Unpredictable Targeting	Can only be applied to an Attack ability with a range that requires a roll to hit. For a Direct, Indirect or Seeking then on a roll of 1 to hit roll randomly amongst other available targets and re-roll the roll to hit against that target. If there is no available alternative target the ability automatically hits the user. If the ability is Area it deviates twice as far as normal for a miss against the target hex and on a roll of 1 by an addition 1D hexes.	-1
Unreliable	Can only be applied to an ability which rolls for a Result. When rolling for the Result roll 2D and take the lower of the two results.	-2
Variable	The first time the ability is used in each combat roll to determine its Level. It will be Level -5 + 1D for the rest of the combat. If its level is 0 or worse it can't be used at all. If its Level would be negative then subtract the negative Levels from a random other ability or abilities until all the negative levels are used up.	-1
Versatile	The ability counts as more than one attack for purposes of Follow Up. This represents things like martial arts with multiple attack styles or blasts with lots of stunts. Costs more if the ability Level is 4+.	2 for one Follow Up +1 per extra. X2 cost for Level 4+.

Modifier	Notes	Cost
Weakens	Each time the ability is used (activated for an ability which targets something other than the user) or does something like providing a Dodge, Defence or being used to Detect each day its Level goes down by 1. When it reaches 0 it can't be used. It recovers 1 Level every hour.	-2
Works on Insubstantial	The ability works normally against insubstantial targets.	2

Starting 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, Touch, Melee, Conventional.

Grapple Level 1 = Grab Attack, Solid, Direct, Touch, 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. Advantages or disadvantages that work on 6+.	1
Minor (Min)	Makes little difference. Advantages or disadvantages that work on 8+.	0

Where something has a chance of success the referee can apply a penalty if it the occurrence is a stretch (for example on a very general advantage) or a bonus if the advantage or disadvantage matches very well (for example an advantage which is very specific).

Examples follow but many others are possible:

Advantage or Disadvantage	Notes	Cost
Absolute Time Sense	C	Rar, Min 0
Ageless	C. Doesn't age after reaching maturity.	Com, Maj 3

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Advantage or Disadvantage	Notes	Cost
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 tends 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
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
Contacts	CV. Useful contacts that can help the character to solve problems.	Varies
Convincing Liar	V	Com, Min 1
Coward	C. Flees if facing danger.	Fre, Maj -4
Cruel	C. Likes to hurt and inflict pain.	Fre, Min -2
Curious	C. Has to investigate things even when it would be wiser not to. Unable to avoid fiddling with things.	Fre, Min -2
Cynic	C.	Com, Min -1
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
Disease immunity	C. Character does not suffer from any form of disease.	Rar, Sig 1

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Advantage or Disadvantage	Notes	Cost
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. Can be used before defeat.	Rar, Varies
Extremely Reckless	C. Can't retreat or take care over outcomes.	Com, Sig -2
Fast Healer	C. If character is wounded s/he has +3 to attempt to heal.	Com, Sig 2
Feign Death	C. Used to avoid being captured. Instead of fleeing if defeated the character pretends to be dead. If it works s/he avoids capture and can sneak off later.	Com, Var
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
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

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Advantage or Disadvantage	Notes	Cost
Indecisive	R. Always delay making a decision.	Fre, Min -2
Ingenious	V. Good at innovating to solve problems.	Com, Sig 2
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
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
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
Never Grows Up	C. Bought alongside Young. The character never gets physically older.	Fre, Sig -2.
Night Vision	C. Ignores concealment produced by semi-darkness such as night. No use in total darkness where Vision is suppressed.	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
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

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Advantage or Disadvantage	Notes	Cost
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	CV. Character uses a skill to solve problems e.g. Doctor, Scientist, Spy, Survival, Criminal, Soldier, Law Enforcer, Forensics Expert, Surveillance Expert, Streetwise.	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.
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.
Unreasonable	C. Doesn't like to be thwarted, can't be persuaded with logic.	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

Advantage or Disadvantage	Notes	Cost
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. As the character ages s/he will eventually lose this limitation and must either buy it off with GP or take another disadvantage.	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 Level of Ability – Resisting Level (Dodge or Defence) + 6 or higher. This means that where the Level and Resisting Level are the same a roll of 6+ is required, if the Level is one worse than the Resisting Level 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 except in circumstance noted as otherwise. A minor character requiring more than 10 to succeed in a roll must roll a 10 and then roll again scoring the number required -9 or better to succeed. E.g. a minor character needing a 13 must roll a 10 and then 4+ to succeed. Where a target has no Resisting Level it counts as 0. The result number (where significant) is equal to the number succeeded by – so a roll the succeeding exactly has a result number of 0 as does any roll succeeding automatically on a 10. Rolls that fail have no result number.

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.

Full Turn

A full turn is 10 seconds. Each character gets a Character Turn within a Full Turn in Initiative order. If a character wishes on his/her turn instead of acting immediately s/he can drop down to a lower point on the turn sequence. This is called delaying. A character can only delay once per Full Turn.

Character Turn

A character's turn begins with each of his/her Persistent abilities (that s/he created) that haven't been cancelled activating and having their effect. They will then stay active until the start of the his/her next player turn unless they are cancelled. Each character turn a character has 2 actions (one can be lost because of Stun and actions can be lost because of using a Quick ability in another character's turn). An action can be used to:

- **Activate or Deactivate:** any of his/her abilities. Can only have a target other the character once per Character Turn (NB may have targeted another character in another Character Turn with a Quick ability).
- **Stand Up:** from prone.
- **Recover From Disorientated**
- **Resist a Persistent Ability:** which is active on him/her personally (not an Area s/he is in). Uses the listed defence ability vs the level of the persistent ability or 9+ whichever is better. Success cancels the ability.
- **Resist a Hindrance:** requires a roll of 6+. Add the Level of any *Hindrance Defence* which applies. Success removes a point of Hindrance.
- **Recover a Drained ability:** requires a roll of 7+. Success regains 1 Level of a drained ability.
- **Stop Inactive Opponent:** one inactive opponent is at -1 to re-active next roll. Once per Character Turn.
- **Hide:** if in cover.

Duration

Abilities which don't persist are active until the user's next turn. Persistent abilities last as described in the section on persistent abilities. Damage, Hindrance, Grab and Drain have a Special Duration listed in the results table.

Environments

Each environment whether natural or produced by an ability has a Level indicating how severe it is.

Environment	Effects
Calm	No particular wind. No special effects. Opposes Wind.
Cold	Cold which exceeds the resistance of Life Support Cold makes anyone in it at -1 To Hit, -1 Level Move (Min 1 Hex) and -1 Dodge. Cold which exceeds Life Support by 2+ can cause Damage. If it exceeds Life Support by 2 it attacks at the end of each hour, by 3 at the end of each minute (6 turns) or 4+ at the end of each Turn. It attacks with its Level -Life Support as a Damaging attack (can count Energy Defence). Opposes Heat.
Clear	Normal visibility. Opposes Fog/Smoke.
Day	Normal light levels. Opposes Night.
Dry	No rain. Opposes Rain.
Fog/Smoke	Provides 1 level of concealment vs Vision per (6 – Level) Hexes after the first. At Level 4+ is -1 Level Move (Min 1 Hex). At Level 6 provides 2 concealment per hex, at Level 7 3 concealment per hex and so on. Opposes Clear.
Heat	Cold which exceeds the resistance of Life Support Heat makes anyone in it at -1 To Hit, -1 Level Move and -1 Dodge. Heat which exceeds Life Support by 2+ can cause Damage. If it exceeds Life Support by 2 it attacks at the end of each hour, by 3 at the end of each minute (6 turns) or 4+ at the end of each Turn. It attacks with its Level -Life Support as a Damaging attack (can count Energy Defence). Opposes Cold.
Night	Provides 1 level of concealment per (6 – Level) Hexes after the first. At Level 4+ is -1 Level Move (Min 1 Hex). At Level 6 provides 2 concealment per hex, at 7 3 concealment per hex and so on. Opposes Day.
Poison Gas	Anyone who is in the area who isn't Immune to Gas is attacked at their start of each of their turns by a Damaging Attack Poison of Level equal to the environment.
Radiation	Radiation which exceeds Life Support can cause Damage. If it exceeds Life Support by 1 it attacks at the end of each hour, by 2 at the end of each minute (6 turns) or 3+ at the end of each Turn. It attacks with its Level -Life Support as a Damaging attack (can count Energy Defence)..
Rain	Provides 1 level of concealment per (14 – Level) Hexes after the second. Puts attacks other than Psychic at -1 to hit over 9 Hexes. Reduces Level of any Heat ability by 1/3 (round) up of Rain Level.
Wind	Wind has a direction it is blowing. Reduces Movement Level above the ground surface by ½ Wind Level (rounded up. Min 1 Hex). Wind which has a Level which exceeds a target's Forced Move Resistance makes the victim move 1 Hex per Level that it exceeds it by 1 downwind at the start of their turn (at no action cost) but if this exceeds the character's movement rate (modified for the wind) they are Knocked Down.

Hiding

A character can hide using an action if s/he is in cover. If behind an object such as a wall which covers about 75% of him/her or in light undergrowth s/he gets 1 level of concealment. If in 90% cover or in thick undergrowth 2 levels of concealment. Hiding behind something only works if it gets in the way of opponent's LOS.

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, darkness, fog or smoke. To spot a concealed target roll using Detection Level vs Concealment. Complete Concealment occurs if the target is out of Line of Sight (LOS) such as completely behind a wall unless against a Detect that can pass through or ignore walls. Detection requires no actions. It can be made at any time in a Character's Turn when it is of importance such as if a character wishes to attack a concealed character, or if

a concealed character tries to attack a target. Only one detection roll can be made by each character each turn whilst the target remains in the same hex unless the concealment status of the target changes in some way. If successful the detection of the target remains in place until the target moves out of the hex or its concealment status changes. No attacks can be targeted against concealed opponents. However an Area attack could be targeted against a hex such that the area includes the concealed target if there is some reason to believe the target is in the area (such as an attack was made from there). The types of Detection are:

Detection Type	Effects
Blind Fighting	Uses a combination of sharpened senses such as hearing and touch combined with amazing awareness to range 10. Allows little detail but can be used to target abilities. At -1 to hit at 3-5 squares and -2 to hit at 6-10 squares. Detects abilities.
Clairvoyance	Not blocked by walls. The user can have a view point which moves separately from the user at a rate of 5 x Level hexes per action used to a maximum range of 10 ^{Level} . Allows user use Vision or Enhanced Vision (if s/he has it) from a selected point as though the user was standing the selected hex. Whilst the user is using the viewpoint s/he can't use any Detect from his/her own location. The user can target abilities from the viewpoint but usually they will originate from his/her own location so will often have to be Indirect.
Enhanced Vision	Vision which is not blocked by darkness, fog or smoke. Works out to Line of Sight. Detects abilities.
Magical	Not blocked by walls. Detects anything with a magical ability, concealed by a magical ability, magical items, magical abilities and insubstantial things. Also detects creatures and objects from other dimensions. Can be used to target any ability against the thing detected. Works to Level x 50 hexes.
Mental	Not blocked by walls. Detects living animals and people. Cannot see inanimate objects such as robots. Can only be used to direct Psychic abilities. Detects Psychic abilities. Works to Level x 50 hexes.
Mutant Detection	Detects any creature with an ability with Source Mutant. Isn't blocked by walls and works up to Level x 50 hexes. Detects Mutant abilities. Can't be used for targeting.
Radar	Detects objects by bouncing radio waves off them. Works out to Line of Sight. Doesn't work underwater. Can't detect colour or much detail. Can be used for targeting abilities. Detects Solid abilities. Can be jammed by strong radio sources which provide Concealment against it.
Sonar	Detects objects by bouncing ultrasound off them. Works at range of Level x 4 hexes. Also works underwater to Level x 8 hexes. Can't detect colour or much detail. Detects Solid abilities. Can be used for targeting abilities. Confused by noisy environments which provide concealment against it.
Super Hearing	Detects things that make a noise. Can hear sounds x Level further away than normal. Can identify things by sound. Can be used for targeting. Detects abilities. Isn't confused by noisy environments as it picks out different sounds.
Tracking Scent	Detects anything with a scent. Can identify by scent. Works at 5 hexes or much further if down wind. When used to target must be within 2 hexes and the attacker is -2. Can follow a trail of scent.
Vision	Normal vision and including all other normal senses. Works out to Line of Sight. Detects abilities.

Movement

A 1 hex move which disengages an opponent is called a backstep.

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. Can't move whilst Disorientated.
Ground	3	+2 if character throws him/herself (counts as a knockdown).	Also allows a leap of 1 hex per level horizontally. At level 5+ allows a jump of 1 hex vertically with a knockdown and also allows small vertical jumps of less than a hex within reason. Starting adjacent to a wall can make a roll (usually 6+) to climb it at 1 hex per level (no progress on

Movement Ability	Hexes per Level	Dodging Areas	Special
			a failure). The referee can rule some walls easier or harder to climb and can apply a modifier for advantages or disadvantages. Can finish a move prone. Can crawl 3 hexes whilst prone.
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. Subtract jump move from any damage taken as a result of falling. Can attack airborne targets on a jump past but at -2 to hit and land without damage. Can finish a move prone. Can't move when prone.
Teleport	3	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 move more than 1 hex from a hex in range of a Melee or Short ability without triggering a possible Quick attack. Can teleport into the air to attack at -2 to hit but then falls.
Underground	2	+2	Invulnerable to most attacks whilst underground. Can finish move prone.
Underwater	2	+2 in water and can only be used in water.	Only in water. Invulnerable to many attacks whilst underwater. Can't move when disorientated.
Wallcrawl	2	+2	Can stick on high surfaces to remain at airborne height. Can finish move prone.
Water	3	Only dodge in water.	Only in water. Can't move when disorientated.

Target or Targets

Direct, Indirect and Seeking abilities are aimed at a single target.

Areas are aimed at a group of hexes. The referee must rule if it is plausible to attack a hex so that the area contains a concealed target – there needs to be a reason for the attack: for example an attack was made from that location or it centres on another target. The user makes a To Hit roll and the target hex has a Dodge of 0 +1 for every full 10 hexes range to the target point in the area. The target point of a Blast is its centre. The target point of other Areas is the furthest point from the user. Accuracy can be used. If the attack misses the target point deviates by 1 hex in a random direction per point it missed by. For a Blast this moves the centre of the blast. For a Line which wasn't Touch it moves both end points in the same direction and distance. Where a Touch Line deviates it moves the target point and the line is traced from the user to that point. Where a cone deviates it moves the target point but still originates from the user. Ignore any hexes included that would cause the template to overlap the user. If the cone moves away from the user the line of hexes connecting the user to the template are also covered. Where a template is used any hex even partly under the template is attacked. Each target in an effected hex is a target.

	Normal	Large	Very Large
Blast	Small Blast Template	Medium Blast Template	Large Blast Template
Line	10 hexes in a straight line.	20 hexes in a straight line.	A line 20 hexes long and 3 wide.
Cone	Small Cone Template	Large Cone Template	
Shape	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.
Barrage			Barrage Template

Attacks

Each target of an ability – the target of a Direct, Seeking or Indirect ability or a target within an Area has a To Hit made against them against the appropriate Defence:

- Direct attacks is Accuracy vs Evade. Minimum Dodge is 0 +1 for every full 10 hexes range to the target point.
- Area attacks is Area Attack (depends on the shape as shown below) vs Move.
 - Blast 2
 - Line 4
 - Cone 2
 - Shape 2
- Indirect is 0 (1 with Precise) vs Prediction.
- Seeking attacks is Homing vs Confusion. Also it always miss on a roll of 1-4.

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 she couldn't use it as a defence.

- Being **prone** or **disorientated** reduces Move and Evade by 4.
- Being **hindered** reduces Evade and Confusion by 4.
- Being **trapped, grabbing or grabbed** reduces Move to 0 and Evade by 4.
- Being **unable to detect the attacker and the attack** reduces Evade and Move for Dodging areas by 4.
- Being **unable to detect the attack** reduces Move for Dodging areas by 2.
- Being **unable to detect** either the **attack or the attacker** reduces Evade by 2.
- 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 or Seeking** attacks hits the friend or ally on a roll of 1 or 2 (this represents the uncertainty of the exact location of targets locked in melee).
- **When prone** at -2 to hit if using a **Melee at R1 or a Short** attack or **any attack at R1-2**.
- **When disorientated** -2 to hit.
- **If a target is in hard cover (e.g. behind a wall) vs a Direct attack** there is a penalty to hit and if this causes a miss the cover is hit: -1 for half cover, -2 for 75% cover and -3 for 90% cover.

Against an Area then if the To Hit roll fails to get a result the target can move 1 hex per point it missed by towards the edge of the Area. If they can do so and reach a hex which is even partially outside the Area the attack misses them.

A Direct Attack at which would miss against the Minimum Dodge misses the target hex in a random direction by 1 hex. If the hex hit is closer than the target the attack fell short hitting the ground in that hex. If the hex hit is behind the target in LOS then the attack went high over the target. Otherwise it deviated left or right. If the attack missed due to Evade only it passed through the target hex. Unless it hit the ground the attack continues to its maximum range. Any other target it passes through is attacked but without adding Accuracy.

An Indirect (except Psychic) or Seeking attack which misses deviates by 1 hex in a random direction. Any target in that hex is attacked without adding Homing or Precise. Indirect (Psychic) attacks just miss and never hit the wrong target.

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 Defence, from 2-9 hexes +3 Defence and from 1 or 0 hexes +1 Defence. If the focus is hit then the Level of the attacking ability is resisted by the Target's Forced Move Defence. On any result number 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 8+.

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). If any ability is **Persistent** on the target then the target can use an action to roll against the ability using one of the listed defences (including at 0) and if the any result is achieved then the persistent ability is cancelled (though any effects it has already caused remain). Any defence marked * can be used for a defence against an initial attack but not to resist a Persistent that is already active on a target.

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*
Defences: Force Field, Armour, Damage Defence etc.	These have no thickness as such and if they are an 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. A Recover Drained Ability action can be used to get back a drained level.	Drain Defence
Forced Move	Target moves 1+ (result x 2) hexes in the direction specified by the ability.	Forced Move Defence
Grab	A grab has a special duration. It persists whilst the user remains within range and takes no actions which target anyone other than the grabbed individual/s or themselves. The grabber can break the grab at any time e.g. to dodge an Area or another attack. Whilst the grab is in effect the user and the target are at R0 from each other. A grabbed target cannot move or use an ability at greater than R0. The grabber is at -2 to hit and -1 to the result with Solid abilities used on the target unless s/he breaks the grab in the process of the attack. The target is at -3 to hit and -2 to the result with Solid abilities used against the grabber. A grabbed target can be carried by the grabber (and this is the only way s/he can move without breaking the grab) making a Grab vs Forced Move Defence and moving 1 hex + 1 per point of success but no further than normal move.	Touch abilities inflicting Solid Damage except those with a Focus, Touch or Short abilities inflicting Solid Damage*, Hindrance Defence.
Hindrance	Target has 1 point of hindrance for results of 0-1, 2 points for 2-3, 3 points for 4-5 etc. Whilst a character has hindrance points s/he can't move or do anything that has an effect on anything other than him/herself. Hindrance is not cumulative so if a hindered target is hindered again then it does not add on it is treated separately so replaces current hindrance if higher. A Resist a Hindrance action can get rid of hindrance points.	Hindrance Defence
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. On a success knockback is 1 hex plus Result Number x 2 hexes (e.g. a result of 0 is 1 hex, 1 is 3 hexes, 2 is 5 hexes). Anything hit by something being knocked back takes the same damage as caused the knockback as Solid -1 per full 2 hexes travelled (so -1 at 2-3 hexes, -2 at 4-5 hexes and so on). The target takes the same damage as the object hit or the resistance of the object struck, whichever is lower. If one character is knocked back into another then the knocked back individual can be avoided like an Area vs a 2. If Insubstantial causes an attack to have no effect then there is no Knockback. Knockback is never Persistent. After being Knocked back a target is prone unless currently airborne or in the water in which case disorientated.	Forced Move Defence
Knockdown	Knockdown is caused by attacks with the Knockdown modifier or by Solid Touch or Short attacks which don't cause Knockback. The level of a Knockdown attack is resisted by Forced Move Defence. If it succeeds the target is prone unless currently airborne or in the water in which case disorientated. If Insubstantial causes an attack to have no effect then there is no Knockdown. Knockdown is never Persistent.	Forced Move Defence

Ability	Result	Defence
Mind Control	Whilst it is active the user selects the targets' actions. It doesn't allow the user to order the target not to use Dodge or Defence. If the target is ordered to attack an ally or put itself in an extremely dangerous position the user must make another roll of Level vs Defence to keep it going.	Drain Defence, Hindrance Defence, Damage Defence
Movement	Targets move with the user and maintain the same orientation to him/her.	Forced Move Defence.
Others	Any other ability used offensively.	Drain Defence.
Telekinesis	Whilst active the target has Move 0, Evade 0 and Confusion 0. Any action they take with range 1+ has -4 to hit. The user can move the target Level hexes per action without breaking the Telekinesis. The user can throw a target immediately on affecting a target or using a subsequent action which acts in the same manner as Knockback. This breaks the Telekinesis.	Forced Move Defence
Transform	When transformed the target is left in place as a marker. All Persistent abilities except the Transform on it are cancelled. All Always On abilities are inoperative. It can only use its actions to resist the Transform or try to regain 1 point of a Drained ability. The transformed individual cannot be the target of further hostile abilities.	Hindrance Defence, Drain Defence
Trap	Whilst trapped the target cannot use any Direct or Area ability with a range of 1+ unless the ability is Psychic. The target has Evade 0 and Move 0. They cannot use actions that require a Focus. Characters other than the target can attack the trap with an ability that causes Solid, Physical or energy damage. If they get any result number they break the trap. If a trap is partial then others can attack either the trap or the trapped character. A partial trap has Evade 3 if attacked from more than 2 squares. An attack that would have hit the trapped character does so if it misses a partial trap.	Touch abilities inflicting Solid, Physical or Energy Damage not a Focus, Teleport, Force Field*

Move Through

If a character tries to move through an opponent or opponents or a wall s/he must start at least 3 hexes away, use a Ground or Air move, and declare what Level of Move s/he intends to use. Use the Attacker's Declared Move vs Target's Move to hit or automatically hit a wall. If the roll to hit fails the target moves out of the way of the attack into an adjacent hex.

If the move through succeeds it does the character's normal Punch/Kick damage plus Declared Move Level. If after this the target is standing (may not be because of Knockback from Super Strength, Knockdown or already lying down) or the target is a Wall then the attacker is hit by a Solid Damaging Attack of the same Level and could be knocked down. If an individual target is still standing or a wall isn't breached then the attacker must stop otherwise the attacker must attempt to move on in a straight line for his/her full declared move with its Level reduced by ½ the target's Forced Move Defence or resistance of a Wall. If the character making the move through goes over the target with a ground move (e.g. because they were knocked down or knocked back less than the declared move or through a breach in a wall) then s/he may use Forced Move Defence vs 3 to stay on his/her feet and otherwise falls down in the hex.

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 Telekinesis

It takes 1 act to pick up something. The size of the object cannot be larger than 1 hex per level². 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 hexes or part thereof the object is thrown. The attack is an Area and hits the target hexes like a Shape. It has an Area Attack of 2.

Walls

The Wall ability and buildings and structures act in the same way. The sides of vehicles also count as walls. No line of sight can be traced through a wall and it blocks most detection (unless it is glass or otherwise transparent). A wall has a defence of its level which applies against solid, physical and energy damaging attacks. Some walls also take more than 1 hit to break (per hex). If a damaging attack gets a result against a Wall it causes damage and is breached if it has no hits left. Walls are immune to Psychic, Poison and attacks which ignore defence. Bullet attacks cannot break walls but if they get a result against a wall they pass through it (even it has multiple hits). Their Level reduced by 1 if they got a result of 0-2. They can hit targets behind it. Many walls are treated as 'Robust' (such as brick or stone walls or barriers made of packed earth). They are immune to Melee attacks that don't have Super Strength backing them up. A Move Through with Super Strength that defeats the defence of the wall breaches it in one go no matter how many hits it has.

Example Wall/Door	Defence	Hits
Glass Window	1	1
Plate Glass, Light Wood, Door	2	1
Heavy Wood, Reinforced Door	3	1
Interior Brick, Vehicle Body	3 Robust	1
Exterior Brick	3 Robust	2
Reinforced Concrete	4 Robust	2
Ground/Packed Earth	4 Robust	4
Thick Reinforced Concrete	5 Robust	3
Light Vehicle Armour	5 Robust	1
Armoured Door	6 Robust	2
Bunker	7 Robust	3
Heavy Vehicle Armour	7 Robust	1
Vault Door	8 Robust	3

Follow Up Attacks

If a major character succeeds in an attack action s/he can make a follow up attack using a **different ability** (one with another Level) 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 **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 and then goes out of action. A character who becomes out of action is prone. At the start of the character's Character Turn s/he can roll to reactivate:

Times Out of Action	Roll to Reactivate
1	4+
2	7+
3	10+
Each +1	+3

On reactivation a character has ½ of his/her total hits (3 + Levels in Toughness) and has his/her actions as normal.

Minor characters always reactivate on 6+. If they fail one reactivation roll they are removed from play altogether. Note that reactivation for minor characters also represents the arrival of re-enforcements.

A character who is out of action cannot use his/her actions to Move other than by crawling, stand up or do anything which has an effect on a target except him/herself. Further damage to an out of action character doesn't do anything as s/he can't go to negative hits.

The End Game

The End Game period begins on turn 16 minus the number of PCs originally present (e.g. Turn 12 for 4 PCs). The roll required to reactivate for named characters goes up by 1 on each end game turn. Any character requiring a roll of 11+ to reactivate is out of play and can take no further part in the combat.

Defeat

Defeat is always judged at the end of a turn. A side in combat is defeated if all the following are true:

- It is Turn 6+.
- If the side had any minor characters fewer than half of their starting number are in play.
- No major characters in a side have been in play this turn or in the End Game no major characters are in play.
- Before the End Game each major character who is out of action has made at least one attempt to reactivate.

Any character that is out of action as a result of a lethal attack (which is not negated by the Regeneration ability) when a fight ends may be badly wounded or die. Roll a D to see how badly the character is hurt on the following table. Each week if possible the character can make a recovery roll to move up the table a level:

Roll	Wound	Recovery Roll per week
1-2	OK	None
3-4	Light Wound: -1 Move, Evade and Forced Move Defence.	6+
5-6	Medium Wound: disabled.	6+
7-8	Serious Wound: disabled.	6+
9-10	Dead.	None. Special plot development to come back.

Each defeated character who isn't disabled or dead 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.

Stalemate

A stalemate can occur if neither side can defeat the other in a reasonable period of time. The referee can decide this.

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, Ranged, Focus, Shots, Bullet, 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, Ranged, Autofire 2 attacks, Focus, Shots, Bullet, Conventional.			
Pistol: Damaging Attack L2, Lethal, Solid, Ranged, Focus, Shots, Bullet, 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: L1 Life Support 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, Ranged, 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, Ranged, 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)			