

Glorious Gladiators

Glorious Gladiators Version 6
 © D. McLaughlin 2009-18
www.halberdgames.com

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 Glory Points (GP) to spend on creation. 40 is a suitable number for starting player-characters in a fairly low power game. The referee should rule what is allowed throughout disallowing anything which isn't thematically connected, is contrived or artificial or will create combinations which will make the game boring or one sided.

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.

If these Modifiers (see the next section) are not replaced then each ability is by default **Personal, Direct** and **Instant**. This means they have no range, target the user only and last from when they are activated in the character's turn to the start of the next turn.

| Ability | Notes | Cost | Level Limit |
|--------------------|--|---|-------------|
| Absorption | When the target 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 | The target can use the Level 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 the target against <i>Damage</i> which is Solid or Physical . Has half its levels to Protect against Energy and <i>Direct Poison</i> . | 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 | Has a special Target . At Level 1 covers an area of a Large or Massive Blast as selected by the user. At Levels above 1 the user can also choose an area of a cylinder of radius and height 10 x Level. 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: | 2 With Personal Immunity or any other ability which negates the environment +4 Per extra Environment +1 | 5 |

| Ability | Notes | Cost | Level Limit |
|-----------------|---|--|-------------|
| | <ul style="list-style-type: none"> • Calm • Clear • Cold • Day • Dry • Fog/Smoke • Heat • Night • Poison Gas • Radiation • Rain • Wind <p>For details of the environments see the combat section.</p> | Each combined environment +2 | |
| Concealment | Provides Concealment for the target against named kinds of detection. Also conceals Personal , Touch and Short abilities of the target. Adds to other sources of <i>Concealment</i> . Allows the character to Hide. A common Limitation is that it only works alongside another source of Concealment such as cover or environmental effects which would make it more like stealth (should be a -2 Limitation). See combat rules on Detection. | One type 1 Two types 3 Three types 6 | 5 |
| Confusion | The target uses the Level as Dodge against Seeking attacks. | -1 | 5 |
| Copy Power | Has a Type. Copies the target's abilities other than those which are Conventional, Technological, Item or Focus . 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. Targets 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 Instant that is currently active). 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 |
| Courage | Its level Protects the target against <i>Fear</i> . | -3 | 5 |
| Damage Defence | Its level Protects the target 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 to the target. 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. The target can use the method/s of selection. | Per Type 1 | 4 |
| Disarm Attack | Has a Type. Targets a <i>Focus</i> or <i>Item</i> . Resisted with <i>Forced Move Defence</i> . <i>Items</i> get +3 to resist. If it gets a result the target is Disarmed. | 0 | 5 |

| Ability | Notes | Cost | Level Limit |
|-------------------|--|---|-------------|
| 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 | Its level Protects the target against a named <i>Draining Attack</i> or <i>Fear</i> Type or Source. | One Type -1 Two Types 0 Three Types 1 Source -1 | 6 |
| Draining Attack | Has a Type. Targets either a named ability, an ability containing the word <i>Attack</i> or the word <i>Defence</i> or an ability with a particular Source. Reduces the level of the ability. The user can automatically tell if a target has a suitable ability. Has a special duration (lasts until recovered). | Named -1 Source 0 Defence 1 Attack 1 | 3 |
| Duplication | Creates a duplicate or duplicates of the target with identical appearance in an adjacent hex. The duplicate is under the control of the user. The duplicate can be: Identical Duplicate: each activation creates one identical duplicate of the target which has all the abilities of the target except <i>Toughness</i> . The total pool of identical duplicates in play created by the user is equal to level. If the target is the user then any duplicates share the same duplicate level – so it does not increase the total possible number of duplicates in play. If any identical duplicate is put Out of Action then it vanishes and the user and all identical duplicates take 1 hit. Clone: each activation creates 1 clone which has all the abilities of the target except <i>Duplication</i> , <i>Toughness</i> and any ability with <i>Item</i> or <i>Focus</i> . The total pool of duplicates in existence is equal to the Level. Note that Out of Action clones count towards the total pool but at the end of a combat dead don't count. Clones cannot make rolls Reactivate. Double: each activation creates up to Level doubles. There cannot be more Doubles in play than Level. Doubles have L2 in all standard abilities and no other abilities. Doubles vanish if put Out of Action. An extra cost is required if the ability <i>Toughness</i> can be copied. | Identical Duplicate 12 Clone 7 Double 3 Can copy <i>Toughness</i> +6 | 10 |
| Energy Resistance | Protects the target against <i>Damaging Attacks</i> and <i>Drain Attacks</i> which are Energy . Has half its levels to Protect against Solid, Physical and Direct Poison . | 2 | 5 |
| Evasion | Dodge against Direct attacks. | 1 | 4 |
| Fear Attack | Type is always Psychic . The target must use at least one actions each turn to move as quickly as possible (without falling over an edge, or into a very dangerous substance for example) away from the origin of the Fear. If the origin is the user then the target cannot attack the user. If the ability is anything other than an Area that has a range over 1 then the origin is the user. If the ability is Area with a range over 1 it is the nearest point of the area or the centre of a blast or barrage if the target is within it. If the target triggered the effect by moving into the Area s/he must immediately continue the Move out of the Area by the same route. | 0 | 4 |
| Fighting Skill | Gives the target 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. Gives the target To Hit with any Melee ability. | 2 | 3 |
| Force Field | Protects the target 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 |

| 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 the target against <i>Forced Move Attacks, Disarm, Movement, Knockback</i> and Knockdown . | 0 | 6 |
| General Defence | Protects the target 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 lost as a result of <i>Damage</i> . The Level of the ability rolls against the number of Hits the target has left including any remaining in <i>Toughness</i> . On a success 1 hit is healed. Once healed the hit will stay healed until damaged again. Healing a target who is Out of Action does not stop the requirement to make a roll to reactivate. Healing can not be used more than once in a character turn. | 4 | 3 |
| Hindering Attack | Causes hindrance on the target of a named Type. Has a Special Duration . | 1 | 3 |
| Hindrance Defence | Protects the target against <i>Hindering Attacks, Grabs and 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, Hindering Attacks, 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, Hindering Attacks, 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 for the target against the listed types. Types are: <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. | Choose base type as the most expensive of: Poison Gas - 2 Air 0 Others -1 Then for each type other than those above +1. | 5 |

GLORIOUS GLADIATORS 6

| Ability | Notes | Cost | Level Limit |
|--------------|--|---|-------------|
| | 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). | | |
| Luck | Luck provides an extra pool of dice during each day equal to twice its level (in total if it is split between targets). When it is active the target 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 target 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. At the end of activating Movement a character who is Concealed can Hide. | Leap, Teleport, Air, Underground 3 Underwater, Wallcrawl 2 Water 0 Ground 0 Stand-Off +2 Journeys +1 | 5 |
| Power Pool | The target of the ability can use it to create other abilities. Usually this will have no range so the target is the user. Remember that unless the Power Pool is Persistent or Always On the abilities will only exist for one turn. When the Power Pool user of the Power Pool spends the time required to shift the pool then it creates one or more abilities. No ability can have more GP spent on it than the Level at the time of creation. The Power Pool starts with a Multiple of 1. The total GP split between all abilities created is Level x Multiple. The abilities chosen can be built with modifiers but retain the Source of the Power Pool. If the level of the power pool is reduced (for example by Drain) the abilities already in existence wouldn't change. Whilst in existence the created abilities can be targeted normally. If the Power Pool is shifted previously existing abilities disappear unless they are retained precisely as before after the shift. All the abilities produced by the Power Pool should have a thematic connection and the player should design a range of suitable sets of abilities that go together rather than doing it on the fly it is used. The same kind of rules about boring or artificial combinations apply as when creating a whole character. Be wary of allowing combinations with <i>Concealment, Duplication, Healing, Regeneration</i> or <i>Summon</i> without a lot of scrutiny. For modifiers Shots doesn't really work and Exhausts or Backfire should only be allowed if they apply to one Multiple of the Pool i.e. the GP of the Pool are lost for the rest of the scene. E.g.1. A Power Pool that requires a day to shift (3) with Level 20 (28) and a Multiple of 2 (28) with Personal Persistent (2) costs 61. It has a total of 40 GP to spend when shifted with no more than 20 per ability. E.g. 2. A Power Pool that requires 1 action to shift (10) with Level 12 (12) and a Multiple of 4 (36) with Personal Persistent (2) costs 60. It has a total of 48GP to spend when shifted with no more than 12 per ability. | 3 if requires a day to shift abilities. 5 if requires an hour to shift abilities. 10 if requires an action to shift abilities. Same Price as Level: Multiple +1 | 12 |
| Prediction | Protects the target against Indirect attacks. | -1 | 5 |
| Reflection | Protects the target against a named <i>Damaging Attack</i> Type or Source except Conventional . If the attack fails to damage the user then the | 2 Bullet Only -2 | 5 |

| Ability | Notes | Cost | Level Limit |
|----------------|--|--|-------------|
| | user can immediately attack a target as though using the ability that s/he was hit by. | Not Melee -2 | |
| Regeneration | Adds level to chance of reactivation for the target. Negates the extra effects of being taken out by Lethal attacks. | 2 | 6 |
| Repair | Repairs a target 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 for the target (automatically – does not require persistence as it is assumed to have been activated just for the initiative roll). When active in combat allows extra follow up attacks and supports or counters Quick actions. | 1 | 3 |
| Stretching | The target can count any hex within Level hexes as the location to begin an action. For example can begin a <i>Move</i> action Level hexes away in any direction or can make an attack starting from a hex Level hexes away. The target counts as occupying the hexes, by any route of Level hexes, from his/her location to the location the action will begin but this does not count as Movement and therefore does not trigger the <i>Short</i> or <i>Melee</i> ability's <i>Quick</i> effect for moving more than 1 hex. The target does pass through and does not ignore (other than by using some other ability or modifier) any <i>Persistent</i> abilities or <i>Walls</i> in the path. This, in effect, adds the Level to the range of abilities in most cases – for example when judging if a target has made a move of more than 1 hex when in range of a <i>Melee</i> attack. Protects against all Solid attacks. Adds its Level to attacks which are <i>Grab</i> , <i>Direct</i> , <i>Touch</i> , <i>Melee</i> and don't use a <i>Focus</i> . | 5 | 5 |
| Summon | Summons a minion 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 are unnamed characters with 1 hit and 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. The total number of minions the user has available starts at 1 but more can be paid for. By default lost minions became available each day but this can be Limited . Personal Persistent is only compatible with this if it is an Area in which case the minions would persist if they remain within the Area . 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 then 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 +2 per extra minion | 15 |
| Super Strength | Level is added to the target's <i>Forced Move Defence</i> , <i>Hindrance Defence Solid</i> , <i>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 | 1 per named ability 3 for a Source | 5 |

| Ability | Notes | Cost | Level Limit |
|------------------|--|---|-------------|
| | the abilities Suppressed such as by not Supressing all Detection just Vision. Does not make result rolls. | | |
| 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 with the target. <i>Drain Defence</i> , <i>Hindrance Defence</i> or <i>General Defence</i> defences works against Telepathy. Whilst Telepathy is active on a friend then if both the user and the target 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 who are also in telepathic link with the user. | 1 | 3 |
| 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. Once Toughness has taken hits they are regained at the end of a combat or scene in which damage occurred. Reactivation may cause some hits to be regained. Deactivating and activating Toughness does not make it regain hits. | 2 | 3 |
| Transform Attack | 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. See combat for details. | 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 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 can be chosen to alter the abilities in the previous section. All abilities must have:

- A **Range**. By default this is **Personal**.
- A **Target**. By default this is **Direct**.
- A **Duration**. By default this is **Instant**.

Some modifiers are described as one of these. If a new **Range**, **Target** or **Duration** modifier is chosen it will replace the default unless another modifier called **Flexible Range**, **Flexible Target** or **Flexible Duration** is also chosen which allows an ability to have more than one of these.

An ability can have, with the agreement of the referee, any other modifiers as desired.

Some modifiers are negative. They reduce the GP cost of the ability. They should be bought after all positive modifiers so that the total cost of the ability is known. 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

GLORIOUS GLADIATORS 6

on abilities that cost 11-20 points modifiers are worth twice as much and 21-30 three times as much. The Referee should consider if particular modifiers are acceptable in context. Don't allow 'creative' use of negative modifiers if they aren't really going to cause a problem.

| Modifier | Notes | Cost |
|----------------------|---|--|
| Activation Roll | 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 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 or for a Personal Ability 2 |
| Always On (Duration) | Always active even between scenes – also counts as a kind of Persistent . Can never change target. Cannot have any of the Flexible modifiers. If <i>Movement</i> 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 |
| Area (Target) | 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 or barrage 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 Personal 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. 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 for Levels 1-5, 2 for 6-10, 3 for 11-15 and so on. 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 (Range) | 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 (Target) | Works against a single target or hex in line of sight. The default target of an ability. | 0 |

| Modifier | Notes | Cost |
|-------------------|--|--|
| Disabling | On each time the ability is used (either activated or used to resist an ability) then on a roll of 1 the user takes enough damage to go Out of Action. | -4 |
| Distant (Range) | 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 Duration | When activated the user can choose between more than one Duration. For example Instant or Persistent or Always On. If the ability has Always On this means that Always On can be turned off with an action but when turned on remain on. An attack with Flexible Duration, could be either Instant or Persistent Target when activated. | 1 |
| 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 GP). When Distant is activated (5 GP) the Level of the ability will be reduced by 3 GP worth. | 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 |
| 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 (Target) | 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 |

GLORIOUS GLADIATORS 6

| Modifier | Notes | Cost |
|--------------------|--|---|
| Instant (Duration) | Activated in the user's character turn and ends at the beginning of the user's next character turn. Its effects may linger such as abilities with Special Duration but otherwise it stops existing. The default state of abilities without Persistent or Always On. | 0 |
| Item | Requires an item which is lost on defeat and can be disarmed (with +3 resistance) by a <i>Disarm Attack</i> . 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. Paid for the second ability and subsequent linked ability. | 2 or 1 for abilities with no range. |
| Long Range (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. When made the user counts as being in each target hex for the purpose of triggering <i>Persistent</i> abilities (this mostly matters if the <i>Melee</i> ability is also Area). | 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. 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 |

| Modifier | Notes | Cost |
|-----------------------|--|--|
| Persistent (Duration) | <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 and if a target enters the area, voluntarily or involuntarily from outside it. 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 (called Attached). 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. Only allowed for abilities including the word <i>Attack</i> or <i>Telepathy</i>. (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. Only allowed for abilities including the word <i>Attack</i>. (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 a Persistent Barrier which then has a Time 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. | Personal 2 Barrier 2 Target for <i>Trap Attack</i> or <i>Telepathy</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 (Range) | An ability with no range. If Direct it targets the user only. If Area the Area (which must be a Blast) is centred on the user. Cannot be Seeking or Indirect. The default state of abilities with no other range. | 0 |
| 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 or after an opponent's action hits a target. 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 it. The user makes a roll of Speed vs opponent's Speed and on 6+ the Quick action goes before the triggering action or in the case of responding to a hit before the ability takes effect. On a failure the Quick ability goes immediately after the trigger (if it can still be done). The opponent doesn't lose an interrupted action and may change the declared action to something else (and may have to change it if it is no longer possible). When responding to a hit the kind of abilities that would be relevant would be a Move which could be used to move out of an Area attack after it had hit a target hex or a Defence (such as damage Defence) which activates in response to a hit. A Quick move couldn't be used, for example, to avoid a Direct attack after the hit as it would have already hit. | 1 if no range, 2 if Touch otherwise 4. |

| Modifier | Notes | Cost |
|-------------------------|---|--|
| Ranged (Range) | 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 if the attack is an Area Blast then from its centre or if the attack is an Area Blast from the centre of the nearest Barrage Blast circle if there is a clear hex (not containing a wall, a drop or another character for example) to recoil into. This is a result so a Follow Up is allowed if this ability hits. | 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 |
| Riposte | If the user is attacked with Direct with no result then this ability can be automatically activated against the attacker at no cost in actions. | 2 |
| Seeking (Target) | 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 (Target) | An ability with touch range which triggers automatically (requiring no actions) targeting anyone attacking the character from R0-1 or with a Melee attack which isn't Short Focus . In these circumstances a shield automatically hits before the attack that triggers it. | 4 |
| Short (Range) | 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 (Range) | 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 |

| Modifier | Notes | Cost |
|------------------------|---|---|
| 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+. |
| 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:

| Name | Ability | L | Target | Range | Duration | Other | Source |
|---------------|-------------------------|---|--------|----------|-----------|-------|--------------|
| Running | Movement (Solid) Ground | 1 | Direct | Personal | Instant | | Conventional |
| Normal Senses | Detect – Vision | 1 | Direct | Personal | Always On | | Conventional |
| Punch/Kick | Damaging Attack (Solid) | 1 | Direct | Touch | Instant | Melee | Conventional |
| Grapple | Grab Attack (Solid) | 1 | Direct | Touch | Instant | Melee | Conventional |

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 |
| 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 |

GLORIOUS GLADIATORS 6

| 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 |

GLORIOUS GLADIATORS 6

| 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 |

GLORIOUS GLADIATORS 6

| 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 |

GLORIOUS GLADIATORS 6

| 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 |

Hero Points

Each session each PC gets 1 Hero Point (HP). A HP can be spent to re-roll a dice made roll by the PC or to make an opponent re-roll a roll made against a PC. After the roll the PC can choose the better of the new roll and the original. The referee can give characters extra HP for actions which are entertaining or interesting and also for roleplaying their disadvantages.

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 circumstances 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. Major characters go before minor characters. On a tie characters on the same side can either act at the same time or choose their order. 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 or Always On abilities (that s/he created) that haven't been cancelled activating and having their effect. Any other abilities of the character end (though their effects may linger if they have a special duration). 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
- **Move:** this can include activating a Movement ability which is then used to Move or can use an already active Movement ability. The character moves 1 or more hexes according to the Movement ability use. If the character ends his/her movement with Concealment s/he can Hide.
- **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 3+ to remove 1 Hindrance Point and 9+ to remove 2 Hindrance Points. Add the Level of any *Hindrance Defence* which applies.
- **Recover a Drained ability:** requires a roll of 3+ to recover 1 level and 9+ to recover 2 levels. Add the Level of any *Drain Defence* which applies.
- **Stop Inactive Opponent:** one inactive opponent is at -1 to re-active next roll. Once per Character Turn.

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 <i>Concealment</i> 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 <i>Concealment</i> 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. |

Cover

If a character is behind an object such as a wall which covers about 75% of him/her or in light undergrowth s/he gets 2 levels of *Concealment*. If in 90% cover or in thick undergrowth 3 levels of *Concealment*. Hiding behind something only works if it gets in the way of opponent's LOS and they are using a sense that doesn't ignore cover.

Hiding

A character can hide at the end of a Movement Action if s/he has *Concealment*. The referee must rule that opponents could plausibly not know what hex a character is in. Hiding ends if the character does something to reveal his/her location such as making a detectable attack.

Detection

Normally a character can detect all other characters and objects on the board unless they are Hidden. Concealment can occur as a result of a power, cover, darkness, fog or smoke. To spot a concealed target roll using Detection Level vs Concealment. Detection against a target can be done by a character as part of another action and as part of resisting an action. A character can only make one detection roll in his/her own character turn and one detection roll as part of resisting each enemy action by a hidden character. If successful the target is no longer hidden to the spotter. No attacks can be targeted against hidden opponents. However an Area attack could be targeted against a hex such that the area includes the hidden target if there is some reason to believe the target is in the area – the referee should rule on this. It is possible that a character can point out the location of a spotted target to allies – the referee should rule on how effective this is given what sort of communications they have – Telepathy is good. Communication like this should give +1 to +3 at spotting. 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 Move's Level when resisting area attacks. This modifier makes the user harder to hit with an Area without increasing the allowed movement.

| Movement Ability | Hexes per Level | Move Modifier Resisting Areas | Special |
|------------------|-----------------|-------------------------------|--|
| Air | 3 | | Airborne. Can't move whilst Disorientated. |

| Movement Ability | Hexes per Level | Move Modifier Resisting Areas | Special |
|------------------|-----------------|---|---|
| Ground | 3 | +2 if character throws him/herself ending Prone. | Also allows a leap of 1 hex per level horizontally. At level 5+ allows a jump of 1 hex vertically ending prone 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 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 1 hex per level up to a maximum of 3 hexes whilst prone. |
| Leap | 3 | +2 | Leaps over intervening hexes and can change altitude but must 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 crawl at full speed whilst prone. Can finish move prone. |
| Water | 3 | Only 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. |

| | Normal | Large | Very Large |
|---------|--------|-------|------------------|
| 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
 - Any Area which is attached to a character: the character's Move.
- 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 to 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 represent 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 Concealed vs a Direct attack** there is a penalty to hit equal to the *Concealment – Sense* Used. A miss caused by cover will hit the cover and may pass through it to hit targets beyond.

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 (or up to full move with Teleport) towards the edge of the Area up to their maximum move. If they can do so and reach a hex which is even partially outside the Area the attack misses them. If an Area is attached to a character and moves with them then the Area attacks using the character's movement against each target that it overlaps once in the turn. If the attack misses the target can continue to move up to its maximum movement in order to stay out of the Area if the user continues to move towards him/her throughout the action. Using Movement to resist an Area resembles using a **Quick** ability in some ways in that the character is spending Movement from an action in advance. After using Movement to avoid an Area then the character's next action must be either **Movement** or **Stand Up**. If the action is Movement that it is reduced by the number of hexes used to avoid all the Area abilities use on the character this turn (this could mean the Move is 0 if the Movement used equalled total Movement).

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 that 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. | |
| Disarm Attack | Has the effect of Disarming against <i>Item</i> and <i>Focus</i> abilities. | Forced Move Defence (+3 for <i>Items</i>) |
| 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. This can in effect cause the target to make a Move Through. The Level for the Move Through's Movement is equal to the Result. | 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 |

| Ability | Result | 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. When making a Hand to Hand attack with Knockback the attacker can try the following special options: Hook: -1 to hit. Half the knockback distance is upward so if the knockback distance was 13 then the target flies 7 hexes up and 6 hexes away. The target then falls to the ground. Slam: -2 to hit. All the knockback is straight down into the ground. | 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 |
| 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. Can be used to force a Move Through. | 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 and counts as being out of action. | 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. If making a Move Through as a result of a Forced Move then it doesn't have to start 3 hexes away. 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 and other Terrain

The Wall ability, brush, vegetation, 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 or Knockback 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/Terrain | Defence | Hits |
|-------------------------------|----------|------|
| Brush, Light Vegetation | 0 | 1 |
| 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 has a result 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 or out of action using a **different ability** against another target.

If there is no legal target of a follow up in range of any ability that could be used for a follow up then the character can make the shortest move necessary (up to a full move) that would bring a 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 (this is not in addition to the normal follow up it is instead of it).

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+ |

| Roll | Wound | Recovery Roll per week |
|------|--------------------------|--|
| 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, 1/2 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) | | | |