Quick Heroes

Quickheroes Version 5.6

Character Generation

Statistics

Characters, non-player characters (NPCs) and followers are described using a number of statistics or STATs.

STAT	Description
Body (BD)	Strength and toughness.
Agility (AG)	Speed of movement, nimbleness and flexibility.
Intelligence (IN)	Quickness of thought, memory and ability to learn.
Charisma (CH)	Force of personality, willpower and leadership.
Attack (AT)	Skill at hitting targets. Accuracy.
Defence (DF)	Ability to avoid direct attacks. Evasiveness.
Actions (AC)	Reactions and initiative.
Sense (SE)	Ability to detect things. Sharpness of senses.

Characters and NPCs also have an experience level. Experience levels have a title, a dice type and an En increase for characters and NPCs as follows:

Character/NPC Title	Follower Title	Experience
Novice	Normal	D6
Trainee	Soldier/Police	D8
Contender	Agent	D10
Veteran		D12
Elite		D20
Star		2D20
Mega		3D20
Mega*		4D20
Mega 2*		5D20
Each +*		+D20

The dice is referred to an eXperience Dice (XD). Whenever an XD roll is made if the total is the highest possible another roll is made and added to the total. A roll of 1 on an XD is a fumble which usually causes an ability not to work at all and gives opponents +1 in all actions against the fumbler until s/he acts again. Where two or more dice are thrown take the highest result. The maximum an XD roll could be without rolling again is called MXD e.g. the MXD of D6 is 6. Where multiple XD are rolled add ¼ of MXD for each. Some abilities use fractions of MXD e.g. ½MXD.

Characters and NPCs (but not followers: normal humans, soldiers, police and agents) have an additional statistic which is calculated:

Endurance (EN) = (3 x BD) + ½MXD.

Typical Statistics

Type	BD	AG	IN	CH	AT	DF	AC	SE
Normal Human	3	3	5	5	3	3	3	3
Police or Soldier	4	4	3	3	4	4	4	4
Agent	6	6	6	6	6	6	6	6

Hero Class

Roll D100

Roll	Class
01-18	Energy Blaster
19-20	Matter Controller- Earth
21	Matter Controller- Gas
22	Matter Controller – Liquid
23-24	Matter Controller – Weather
25-30	Martial Artist
31-41	Brick
42-46	Psychic
47-53	Flyer
54-58	Speeder
59-67	Weapon Master
68-74	Generalist
75-78	Animal
79-82	Magician
83-86	Power Suit
87-90	Technician
91-96	Super Agent
97-99	Body Changer
00	Lucky

Rolling for Powers

Each character class may have standard powers listed – all characters of the class have these. Most classes also have a power table on which extra powers are rolled. If a power has an internal random table within it then roll on the internal table as many times as instructed when the power is first gained. If a power is rolled again then roll again on any internal table in addition to taking the results listed in the unusual powers section.

Abilities

The way abilities work is described in the Game Mechanics section. This section describes the meanings of the abbreviations used.

Abilities have a number associated with them which is called the Value (Val). The higher the Val the greater the power. Some powers are listed has ½ Val. This means that they act, when producing results, as ½ their value. This ½ is applied after any defences are taken into account. E.g. a Val 12, ½ Val drain hits a target with 8 drain defence. The Val is therefore 12-8 = 4 x ½ = 2.

Power Effect	Meaning
Absorption (*Type to Ability*)	When a character with an Absorption power is hit by an attack roll (XD + Val)/2 for the number of points absorbed to the ability up to ½ the attack result. Total added at any time cannot be higher than 2 x Val + ½ MXD. At the end of each third turn (i.e. turn 3, 6, 9 etc). 1/3 of total is lost.

Power Effect	Meaning
Area	Area Effect. The size of an area effect is determined by the val as used + MXD. Size can be varied by reducing the val of the attack or by throwing a smaller XD in the attack.
	The sizes of area effects are as follows. Where the shape of the area is undefined roll 1D:
	1-2: Sphere: radius (Val+ ½MXD)/8
	3-4: Line: length = (Val+½MXD). R becomes 1.
	5-6: Cone: length = (Val+½MXD)/2. R becomes 1.
	7-8: Cylinder: radius (Val+½MXD)./10 height Val.
	9-10: Explosion: Result decreases by 2 per square or part square from point of impact.
	Circle: radius (Val+½MXD)/5. A circle is flat to the floor and has no height. This is only found in certain specialised powers.
	Shape: (Val+½MXD) Cubes in any configuration but all orthogonally in contact. This is only found in certain powers – usually walls.
Armour (*type*)	Armour. Reduces damage. The damage types against which it is effective are listed. Armour can be Metal and is otherwise assumed to be non-metal. Metal armour cannot be reduced by any attack which also causes Bleeding but is ignored by Energy(Electricity). Armour does not stack – so if a character has 2 abilities which produce armour only the best will apply.
Autofire	Autofire allows attacks to be made against multiple targets in arc. The second target is –1 AT, the third –2 and so on. Alternatively Autofire can be used as Area Effect Shape. Finally Autofire can be concentrated on a single target allowing another XD.
Bleeds (*n*)	Any damage through defences is multiplied by *n* and the target takes this much damage at the start of each turn.
Cascade	If a target is hit with a direct attack another target within Val squares may immediately be attacked with Val –1 per target hit until one is missed or until Val reaches 0.
Change Appearance	In combat can't be attacked until Val +XD is resisted with using SE or IN +XD. This ability can only be activated in full out of line of sight of all enemies. In hand to hand or adjacent can take on appearance of opponent to gain the same effect on everyone except the person copied though the person copied gets the same benefits. Counts at ½ Val for that appearance if do something impossible or very out of character for that person.
Class	Energy has a class which can be Heat, Cold, Radiation, Electricity, Entropy or Sonic.
Damage	Damage is inflicted by the power. If damage is multiplied this means the damage inflicted once any defences have been taken into account is multiplied.
Drain (*STAT or Ability/Type*)	½ Val. The power drains the listed Ability. Drain can target the following abilities: Movement, Power, BD, Senses, EN, AC or CH. Drains have types which show the defences that work against them.
Drain Defence (*Type*)	Drain Defence. Any drain against the target is reduced by the result. May be effective against listed types of drain or if no types are listed works against all types.
Escape	Escape Chance.
Evade (*STAT/Types*)	When at attack of a listed type hits the user of the power roll Val + XD vs opponent's listed STAT + XD (not attack result). If successful (0+) the attack is evaded. If the listed STAT is an SE type the evade only works against attacks targeted with one of the listed senses.
Forced Move (Type)	Power forces a move in the direction shown in type: away, toward, up, down or chosen. Away and toward relate to the user or the centre of an area and chosen means the direction is chosen by the user. If direct the number of squares moved is equal to ½ the result. If a persistent area its result is resisted with a STAT + XD and movement is equal to ½ the number failed by. No voluntary movement is allowed until a successful resistance roll is made except a teleport unless against a psychic forced move.

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Power Effect	Meaning
Ignores Armour	Armour of any type has no effect.
Insubstantial (types)	Insubstantial. The target is unaffected by the types of damage or drain listed and any other effects of the type. E.g. an Insubstantial (Solid) is unaffected by solid damage or drains and can walk through walls etc; an Insubstantial (Psychic) is unaffected by Psychic damage or drains. Whilst insubstantial a character cannot use abilities of that type. Can air-walk (as flight but using AG) if Insubstantial (Solid, Physical). Applies as long as val is positive. If attacked whilst substantial roll Val + XD vs opponent's AT STAT + XD. If successful turn insubstantial. An action is otherwise required to shift states from substantial to insubstantial or visa-versa.
Invisibility (Senses)	A character attempting to detect the character using the listed senses counts as having an SE reduced by the val of the power (min 0). The power also provides concealment.
Item	The power is produced by an item and has special rules associated with it.
Knockback	The power inflicts knock back.
Knockdown	The power inflicts knock down.
Leaks	A defence which leaks always allows ¼ or more of the result of an attack through.
Life Support	Character is immune to natural occurrences of the listed phenomena and reduces the value of powers of the type used against him/her by val.
Mind Control	Acts as a special type of persistent power which is resisted before each turn in which the target is given a command and each time the target is commanded to make a follow up attack. Whist active the user controls the actions of the target. In order to begin working its result must exceed the target's CH but in order to be broken it must be resisted to 0.
Move (type)	A power which causes movement. The types are flight; wall-crawl; swinging; leaping, tunnelling, teleport, running, climbing or limited flight. Move rate is Val + ½ MXD.
Parry	If a direct attack of the listed type hits the users/he can make a roll using the val + XD of this power against the attack's result. A successful roll blocks the attack.
Persistent	See rules on Persistent powers. Some persistent powers are classed as Until Cancelled. In this case it persists until cancelled by the user. A caster can have one such power persisting at a time per two grades of advancement rounded up.
Personal	Powers with no listed range target the user. This is the default description for powers.
Pursuit	Pursuit Chance.
Ranged	The power can be used at any distance as long as the target can be sensed, Longer ranges are at a penalty to success.
Recovery	Recovery Chance.
Reduce STAT or Power	Whilst the power is active the target's STAT or Val is reduced by result.
Repair STAT	When the power is activated add (Val+XD)/2 to the STAT but not to more than its original value.
Resist STAT	The persistent power is resisted with the listed STAT+XD-Target Power Result. The total of the resistance throw reduces the target power's result.
Result	The result of the power. Produced by modifying the power's Val as described in the Combat rules.
Rn	The power has a fixed range n and only targets within this range.
Sense	Senses unusually have no Val of their own. They use the SE STAT as their Val.
Shield	Shield. If the target is attacked from range 1 then the power activates immediately. Also applies if character grapples a target.
STAT n	The power provides the listed STAT in the circumstances described.

Power Effect	Meaning
Stealth (Senses)	A character attempting to attack the character using the listed senses counts as having an SE reduced by the val of the power (min 1). The power also provides concealment.
Stun *n*	Normal damage causes a loss of 1 AT next action per 10. Stun indicates an alternative number required for 1 AT loss.
Transform	½ Val. Result transform points. When the total transform points equals BD they are transformed. Acts as a persistent power resisted by BD but resistance result is halved and points stack from attack to attack. Whilst transformed the target becomes something innocuous such as a statue and can take no actions other than to resist. In this state the target counts as out of the combat (and thus cannot be attacked). If the target is then part of the loosing side whilst transformed and the winners choose him/her to Defeat then no escape roll is allowed and the transformation is considered 'permanent' i.e. until the character returns.
Trap	½ Val. The Trap has a type and resistance as follows: Energy (type) = CH, Physical = AG, Solid = BD or Psychic = IN. Also traps may be described as partial – i.e. one which does not completely surround the target. Only Energy or Solid Traps can be partial. If a trap deals damage which is not listed as persistent then the damage is one off but if it is listed as persistent the damage persists with the trap's result.
Type	All powers have a type which can be Solid, Physical, Energy (Class), Poison, Psychic or Magical. This determines in which way defences work against them.
Undetectable	The power is undetectable except to the listed special senses.
Val	Value.
vs STAT	The defending STAT against the power is as listed rather than the normal defending STAT for the attack type.
Wall	Creates a solid wall in the area. Walls must rest on the ground and be of a shape which could balance. The wall has a resistance equal to the result.
x *n*	The listed characteristic of the power is multiplied by *n*. For an area effect the size is increased – in the case of an explosion x 2 the result is reduced by 1 per square.
&	Can be used with other effects.
^	Cannot be used with other effects so marked. i.e. only one such effect can be applied.

Unusual Powers

When a power is rolled twice it indicates that the power is unusual in some way. Roll 1D. If the power has a Val then on a roll of 1-5 its Val is increased by 5 if it has a Val of 9+ otherwise by 2, on 6-10 roll on the appropriate following table and modify the power in the way described.

If a random STAT is called for roll on the random STAT table. If an ability is gained which is already possessed it adds up e.g. KB +KB =KB x2; Damage x2 + Damage x 2 = Damage x3. All effects are optional – they can be used with the power when the user wishes. Not all of the combinations that this process will produce will make sense and some referee's discretion is necessary. Re-roll any unreasonable or nonsensical combination.

Attack

Roll D20	Power
1	Reduce Armour or Drain Defence ½ Val.
2	x2 Damage or Drain.
3	Persistent (Resist if direct Energy = CH, Physical = AG, Solid = BD or Psychic = IN).

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Roll D20	Power
4	Drain random Ability (Roll 1D: 1-2 = Movement; 3-4 = Power; 5-6 = EN; 7 = AC; 8-9 = BD; 10 = CH). Drain is of the same type as the power if Energy or Psychic otherwise roll 1D (1-5 = Energy 6-10 = Psychic).
5	Ignores Armour or Drain Defence. ½ Result.
6	Area Effect.
7	Vs random STAT. If already against this STAT then re-roll.1D: 1-2: BD; 3-5: AG; 6-7: IN, 8: CH; 9-10: DF.
8	Trap. If the power has a type then trap will be of the same type. If the power does not have a type roll for a random type. If Energy or Solid roll 1D. On 1-3 the trap is Partial and on 7-10 it can be Partial when used.
9	Stun: 4
10	Bleed x1/5.
11	Undetectable except to Roll 1D: 1-3: Ultra-Hearing, 4-6 = Mental, 7-10 = Unusual Senses.
12	Rapid Fire. Can be used as a move action as well as an attack action.
13	Time delay and trigger. Can be set with any delay or any trigger. Can detect targets within area of effect.
14	Forced Move (Away).
15	Leaks Result: Always has a minimum of ¼ of its normal result on a target hit despite any defences. E.g. an attack inflicting a result of 12 damage will always cause 3 despite any defences.
16	Knockback.
17	Knockdown.
18	Ranged. If already ranged has no range penalties i.e. if target can be sensed it can be attacked.
19	Reduce vs STAT up to ½ Val down to level of attacking STAT or if attacking STAT equal to or higher than defending STAT reduce defending XD ¼ Val down to attacking XD.
20	Roll 1D: 1-5 = Cascade, 6-10 = Autofire.

Personal

Roll D10	Power
1	Shield Damage (Type). If the power already has a type then the shield deals damage is of that type otherwise roll randomly.
2	Shield Drain random Ability (Roll 1D: 1-2 = Movement; 3-4 = Power; 5-6 = Endurance; 6-7 = Actions; 8-9 = Strength; 10 = Will). Drain is of the same type as the power if Energy or Psychic otherwise roll 1D (1-5 = energy 6-10 = Psychic).
3	Val Armour vs random Type.
4	+½ Val Armour vs 2 random types.
5	½ Absorb. Roll D8. 1. Solid to BD. 2. Energy to Power or if no other powers with Vals to EN. 3. Physical to AG. 4. Psychic to IN. 5. Solid to Armour (Solid). 2 x Val Limit. 6. Physical to Armour (Physical). 2 x Val Limit. 7. Energy to Armour (Energy). 2 x Val Limit. 8. Psychic to Armour (Psychic). 2 x Val Limit.
6	Val Drain Defence.
7	Val Armour (Psychic), Drain Defence (Psychic), Reduce Transform and Mind Control.
8	Val Reduce vs random Type. Roll 1D: 1-3 = Solid; 4-7 = Energy; 8-10 = Physical and Psychic.
9	Stealth (All Vision, Hearing, Ultra-Hearing) Val.
10	+½ Val Move.

Random Type for Effects

Roll D10	Type
1-2	Solid
3-5	Energy
6-8	Physical
9-10	Psychic

Random Class for Energy

Roll D10	Type
1-2	Cold
3-4	Electricity
5	Entropy
6-7	Heat
8-9	Radiation
10	Sonic

Life Support Table: used when a life support effect is gained.

Roll D12	Type
1	Vacuum, Low Pressure and Lack of Air.
2	High Pressure and Energy (Sonic).
3	Aging and EN Drain.
4	Disease and BD Drain.
5	Poison and Sense Drain.
6	Energy (Heat).
7	Energy (Cold).
8	Energy (Radiation).
9	Energy (Electricity).
10	Doesn't eat or drink. Movement Drain.
11	Doesn't sleep. CH Drain.
12	Pain. AC and CH Drain. No AT penalties from damage.

Energy Blaster

Type	BD	AG	IN	CH	AT	DF	AC	SE
Energy Blaster	6	6	6	6	8	6	6	8

Roll D100 for Type:

D100	Class
01-10	Cold
11-25	Cosmic
26-35	Electricity
36-40	Entropy
41-55	Fire
56-65	Force
66-70	Gravity
71-80	Light
81-90	Magnetism
91-95	Nuclear
96-00	Sound

The table shows the special effects of abilities.

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Each character makes 3 rolls on 1D for powers. The range for each power is shown on in brackets next to the title of each. The value of each power is shown after the dice throw range. Senses have no value (their value is the same as the SE stat). If Sense is rolled twice it will (at random) either be at a Val of SE+5 or have a random special effect associated with it as normal.

Where effects are preceded by a * only one such effect is gained when the power is rolled though others can be gained if the power is rolled again or with experience. Roll 1D to determine which * effect is gained. The numbers in brackets indicate the D roll range to gain that effect. Where effects are preceded by ^ then only one option can be chosen when the power is used. Where effects are preceded by a † they can be combined with a drain. If preceded by an & they can be combined with another set of effects or used alone. Effects in the same section must be used together unless separated by an OR in which case only one can be used.

Drain shows the type of drain associated with the class, sense the type of sense and movement the type of movement power. Drain powers do not have a value – they are attached as extra effects to energy blast if the user has one. If the user has no Energy Blast once all three starting powers are rolled then roll 1D.

1-2. Drain is attached to any other chosen attack.
3-4. Drain is Val 14. R1 and is a separate power.
5-6. Drain is Val 12. Ranged and is a separate power.
7-10. Treat as a roll of Energy Blast.

Type	Energy Blast (1-3): 12	Shield (4-5): 10
Cold	^† Ranged. Damage Energy (Cold) or Solid	*& Armour (Solid, Cold), ½ Armour (Physical), ½ Armour (Other Energy). (1-5)
	*&† Area Effect- only with effects not already with an area. (1-2)	
		*& Shield Damage Energy (Cold) (6-8)
	*^ Area Effect Sphere x Value. Agents, machines and normal humans at –1/3 Val to all physical actions. Persistent. (3)	
		*& ½ Evade (SE Vision/Solid, Energy). (9-10)
	*^ Ranged. Solid. Trap. Persistent ½ Damage Energy (Cold) (4-6)	
	*^ Ranged. Area Effect Circle. Persistent. Ground Move –Val Min 1. & vs AG on hit knockdown. Only on targets moving more than 1. (7-8)	
	*^ Ranged. Area Effect Shape. Wall. Persistent. (9-10)	
	Drain (6)	Drain Defence (7): 10
	AC	& Drain Defence (Energy, Solid)
		& Life Support (Cold)
	Sense (8)	Move (9-10): 9
	IR Vision	*^ Limited Flight (1-5)
		*^ Running ½ Val (6-10)

Type	Energy Blast (1-3): 12	Shield (4-5): 10
Cosmic	&† Ranged. 2 x Damage Energy (Radiation). &† 2 x Area Effect Explosion.	*& Armour (Energy), ½ Armour (Solid, Physical) (1-4) *& Evade (SE Vision+2/Solid, Physical, Energy). (5-8) *& Shield Damage Energy (Radiation). (9-10)
	Drain (6)	Drain Defence (7): 10
	BD	& Drain Defence (Energy) & Life Support (Radiation, Heat, Low Pressure, Vacuum, Sonic, Lack of Air)
	Sense (8)	Move (9-10): 10
	UV Vision	& Flight

Type	Energy Blast (1-3): 12	Shield (4-5): 12
Electricity	^† Ranged. Damage Energy (Electricity). Ignores Metal Armour. *&† Stunning: 4 (1-3) *&† 2 x Damage vs Machines, Technicians, Power Armour and Tech-Suits. (4-5) *&† Area Effect Cone or Line (6-8) *^ Energy (Electricity) Trap. Persistent ½ Damage. (9) *&† Cascade. (10)	*& Armour (Energy) (1-3) *& Shield Damage Energy (Electricity) (4-7) *& ½ Absorption (Energy to Energy Blast) (8-10)
	Drain (6-7)	Drain Defence (8): 12
	Endurance	& Drain Defence (Energy) & Life Support (Electricity)
	Sense (9)	Move (10): 12
	Electric Sense	Teleport Val

Type	Energy Blast (1-3): 12	Shield (4-5): 12
Entropy	^† Ranged. Damage Energy (Entropy). Reduce Armour ½ Val. *^† Ranged. Area Effect Cylinder. Damage Energy (Entropy). Reduce Armour ½ Value. Persistent Until Cancelled. Within radius x3 Forced Move (Toward) resist BD. (1-3) *^ Trap. (4-6) *^† Ranged. Area Effect Shape. Wall. Persistent Until Cancelled. (7-8) & Area Effect Line - only with effects not already with an area. (9-10)	*& Parry (Solid, Energy, Physical) (1-4) *& Reduce Result of all Attacks ¼ Val. (5-8) *& Shield Damage Energy (Entropy). (9-10)
	Drain (6)	Drain Defence (7): 10
	Power	& Drain Defence (All) & Life Support (Vacuum, Low Pressure, Lack of Air, Radiation)
	Sense (8)	Move (9-10): 12
	IR Vision	& Teleport *& Out of Combat 100 x Val km. (1-5) *& Area Effect Sphere (6-8) *& Dimensional (9-10)

Type	Energy Blast (1-3):12	Shield (4-5): 12
Fire	&† Ranged. Damage Energy (Heat). Reduce Armour ¼ Val. &† Area Effect 2 types – not with effects already having area. (1-4) &† Persistent. Resist AG. (6-8) &† Energy (Heat) Trap. (9) *^† Ranged. Area Effect Shape. Wall. Persistent Until Cancelled. (10)	*& 2 x Armour (Fire, Cold), Armour (other Energy, Poison). (1-5) *& Shield Damage Energy (Fire) (6-10)
	Drain (6)	Drain Defence (7): 10
	Senses (Any Vision)	& Drain Defence (Energy, Physical) & Life Support (Heat)
	Sense (8)	Move (9-10): 10
	IR Vision	Flight

Type	Energy Blast (1-3): 12	Shield (4-6): 10
Force	^ Ranged. Damage Physical. Knockback. *^ R1. Area Effect Line. Damage Physical. Knockback. (1-4) *^ R0. Area Effect Sphere. Damage Physical. Knockback. (5-7) *^ Ranged. Physical Trap. (8) *^ Ranged. Area Effect Shape. Wall. Persistent Until Cancelled. (9-10).	*& 1½ Armour (Solid), Armour (Physical, Poison), ½ Armour (Energy) (1-7) *& 1½ Parry (Solid) (8-10)
	Drain	Drain Defence (7-8): 10
	None	& Drain Defence (Energy) & Life Support (Vacuum, Low Pressure, Lack of Air, High Pressure, Sonic)
	Sense (9)	Move (10): 10
	Force Sonar	Flight

Type	Energy Blast (1-3): 12	Shield (4-5)
Gravity	&† Ranged. Damage Physical. Knockdown. *&† Physical Trap. (1-3) *&† Forced Move (Up or Down) (4-7) *&† Persistent. Resist BD. (8) *&† Area Effect Sphere. (9-10)	*& Armour (Solid). (1-4) *& Parry (Solid) (5-6) *& Shield Damage Physical. Knockdown. (7-10)
	Drain (6)	Drain Defence (7): 10
	Movement	& Drain Defence (Energy, Physical) & Life Support (High Pressure)
	Sense (8)	Move (9-10): 10
	Gravity Detection	Flight & Area Effect Sphere

Type	Energy Blast (1-3): 12	Shield (4-5): 12
Light	&† Ranged. Damage Energy (Heat) *^† Area Effect Line or Cone or Explosion. (1-5) *^† Area Effect Sphere. Can be used as R0. (6-10)	*& ½ Evade (Any Vision/All) (1-5) *& Shield Drain Sense (All Vision) (6-10)
	Drain (6-7)	Drain Defence (8): 10
	Sense (All Vision)	& Drain Defence (Energy) & Life Support (Radiation, Heat)
	Sense (9)	Move (10): 10
	& IR Vision & LI Vision & UV Vision	Flight

Type	Energy Blast (1-3): 12	Shield (4-5): 12
Magnetism	^†Damage Solid. Reduce Armour ¼ Val. Metal. *&† Bleeds x1/10 (1-3) *^ Has BD vs Metal Objects (can grapple). Forced Move (Chosen). Persistent Resist AG. (4-5) *& Solid Trap Or 2 x Physical Trap vs Metal Objects Or ^ Area Effect Shape. Wall. Persistent. (6-10)	*& 2 x Armour (Solid Metal), Armour (Other Solid, Radiation), ½ Armour (Other Energy, Physical). (1-5) *& Parry (Solid, Energy) (6-8) *& Shield Damage Solid. Reduce Armour ¼ Val Metal. (9-10)
	Drain (6)	Drain Defence (7): 10
	Endurance	& Drain Defence (Energy. Solid, Physical) & Life Support (Radiation)
	Sense (8)	Move (9-10): 10
	& UV Vision & Magnetic Sense	Flight

Type	Energy Blast (1-3): 12	Shield (4-5): 12
Nuclear	^ Damage Energy (Radiation). Reduce Armour ½ Val. *& Area Effect Explosion or Cone or Line. (1-6) *^ ½ Damage Energy (Radiation). Ignores Armour. Undetectable (except UV Vision, Magnetic Sense). (7-8) *& Persistent. Resist BD. (9-10)	*& Armour (Energy), ½ Armour (Solid, Physical) (1-5) *& ½ Evade (All Vision/Any) *& Shield Damage (Radiation) (8-10)
	Drain (6)	Drain Defence (7): 10
	Endurance	& Drain Defence (Energy) & Life Support (Radiation, Heat)
	Sense (8)	Move (9-10): 10
	UV Vision	*& Flight (1-8) *& Teleport (9-10)

Type	Energy Blast (1-3): 8	Shield (4-5): 8
Sound	& Damage Energy (Sonic). Ignores Armour. Undetectable (except Hearing, Ultra Hearing, Sonar). Drains Hearing, Ultra Hearing, Sonar. Ignores Drain Defence. *^ Area Sphere (1-5) *^ Area Cone. (6-10)	*& Armour (Physical, Energy, Solid, Poison). (1-5) *& Shield Damage Energy (Sonic). Ignores Armour. Undetectable (except Hearing, Ultra Hearing, Sonar). Drains Hearing, Ultra Hearing. (6-10)
	Drain (6)	Drain Defence (7): 10
	Actions	& Drain Defence (Energy) & Life Support (Vacuum, Low Pressure, Lack of Air, Sonic)
	Sense (8)	Move (9-10): 10
	Sonar	Flight

Matter Controller – Earth

Type	BD	AG	IN	CH	AT	DF	AC	SE
Matter Controller- Earth	8	6	6	6	7	6	6	6

Three rolls

D10	Power
1	Stone Bolt: 12. Ranged. Damage Solid. Knockdown.
2-3	Earth Moving: 12. Ranged. Shape. Wall. Persistent. OR Ranged. Area Circle. Solid Trap.
4-5	Earth Quake: 12. Ranged. Area Effect Explosion. Only targets on the ground. Damage Physical. Knockdown.
6-7	Stone Skin: 10. Armour (Solid, Physical, Energy).
8	Earth Support: 10. Must be touching ground. Repair EN. Life Support (Poison, High Pressure, Low Pressure). +1/3 Val Recovery. +1/3 Val Escape.
9	Tremor Sense.
10	Tunnelling: 6

Matter Controller - Gas

Type	BD	AG	IN	CH	AT	DF	AC	SE
Matter Controller- Gas	6	7	6	6	6	8	6	6

Roll 3 Powers.

D6	Power/Effect
1	Poison Gas: 8. Ranged. Damage Poison. Area Effect Sphere. Persistent. Until Cancelled. Extra Table D8. 1. & Undetectable (except Taste/Smell, Improved Taste/Smell). Incompatible with 5. 2. & Persistent (i.e. double Persistent) resist BD. 3. & Drain Actions. 4. & Drain Sense (All Vision). 5. & Reduces Normal Vision. Incompatible with 1. 6. & Area Effect Cone alternative to Sphere. 7. & Area Effect Line alternative to Sphere. 8. & Leaks Result.
2	Gaseous Form: 8. Insubstantial (Solid, Physical, Energy). Leaks result against Energy or Physical.
3	Life Support: 10 (Poison, Sonic, Low Pressure, Vacuum, Low Pressure, Lack of Air).
4	Flight: 9
5	Swirling Cloud: 6. Evade (SE (Vision, LI Vision, UV Vision)/ Direct Solid, Physical, Energy).
6	Vaporous Touch: 12. R1. Physical Trap.

Matter Controller - Liquid

Type	BD	AG	IN	CH	AT	DF	AC	SE
Matter Controller- Liquid	6	7	6	6	7	7	6	6

3 Rolls.

D6	Power
1	Water Bolt: 12. Ranged or R1 Cone. Damage Physical. Knockdown.
2	Acid Bolt: 10. Ranged or R1 Cone. Damage Physical. Persistent Resist AG.
3	Liquid Evasion: 6. Evade(AT/Direct Energy, Physical, Solid).
4	Fluid Form: 7. Insubstantial (Solid, Physical).
5	Survive Underwater: 7. Swimming. 2 x Life Support (High Pressure, Cold, Breath

D6	Power
	Underwater).
6	Sense (Sonar)

Matter Controller - Weather

Type	BD	AG	IN	CH	AT	DF	AC	SE
Matter Controller- Weather	6	7	6	6	7	7	6	6

3 Rolls.

D10	Power
1-3	Control Storm: 12 ^ R1. 2 x Area Effect Cone. ½ Damage Physical. Knockdown. ^ Ranged. Physical Trap. Forced Move (Up). Stay at height until escape. ^ Ranged. Area Effect Cylinder. Forced Move (Up). ^ Area Sphere x Value. 1/3 Reduce Senses (Hearing, Ultra Hearing, Sonar) Min 1. ½ Reduce Running, Wall Crawl, Flight, Limited Flight, Leaping, Swinging Min 1. ½ Reduce AT Solid Ranged. 1/3 Reduce any Fire. Persistent Until Cancelled. Personal Immunity.
4-5	Flight: 10.
6	Lightning: 12. Ranged. Damage Energy (Electricity). Stun 4.
7	Life Support: 12. (Cold, Electricity, High Pressure, Low Pressure, Sonic)
8	Air Shield: 8. Armour (Physical, Solid). ½ Armour (Energy).
9	Fog: 8. Ranged. 8 x Area Effect Sphere. Reduce Senses (Vision, LI Vision, UV Vision) Min 1. Persistent Until Cancelled.
10	Sense (LI Vision)

Martial Artist

Type	BD	AG	IN	CH	AT	DF	AC	SE
Martial Artist	7	8	6	6	8	8	8	7

Martial Artists begin the game as Contenders with all the bonuses from achieving that grade.

Three rolls.

D10	Power
1	Leap: 10.
2	Martial Throw. 11. R1. vs AG. Knockdown. Solid.
3	Martial Hold: 3. As grapple with no AT penalty. Reduce BD.
4	Body Armour: 8. Armour (Solid, Physical). ½ Armour (Energy). On D6 1-3 = Metal.
5	Mental Discipline: 8. Sense (Blind Fighting). Reduce Psychic.
6	Martial Block: 8. Evade (AT/All Melee).
7	Martial Dodge: 8. Evade (AT/Ranged Solid, Physical, Energy).

8	Martial Weapon: 11. Item. Damage Solid. Roll D4.
	    1. R2. Metal. ¼ Reduce Armour. Bleeds x 1/10.
	    2. R1. ½ Reduce Armour.
	    3. R1. Metal. ½ Reduce Armour. Bleeds x 1/5.
	    4. Ranged. Metal. ½ Damage. Bleeds x1/10.

9-10	Martial Strike: 13. R1. Damage Solid.

Brick

Type	BD	AG	IN	CH	AT	DF	AC	SE
Brick	10	5	6	6	6	6	6	6

Super Strength: 4. Val is added to BD for all purposes except providing EN.

Three rolls.

D10	Power
1	Tough Skin: 12. Armour (Solid, Physical) ½ Armour (Energy). Roll D6. On 1-2 Metal.
2	Mental Shield: 8. Reduce Psychic.
3	Absorption: 5. Absorb Solid to Super Strength.
4	Regeneration. 6. Repair EN. +½ Recovery.
5	Grapple. 3. Grapple has no AT penalty. Val reduce target's BD.
6	Melee Skill. 2. +Val AT in melee.
7	Unstoppable: 12. Adds to resistance to any trap or forced movement power. Reduce Movement Drain. +Val Resist KB. 2 x Val Reduce Forced Move.
8	Charge: 3. Adds to movement if moving to contact with opponent. Offsets AT penalty for Move. –Val AT vs opportunity attacks caused by move through.
9	Super Strength.
10	Resistance: 12. Armour (Solid, Energy). ½ Armour (Physical).

Psychic

Type	BD	AG	IN	CH	AT	DF	AC	SE
Psychic	5	5	8	8	5	5	8	5

Psychic's Attack: 3. Increase AT with Psychic Powers.
Mental Sense

Three rolls.

D10	Power
1	Telekinesis: 12. vs AG. Ranged. ^ Damage Physical. Knockback. ^ Physical Trap. Forced Move (Choice). ^ Has BD and can grab objects.
2	Telekinetic Shield. 10. Armour (Solid, Physical).
3	Mind Blast. 8. Ranged. vs IN. Damage Psychic.
4	Mind Control: 12. Ranged. vs IN. Mind Control resist IN.
5	Clairvoyance: Mental Sense Range is x 10 km.
6	Mind Trap. 12. Ranged. Psychic Trap.
7	Mind Shock: 12. Ranged. Psychic Will Drain.
8	Telepathy: 6. Ranged. vs IN. Persistent resist CH. Result compared to CH. Any result allows voluntary communication. Result exceeding CH allows Read Surface Thoughts. Result exceeding CH +8 allows Mind Probe.
9-10	Telepathic Defence: 6. Evade (IN/Any).

Flyer

Type	BD	AG	IN	CH	AT	DF	AC	SE
Flyer	7	9	6	7	8	8	8	8

Flight: 14.

Two rolls.

D10	Power
1	Flight
2	Charger: 5. Armour (Solid caused by Move Through). Offsets AT penalty for move through. –Val AT vs opportunity attacks caused by move through.
3	Harness: 8. Armour (Solid). ½ Armour (Energy, Physical). Item.
4	Resistant Skin: 8. Armour (Energy, Physical). ½ Armour (Solid).
5	Thrown Weapon. Ranged. Items. Roll 1D6 1. 10. Damage Solid. 1/10 Bleed. Autofire.

D10	Power
	2. 10. Damage Solid. 1/10 Bleed. ½ Armour Reduction. 3. 10. Damage Physical. Actions Drain (Energy). 4. 10. Damage Energy (Electricity). Stunning 4. 5. 11. Damage Solid. 6. 11 Damage Physical.
6	Life Support.12. Roll 3 types on D6. 1. Low Pressure, Vacuum, Lack of Air. 2. High Pressure and Sonic. 3. Cold 4. Radiation 5. Heat 6. Electricity
7	Roll 1D6. 1. IR Vision 2. LI Vision 3. UV Vision 4. Radar Sense 5. Sonar 6. Ultra Hearing
8	Sonic Boom. 8. R1. Area Line. Damage Energy (Sonic). Ignores Armour. Drains Hearing, Ultra Hearing, Sonar. Ignores Drain Defence Must start min 5 squares from first target and use a move action to reach adjacent to the target's square. The line then begins with the user moving to the end. The line cannot go through another airborne character or a solid object. Remaining move can be used after the attack.
9	Flying Evade: 7. Evade (AT/Solid, Physical, Energy).
10	Flying Punch: 12. R1. Damage Solid. Must be flying.

Speeder

Type	BD	AG	IN	CH	AT	DF	AC	SE
Speeder	6	9	7	7	8	9	15	6

Speed Attack. 12. R1. Area Effect Line. Must move to end of line as part of attack. Solid. Running: 4. Adds to ground movement except for dodging. Where Val is significant it has AG added to Val.

Two rolls.

D8	Power
1	Sonic Snap. 8. R1. Damage Energy (Sonic). Ignores Armour.
2	Wall Run. Can run up or along any surface at any orientation (unless slippery like ice) for 1 turn at a time.
3	Dodge: 6. Evade (AT/Solid, Physical, Energy).
4	Improved follow up. Follow ups cost 1 less action (min 1). Can follow up a miss for 4 AC.
5	Ignore Solid Attacks: 12. Reduce Solid.
6	Ignore Physical Attacks: 12. Reduce Physical.
7	Running
8	Speed Attack

Weapon Master

Type	BD	AG	IN	CH	AT	DF	AC	SE
Weapon Master	8	7	6	6	7	7	7	7

Weapon Masters begin the game as Contenders with all the bonuses from achieving that grade.

Weapon Attack. 4: BD added to Val. Damage Solid. Item.
Roll for effects on the following table:

D8	Effects
1	Sword or Axe: R1. Bleed 1/5. ½ Reduce Armour. Metal.
2	Greatsword: R2. Bleed 1/5. ½ Reduce Armour. Metal. Two-Handed. +2 Actions to Follow Up.
3	Mace: R1. ½ Reduce Armour. Metal.
4	Bow: Ranged. Bleed 1/10. ¼ Reduce Armour. Metal. Two-Handed. +2 Actions to Follow Up.
5	Polearm: R2. Bleed 1/10. ¼ Reduce Armour. Metal. Two-Handed. Make opportunity attack against opponent moving to R2 to front.
6	Spear: R2. Bleed 1/10. Metal. Make opportunity attack against opponent moving to R2 to front.
7	Javelins: Ranged. Bleed 1/10.
8	Thrusting Sword: R1. Bleed 1/10. ¼ Reduce Armour. Metal. Make opportunity attack against opponent moving to R1 to front.

Two rolls.

D8	Power
1	Armour: 10. Armour (Solid, Physical). ½ Armour (Energy). Item. D6: On 1-3 Metal.
2	Flight. 8.
3	Weapon Attack: in addition to normal effects of rolling the same power twice if already have a bow or javelins have random other weapon, if already have other weapon have bow or javelins too.
4	Weapon Parry or Shield: 14. With 2H Weapon Parry (Solid Melee). With 1H Weapon Parry (Solid, Energy).
5	Special Weapons: 12. R as weapon. vs AG. When used weapon deals (roll D6): 1-2: Energy (Fire). ¼ Reduce Armour. 3: Energy (Electricity). Stun 4. 4: Energy (Cold). Solid Trap. 5-6: Physical. KD.
6	Stand Firm: 10. Resist Knockback, Knockdown or Forced Movement. Reduce Forced Move.
7	Military Training: 3. Movement except dodging. Escape. Pursuit. Recovery.
8	Stunning Blows: all attacks are Stun 4 unless already Stun 4 in which case they are Cascade.

Generalist

Type	BD	AG	IN	CH	AT	DF	AC	SE
Generalist	8	8	6	6	8	8	6	6

3 Rolls.

D100	Power
01-05	Teleport: 14. Extra Table (roll 3 times on D4). Can have one effect doubled or tripled as indicated. 1. Long Range: distance teleported Val x 100 km. (double x 1000 km, triple x 10 000 km etc.) 2. Dimensional (Double equals 4 possible dimensions, tripled is 8 etc.) . 3. ½ Area Effect (1-3) Sphere (4-6) Circle. (double is full area effect, triple is x2 etc.) 4. Persistent: gate effect. TC. Stays open linking two points. If not an area occupies 1 square. (double is x2 number persisting, triple is x3 etc.).
06-09	Phase: 8. Insubstantial (Solid, Physical, Energy).

D100	Power

10-13	Invisibility: 10. (Vision). Extra Table D6. Also applies against:
	    1-2. All Vision
	    3. All Hearing and Sonar.
	    4. Radar.
	    5. Mental
	    6. All other Unusual Senses e.g. Force Sonar, Electric Sense, Tremor Sense etc.

14-18	Absorption. 6. Roll D8 twice (also for Extra roll twice).
	    1. Solid to BD.
	    2. Energy to Power or if no other powers with Vals to EN.
	    3. Physical to AG.
	    4. Psychic to IN.
	    5. Solid to Armour (Solid).
	    6. Physical to Armour (Physical).
	    7. Energy to Armour (Energy).
	    8. Psychic to Armour (Psychic).

19-23	Sense. Roll D8 (also for Extra).
	    1. IR Vision
	    2. LI Vision
	    3. UV Vision
	    4. Ultra Hearing
	    5. Sonar
	    6. Radar
	    7. Blind Fighting
	    8. Improved Taste/Smell and Tracking Scent

24-26	Flight. 10.
27-28	Leaping: 10.
29-31	Tunnelling. 6.
32-36	Life Support.12. Roll 4 times on life support table in the Unusual Powers section.
37-38	Screen. 12. Armour (Energy), ½ Armour (Physical, Solid).
39-41	Armour: 12. Armour (Solid), ½ Armour (Physical, Energy). Item.
42-43	Special Defence. 12. Drain Defence (Energy, Psychic). Armour (Psychic). Increase ½ Val STAT resisting Persistent Magical or Psychic power.
44-45	Concealment. 8. Val Stealth (Vision, LI Vision, Hearing, Ultra-Hearing).
46-47	Power Leech. 12. R1. Power Drain (Energy). Absorb Drain Result to EN.
48-49	Power Destruction: 10. R1. Power Drain (Energy) all Powers.
50-52	Power Copy. 12. R1. vs CH. Drain Actions (Psychic). Target power copied up to Val. One target's powers at a time.
53-57	Regeneration: 6. Repair EN. + ½ Val Recovery.
58-62	Sharp: 3. R1. BD added to Val. Damage Solid. ½ Val Reduce Armour, 1/5 Bleed.
63-64	Healing. 5. R1. Repair EN.
65-66	Wall Crawl: 8. & Evade (AT/Solid, Physical, Energy).
67-68	Swinging. 12.

69-72	Trap: 12. Ranged. Roll D6 for type:
	    1-2. Solid
	    3. Physical
	    4. Psychic
	    5-6. Partial Solid

73-74	Darkness Control: 8.
	& Ranged. 3 x Area Effect Sphere. Reduce (Vision, LI Vision, UV Vision). Persistent Until Cancelled.
	& Invisibility (Vision, LI Vision, UV Vision).
	& Sense: Roll D3.
	    1. IR Vision
	    2. Blind Fighting
	    3. Ultra Hearing

75-78	Shimmer: 8. Evade (SE All Vision/ Direct Energy, Physical, Solid).

D100	Power
79-82	Reflection: 8. Evade (AT/Type). Roll D6 for type: 　　1-2.Solid 　　3-4.Energy 　　5.　Physical 　　6.　Psychic On a successful evade roll power is reflected at any target up to its range. It has its original Val but uses the AT of the reflecting character.
83-87	Parry: 16. Parry. Roll D6 for type: 　　1-2.Solid 　　3-4.Energy 　　5.　Physical 　　6.　Psychic
88-94	Ranged Attack: Ranged. Roll 1D for type: 　　1. 10. Damage Solid. 1/10 Bleed. Autofire. Item. 　　2. 10. Damage Solid. 1/10 Bleed. ½ Armour Reduction. Item. 　　3. 10. Damage Physical. Actions Drain (Energy). Item. 　　4. 10. Damage Energy (Electricity). Stunning 4. Item. 　　5. 12. Damage Solid. Item. 　　6. 12 Damage Physical. 　　7. 12. Damage Energy (Heat). 　　8. 12. Damage Energy (Radiation). 　　9. 12. Damage Energy (Cold). 　　10. 7. Damage Poison. Persistent Resist BD.
95-96	Wildcard Effect: At the start of each session roll a new power from this table which lasts for the whole session. If Wildcard Effect is rolled for the session roll 1D – odds is no power, evens is 2 rolls. Power has normal value.
97-00	Fear Defence: 7. Evade (CH/Any).

Animal

An animal character starts with the following STATs when in human form if s/he has a normal form.

Type	BD	AG	IN	CH	AT	DF	AC	SE
Animal	6	6	6	6	6	6	6	6

Skill: Hunter/Forester (skill only – no STAT bonus).

A character of this type has some of the characteristics of an animal. They are however of essentially human size though there is some degree of variation from the smallest about ½ human size to the largest about double height but considerably bulkier. Roll one extra disadvantage from the table below. The Animal Powers column indicates the number of rolls for animal powers that the character has.

D6	Disadvantage	Animal Powers
1	None. Character always has animal STATs and powers. Any powers which seem to require a physical effect are produced in a way that does not require physical changes e.g. part of the character's costume.	4
2	1 movement action required to transform in order to use powers and animal STATs. When transformed looks partially like animal. Bad reaction from others save 4-10.	5
3	1 movement action required to transform in order to use powers and animal STATs. When transformed looks like an animal and lacks any human characteristic.	5

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D6	Disadvantage	Animal Powers
4-5	Looks partially like animal. Character always has animal STATs and powers. Bad reaction from others save 4-10.	6
6	Is an animal and lacks most human characteristics (except speech). Character always has animal STATs and powers.	7

Roll once on the following table to determine animal type. Then take the number of power rolls from the table above. Some animals have a fixed power listed above their table – if so this counts as the first power. Unusually if the same power is rolled again whilst there are some powers which haven't been rolled then roll 1D. On a roll of 1-5 receive one of the missing powers at random instead of having a special effect or increased value.

D100	Powers and STATs
01-07	Bat: BD: 6, AG: 8, IN: 6, CH: 6, AT: 6, DF: 8, AC:8, SE: 8. D10 Flight: 8 1-2. Flight: 8. 3. Skin: 6. Armour (Solid, Physical) 4. Bite: 3. R1. Damage Solid. Bleed 1/5. BD is added to Val. 5. Sonar 6. Concealment: 7. Val Stealth (Vision, LI Vision, Hearing). 7. Wallcrawl: 6. 8. Bloodsucker: 12. R1. Drain EN. 9-10. Flying Evade: 7. Evade (AT/Solid, Physical, Energy).
08-15	Bear: BD 11, AG: 6, IN: 6, CH: 6, AT: 7, DF: 6, AC: 6, SE: 8. D6 1. Skin: 8: Armour (Solid, Physical). 2. Grapple: Grapple has no AT penalty. Val reduce target's BD. 3. Claws: 3. R1. Damage Solid. Bleed 1/5. BD is added to Val. If rolled again in addition to normal results of rolling a power twice can follow up as though 2 different attacks (Bite). 4. Improved Taste/Smell and Tracking Scent. 5. Climbing: 5. 6. Running: 3
16-17	Beetle or Cockroach: BD: 10, AG: 6, IN: 4, CH: 5, AT: 6, DF: 6, AC: 6, SE: 6. D6: 1. Flight: 6 2. Wallcrawling: 6 3. Carapace: 12. Armour (Solid, Physical, Energy) 4. Resist Radiation: 12. Life Support (Radiation) 5. Crush: 3. R1. Damage Solid. ¼ Reduce Armour. BD is added to Val. 6. UV Vision, Improved Taste/Smell and Tracking Scent
18-24	Bird. BD: 6, AG: 9, IN: 6, CH: 6, AT: 8, DF: 8, AC: 9, SE: 8. D8 1-2. Flight: 12. 3. Skin: 6. Armour (Solid, Physical) 4. Claws: 3. R1. Damage Solid. Bleed 1/5. BD is added to Val. If rolled again in addition to normal results of rolling a power twice can follow up as though 2 different attacks (Beak). 5. Enhanced Vision: 6. Val added to SE for Vision. 6. Strike from Above: 4. Val added to melee damage if fly at least 6 into contact from above. 7-8. Flying Evade: 7. Evade (AT/Solid, Physical, Energy).

D100	Powers and STATs
25-28	Bull or Bison: BD 11, AG: 6, IN: 5, CH: 6, AT: 7, DF: 6, AC: 6, SE: 6. D6. 1. Skin: 8. Armour (Solid, Physical) 2. Horns: 3. R1. Damage Solid. Bleed 1/5. Can be used in move through. 3. Improved Taste/Smell. 4. Charge: 3. Adds to movement if moving to contact with opponent. Offsets AT penalty for Move. –Val AT vs opportunity attacks caused by move through. 5. Unstoppable: 6. Adds to resistance to any trap or forced movement power. Reduce Movement Drain. +Val Resist KB. 2 x Val Reduce Forced Move. 6. Running: 4.
29-31	Wolverine or Weasel: BD 6, AG: 9, IN: 6, CH: 6, AT: 8, DF: 8, AC: 8, SE: 8, D8. 1. Leaping: 8. 2. Skin: 6. Armour (Solid, Physical). 3. Sneak and Hide: 8. Stealth (Vision, LI Vision, Hearing). 4. Escape: 5. 5. Berserker: 5. Val BD for all purposes. Cannot flee or escape. Must close with an enemy or attack each turn. Requires and XD roll of 10+ to deactivate. 6. Claws: 3. R1. Damage Solid. Bleed 1/5. BD is added to Val. If rolled again in addition to normal results of rolling a power twice can follow up as though 2 different attacks (Bite). 7. LI Vision, Improved Taste/Smell and Tracking Scent. 8. Dodge: 7. Evade (AT/Melee Solid),
32-34	Frog or Toad: BD 7, AG: 8, IN: 6, CH: 5, AT: 7, DF: 7, AC: 8, SE: 6. D6. 1. Leaping: 12. 2. Skin: 6, Armour (Solid, Physical) 3. Camouflage and Quiet: 7. Stealth (Vision, LI Vision, Hearing). 4. Poison Skin: 8. Damage Shield (Poison). Persistent resist BD. 5. Swimming: 6. 6. Sticky Tongue: 5. R4. BD is added to Val. As grapple with no AT penalty.
35	Butterfly or Moth: BD 6, AG: 8, IN: 6, CH: 8, AT: 6, DF: 8, AC: 8, SE: 8. Flight: 8 D6. 1. Flight. 2. Carapace: 6. Armour (Solid, Physical, Energy) 3. Wallcrawling: 6 4. UV Vision, Improved Taste Smell, Tracking Scent 5-6. Flying Evade: 7. Evade (AT/Solid, Physical, Energy).
36-40	Cat: BD 6, AG: 10, IN: 7, CH: 8, AT: 9, DF: 9, AC: 9, SE: 8. D8. 1. Leaping: 10. 2. Skin: 6. Armour (Solid, Physical) 3. Sneak and Hide: 8. Stealth (Vision, LI Vision, Hearing). 4. Escape: 8. 5-6. Claws: 3. R1. Damage Solid. Bleed 1/5. BD is added to Val. If rolled again in addition to normal results of rolling a power twice can follow up as though 2 different attacks (Bite). 7. LI Vision. 8. Slip Aside: 8. Evade(AT/Solid, Physical, Energy).

D100	Powers and STATs
41-43	Crocodile or Alligator: BD 10, AG: 6, IN: 6, CH: 6, AT: 7, DF: 6, AC: 6, SE: 6. Swimming: 8. D6. 1. Swimming: 8 2. Scales: 10. Armour (Solid, Physical). ½ Armour (Energy). 3-4. Grip: 3. R1 as Grapple with no attack penalty. BD is added to Val. Crush has reduce Armour ½ Val Bleed 1/10. Improved Taste/Small and Tracking Scent. 5-6. Ambush: 3. starts combat off-board if wished and appears on first action in any suitable hiding place (even in the street – striking from a utility hatch for example). Add val to AT from hiding. In combat if get out of line of sight of all opponents can leave table again to reappear in the same way.
44-49	Dog or Wolf: BD 8, AG: 7, IN: 6, CH: 6, AT: 7, DF: 7, AC: 7, SE: 7. D6. 1. Skin: 6. Armour (Solid, Physical) 2-3. Bite: 4. R1. Damage Solid. Bleed 1/5. BD is added to Val. 4. Improved Taste/Smell and Tracking Scent. 5. Running: 3. 6. Recovery: 2.
50-52	Elephant or Rhino: BD 13, AG: 5, IN: 6, CH: 6, AT: 6, DF: 5, AC: 6, SE: 6. D6. 1. Hide: 10. Armour (Solid, Physical). ½ Armour Energy. 2. Horns or Tusks: 3. R1. Damage Solid. Bleed 1/5. Can be used in move through. 3. Improved Taste/Smell. 4. Charge: 3. Adds to movement if moving to contact with opponent. Offsets AT penalty for Move. –Val AT vs opportunity attacks caused by move through. 5. Unstoppable: 6. Adds to resistance to any trap or forced movement power. Reduce Movement Drain. +Val Resist KB. 2 x Val Reduce Forced Move. 6. Running: 3.
53-55	Fly: BD 6, AG: 8, IN: 6, CH: 5, AT: 6, DF: 8, AC: 8, SE: 6. Flight 10. D8. 1. Flight. 2. Wallcrawling: 8 3. Carapace: 8. Armour (Solid, Physical, Energy) 4-5. Spit: 10. R3. Physical Damage. Persistent Resist AG. 6. UV Vision, Improved Taste/Small. Tracking Scent 7-8. Flying Evade: 7. Evade (AT/Solid, Physical, Energy).
56-60	Fox or Jackal: BD 7, AG: 8, IN: 8, CH: 8, AT: 8, DF: 8, AC: 8, SE: 8. D6 1. Skin: 6. Armour (Solid, Physical) 2. Sneak and Hide: 7. Stealth (Vision, LI Vision, Hearing). 3. Escape: 8. 4. Bite: 3. R1. Damage Solid. Bleed 1/5. BD is added to Val. 5. LI Vision, Improved Taste/Small. Tracking Scent 6. Slip Aside: 7. Evade(AT/Solid, Physical, Energy). 7-8. Stratagems 8: roll an extra XD Val times per day.
61-66	Large Cat: BD 10, AG: 8, IN: 7, CH: 8, AT: 9, DF: 7, AC: 9, SE: 8. D6 1. Leaping: 8. 2. Skin: 6. Armour (Solid, Physical) 3. Sneak and Hide: 7. Stealth (Vision, LI Vision, Hearing). 4-5. Claws: 3. R1. Damage Solid. Bleed 1/5. BD is added to Val. If rolled again in addition to normal results of rolling a power twice can follow up as though 2 different attacks (Bite). 6. LI Vision.

D100	Powers and STATs
67-71	Monkey or Ape: BD 8, AG: 9, IN: 8, CH: 8, AT: 8, DF: 8, AC: 8, SE: 8. Climbing: 8. D6 1-2. Leaping: 10. 3. Climbing. 4. Skin: 6. Armour (Solid, Physical). 5. Jump Around: 7. Evade (AT/Solid, Physical, Energy). 6. Club: 3. R1. Damage Solid. BD is added to Val. Reduce Armour ¼ Val.
72-75	Mouse or Rat: BD 6, AG: 9, IN: 7, CH: 6, AT: 7, DF: 8, AC: 8, SE: 6. D8 1. Leaping: 6 2. Skin: 6. Armour (Solid, Physical) 3. Sneak and Hide: 8. Stealth (Vision, LI Vision, Hearing). 4. Escape: 8. 5. Climbing: 8 6. Bite: 3. R1. Damage Solid. Bleed 1/5. BD is added to Val. 7. LI Vision, Improved Taste/Small. Tracking Scent 8. Slip Aside: 8. Evade(AT/Solid, Physical, Energy).
76-77	Octopus or Squid: BD: 10, AG: 8, IN: 6, CH: 6, AT: 8, DF: 7, AC: 7, SE: 6. Swimming: 8. D6 1. Swimming. 2. Skin: 6. Armour (Solid, Physical) 3-4. Tentacles: 6: R3. Grapple with no At penalty. BD is added to Val. Can make up to 4 grabs as one attack action. Each grab has ¼ Val or Grabs can be combined i.e. 2 Grabs has ½ Val. 5. Beak: 3. R1. Damage Solid. Bleed 1/5. BD is added to Val. 6. Survive Underwater: 8. Life Support (Cold, High Pressure, Lack of Air)
78-82	Poisonous Snake: BD: 6, AG: 8, IN: 6, CH: 6, AT: 8, DF: 8, AC: 8, SE: 6. Poison Bite: 8. R1. Damage Poison. Persistent Resist BD. D6. 1. Scales: 8. Armour (Solid, Physical). ½ Armour Energy. 2. Poison Bite. 3. Improved Taste/Small and Tracking Scent 4-5. Weave: 7. Evade(AT/Solid, Physical, Energy). 6. Hypnotise: 10. R5. vs IN. Mental Trap.
83-84	Predatory Dinosaur: BD 10, AG: 8, IN: 6, CH: 6, AT: 8, DF: 7, AC: 8, SE: 6. D6 1. Leaping: 8. 2. Scales: 8. Armour (Solid, Physical) ½ Armour (Energy). 3-4. Claws: 3. R1. Damage Solid. Bleed 1/5. BD is added to Val. If rolled again in addition to normal results of rolling a power twice can follow up as though 2 different attacks (Bite). 5. Improved Taste/Smell and Tracking Scent. 6. Intimidate: 10. R8. vs CH. Drain EN.
85-87	Python: BD: 10, AG: 6, IN: 6, CH: 6, AT: 8, DF: 6, AC: 8, SE: 6. Grip: 3. R2 as Grapple with no attack penalty. BD is added to Val. Crush has reduce Armour ½ Val. D6 1-2. Scales: 10. Armour (Solid, Physical), ½ Armour (Energy) 3. Grip. 4. Improved Taste/Smell and Tracking Scent. 5. Ambush: 3. starts combat off-board if wished and appears on first action in any suitable hiding place (even in the street – striking from a utility hatch for example). Add val to AT from hiding. In combat if get out of line of sight of all opponents can leave table again to reappear in the same way. 6. Climbing: 6. and Swimming: 6.

D100	Powers and STATs
88-89	Scorpion: BD: 9, AG: 7, IN: 4, CH: 5, AT: 8, DF: 6, AC: 8, SE: 6. Sting: 7. R1. Poison Damage. Persistent resist BD. D8: 1. Sting. 2. Climbing 6 3-4. Carapace: 10. Armour (Solid, Physical, Energy) 5. Resist Radiation: 8. Life Support (Radiation) 6-7. Grip: 3. R2 as Grapple with no attack penalty. BD is added to Val. 8. UV Vision, Improved Taste/Smell and Tracking Scent
90-94	Spider: BD 8, AG: 8, IN: 6, CH: 6, AT: 8, DF: 7, AC: 8, SE: 6. Spiderclimb: 7. Wallcrawling. Evade (AT/Solid, Physical, Energy). D8 1. Swinging: 12 2. Wallcrawling. 3. Leaping: 10 4. Carapace: 9. Armour (Solid, Physical, Energy) 5-6. Web: 12. Ranged. Solid Trap – can be partial. 7. Poison Bite: 6. R1. Damage Poison. Persistent Resist BD. 8. UV Vision
95	Turtle: BD: 9, AG: 5, IN: 6, CH: 6, AT: 6, DF: 6, AC: 6, SE: 6. Shell: 16. Armour (Solid, Physical). ½ Armour (Energy). D6 1-2. Swimming: 6 3. Shell. 4. Beak: 3. R1. BD is added to Val. As grapple with no AT penalty. Once grappled can only crush with ½ Val reduce armour. 5. Survive Underwater: 10. Life Support (Cold, High Pressure, Lack of Air – up to 20 mins) 6. Defensive Stance: 18. Parry(Solid, Physical, Energy). Whilst power is active can't move.
96-00	Wasp or Hornet: BD: 7, AG: 8, IN: 6, CH: 6, AT: 8, DF: 7, AC: 8, SE: 6. Sting: 7. R1. Damage Poison. Persistent Resist BD. D6 1. Flight: 10. 2. Wallcrawling: 8 3. Carapace: 9. Armour (Solid, Physical, Energy) 4. Sting: 7. 5. Flying Evade: 7. Evade (AT/Solid, Physical, Energy). 6. UV Vision, Improved Taste/Smell

Magician

Type	BD	AG	IN	CH	AT	DF	AC	SE
Magician	6	6	8	7	6	6	6	6

Enchanted Vitality: 4. 3 x val EN.
Skill: Magician (skill only – bonuses already included).

Where powers have an internal table roll on this once more if the power is rolled again in addition to the normal effects of rolling a power twice.

3 Rolls.

D10	Power
1	Magical Blast. 10. Roll D8 for 2 sets of effects. When power is activated choose one of available sets of effects: 1. Ranged. Damage Energy (Fire). Persistent Resist AG. ¼ Reduce Armour. 2. Ranged. Area Effect Explosion. Damage Energy (Fire). ¼ Reduce Armour. 3. R1. Area Effect Cone. Damage Energy (Fire). ¼ Reduce Armour. 4. Ranged. Damage Energy (Electricity). Ignores Metal Armour. Stunning 4. 5. R1. 2 x Area Effect Cone. ½ Damage Physical. Knockdown. 6. Ranged. Physical. Cascade. 7. Ranged. ½ Damage Energy (Cold). Persistent. Solid Trap. 8. Ranged. Area Effect Sphere. Damage Energy (Cold).
2	Teleport Spell: 14. Roll D4 for 3 sets of effects. Can have one effect doubled or tripled as indicated. Effects can be combined. 1. Long Range: distance teleported Val x 100 km. (double x 1000 km, triple x 10 000 km etc.) 2. Dimensional (Double equals 4 possible dimensions, tripled is 8 etc.) . 3. ½ Area Effect (1-3) Sphere (4-6) Circle. (double is full area effect, triple is x2 etc.) 4. Persistent: gate effect. TC. Stays open linking two points. If not an area occupies 1 square. (double is x2 number persisting, triple is x3 etc.).
3	Flight Spell. 10.
4	Magic Weapon. 12. R1. Roll D6 for 2 sets of effects. When power is activated choose one of available sets of effects: 1. Damage Solid. ½ Reduce Armour. 1/5 Bleed. 2. Damage Solid. ½ Reduce Armour. 3. Damage Energy (Electricity). Ignores Metal Armour. Stunning 4. 4. Damage Energy (Fire). Persistent Resist AG. ¼ Reduce Armour. 5. ½ Damage Energy (Cold). Persistent. Solid Trap. 6. vs DF. Damage Psychic.
5	Magical Armour. 8. Armour (Solid, Physical, Energy, Psychic, Poison). Drain Defence (Energy, Psychic). Reduce vs Transform and Mind Control.
6	Transform. 12. Ranged Transform.
7	Mental Illusions: 12. Ranged. Area Effect Sphere. Persistent Until Cancelled. Mental Trap. Resist IN. & 7: Evade (IN/Any). & 8: Escape.
8	Magical Drain. 12. Ranged. Magical vs CH. Roll D6 for 2 sets of effects. If the same effect is rolled twice add Area Effect Sphere and if three times add Persistent. When power is activated choose one of available sets 1. EN Drain. 2. Power Drain. 3. BD Drain. 4. Movement Drain. 5. CH Drain. 6. AC Drain.
9	Illusion. 8. & Ranged. Change Appearance. Automatically defeated by touch. & Evade (SE (All Vision)/Any). Must be activated in an action to operate and then operates until it fails when it must be reactivated. & Barrier: Area Effect Line. Ranged. A roll on IN or SE exceeding result is required to cross it. Persistent Until Cancelled.
10	Magical Sense

Power Suit

Power Suits can either be technological, mystical or a combination of the two. The power suit in this case is assumed to be a one-off which doesn't change much in play. A character who

builds his/her own suit and often modifies it would be a technician. A power-suit can be assumed to use advanced technology.

Type	BD	AG	IN	CH	AT	DF	AC	SE
Power Suit	6	6	6	6	6	6	6	6

5 Rolls.

D10	Power
1	Power Suit Strength: 6. Increase BD. Provides Power-Suit EN at Val x 3 which takes hits before the character's actual EN. Item.
2-3	Power Suit Armour: 12. Armour (Solid, Energy), ½ Armour (Physical). Item. Roll 1D. On 1-6 Metal.
4	Power Suit Speed: 2. Increase AG and AC. Item.
5	Power Suit Targeting: 2 Increase AT. Item.
6	Power Suit Movement: Roll D8 for type: 1-4: Flight: 9 5-6: Leaping: 10 7: Wallcrawling: 6 8: Tunnelling: 6
7	Ranged Attack. 12. Item. Roll 1D for 2 types. 1. Ranged. Damage Solid. ½ Armour Reduction. Metal. 2. Ranged. Damage Solid. Autofire. Metal. 3. Ranged. Damage Energy (Heat). Autofire. 4. R1. Area Effect Line. Damage Energy (Heat). ¼ Armour Reduction. 5. Ranged. Damage (Radiation). ½ Armour Reduction. 6. R1. Area Effect Cone. Energy (Heat). ¼ Armour Reduction. 7. Ranged. Area Effect Explosion. Damage Solid. ½ Armour Reduction. Metal. 8. Ranged. Area Effect Sphere. ½ Damage Poison. Persistent. 9. Ranged. Area Effect Sphere. Drains Sense (All Vision). Persistent. 10. Ranged. Damage Energy (Heat). Persistent Resist AG.
8	Sense: 2. Increase SE. Item. Roll 1D3 for type: 1. IR Vision 2. LI Vision 3. Radar
9	Sealed Environment.12. Item. Life Support (Low Pressure, Vacuum, Lack of Air, Poison, High Pressure, Sonic, Heat, Cold, Radiation)
10	Repair System. 6. Repair Power Suit EN. +½ Recovery. Provides Power Suit EN at Val x 3. Item.

Technician

Type	BD	AG	IN	CH	AT	DF	AC	SE
Technician	6	6	8	6	6	6	6	6

Skill: Technician (skill only – bonuses already included).

A Technician's powers fall into several broad classes. Roll 1D to see how many classes:

Roll	Class Rolls
1-4	1
5-7	2
8-9	3
10	4

A Technician has 4 powers split equally between the number of classes s/he has with spare powers going to the classes roll first. Gadget Array and Vehicle Collection can only have 1 power so if it is rolled as the only class then roll an additional class.

D6	Class
1	Automata: Use the Automata table.
2	Flexible Technology:
3	Item Construction
4	Gadget Array*
5	Vehicle Collection*
6	Machine Control

Automata

Automata indicates that the character controls a number of small electro/mechanical devices that operate independently from him/her. Each power represents one swarm of these devices which take up a volume of 1 x 1 x 1 cubes. The abilities of these Automata are calculated for the whole swarm. Swarms have EN like a character and the same XD as their controller. They do not return to play if taken to 0 EN – they need to be repaired by their owner. Automata take only half damage from direct attacks.

Type	BD	AG	AT	DF	AC	SE
Automata Swarm	6	8	6	8	6	6

Make 2 rolls on the following table for each swarm:

D6	Result
1	+2 BD
2	+2 AG
3	+1 AT
4	+1 DF
5	+2 AC
6	+2 SE

Each swarm has 2 powers. If the same power is rolled twice roll again on the internal table (if any) as well as normal effects:

D8	Power
1	Grapple: 6. R1. Acts as a grapple with no AT penalty.
2	Contact Attack: 12. R1. Roll for random type: 1. Damage Energy (Electricity). Stun 4. 2. Damage Solid. Reduce Armour ½ Val. Bleeds 1/5. Metal. 3. Damage Solid. Reduce Armour ½ Val. Metal. 4. Damage Solid. KB. 5. Damage Physical. Reduce Armour ½ Val. 6. Energy Drain (EN).

D8	Power
3	Ranged Attack. 10. Item. Roll 1D for type. 1. Ranged. Damage Solid. ½ Armour Reduction. Metal. 2. Ranged. Damage Solid. Autofire. Metal. 3. Ranged. Damage Energy (Heat). Autofire. 4. R1. Area Effect Line. Damage Energy (Heat). ¼ Armour Reduction. 5. Ranged. Damage (Radiation). ½ Armour Reduction. 6. R1. Area Effect Cone. Energy (Heat). ¼ Armour Reduction. 7. Ranged. Area Effect Explosion. Damage Solid. ½ Armour Reduction. Metal. 8. Ranged. Area Effect Sphere. ½ Damage Poison. Persistent. 9. Ranged. Area Effect Sphere. Drains Sense (All Vision). Persistent. 10. Ranged. Damage Energy (Heat). Persistent Resist AG.
4	Force Field: 10. Armour (Energy, Physical), ½ Armour (Solid).
5	Flight: 10.
6	Dodge: 7. Evade (AT/Direct Solid, Physical, Energy).
7	Senses: Roll 1D3 for random type: 1. IR 2. LI 3. Radar
8	Regeneration: 6. Val Repair EN.

Flexible Technology

A character with this power has the ability to create technological devices extremely quickly but has a limited amount of power/equipment to do so. To shift a power to another form takes 1 turn.

A flexible technology power has a value which depends on the number of such powers:
1st and 5th or more 11.
2nd: 9
3rd: 8
4th: 6

Each flexible technology power can act as any of the following. A move and attack action allows the power to be shifted to another set of effects. Then effects have a range of possible values. No matter what the value of the Flexible Technology power used for them they never have values outside this range e.g. if a 6 point Flexible technology power was used with a set of effects with a minimum of 8 then its value would be 8. If the range is ? then there is no limit:

- 8-?: Ranged. Damage Solid. ½ Armour Reduction. Bleed 1/10. Metal.
- 8-?: Ranged. Damage Solid. Autofire. Bleed 1/10. Metal.
- 8-?: Ranged. Damage Energy (Heat). Autofire.
- 8-?: R1. Area Effect Line. Damage Energy (Heat). ¼ Armour Reduction.
- 8-?: Ranged. Damage (Radiation). ½ Armour Reduction.
- 8-?: R1. Area Effect Cone. Energy (Heat). ¼ Armour Reduction.
- 8-?: Ranged. Area Effect Explosion. Damage Solid. ½ Armour Reduction. Metal.
- 8-?: Ranged. Area Effect Explosion. Damage Solid.
- 8-?: Ranged. Area Effect Sphere. ½ Damage Poison. Persistent.
- 8-?: Ranged. Area Effect Sphere. Drains Sense (All Vision). Persistent.
- 8-?: Ranged. Damage Energy (Heat). Persistent Resist AG.
- ?-?: Ranged. Energy Drain. Endurance, Power, Strength, Movement or Sense.
- ?-?: Ranged. Solid Trap – can be partial.
- ?-?: Body Armour or Force Field. Full Val in 2 types and ½ Val in a third from Solid, Energy and Physical.
- ?-10: Chameleon: Stealth (Vision, LI Vision, Radar).

- ?-?:Drain Defence (Energy).
- ?-?:Mental Shield: Armour (Psychic). Drain Defence (Psychic). Reduce Telepathy and Mind Control.
- 8-?: Flight.
- 8-?: Teleport:.
- Sense: 1 type per 5 Val or part thereof. (IR Vision, LI Vision, Radar)

Item Construction

A character with Item Construction can create High-Tech items. S/he has labs and workshops in a base where the construction takes place. This counts as gaining the Base advantage. Each Item Construction power allows the character to produce High-Tech equipment of 2 types:

D10	Type
1	Weapons
2	Medical Equipment
3	Life Support Systems.
4	Armour
5	Ground Vehicles
6	Air Ships
7	Computers and Communications
8	Aeroplanes
9	Security Systems
10	Detection Devices

The character's base will be kitted out with the equipment s/he can build, she may wear the armour and use the weapons and use any vehicles. If s/he has any agents they can also be equipped in the same way.

Gadget Array

A gadget array gives the character the following powers:

Escape: 8
Pursuit: 8
Recovery: 3
Flight: 10
Swinging: 10
Trap: 10. Ranged. Solid Trap – can be partial.
Psychic Shield: 5. Armour (Psychic).
Drain Shield: 5. Drain Defence.

And one roll of D6:

D6	Power
1-3	Force Field: 8. Armour (Energy, Physical). ½ Armour (Solid).
4-6	Body Armour: 8. Armour (Solid, Physical). ½ Armour (Energy).

Vehicle Collection

This is the same as gaining the Vehicle advantage except that the character has D6+2 vehicles of different types available. The character will also have the Base advantage.

Machine Control

Machine Control: 12. Ranged. Persistent TC. The character can take control of any machine causing it to operate at his/her command. Against items used or worn by other characters this

counts as a Mind Control which only effects the individual item and the powers it produces. The power does not allow a machine to take actions that it is incapable of (such as a none moving machine moving).

Super Agent

Type	BD	AG	IN	CH	AT	DF	AC	SE
Super Agent	7	8	7	7	8	8	8	8

Super Agents begin the game as Contenders with all the bonuses from achieving that grade.

Agent Attack: 1. When making attack rolls only roll val extra XD.

4 Power Rolls.

D12	Power
1	Blade: 10: R1. Damage Solid. ½ Armour Reduction. Bleed 1/5. Item.
2	Gun: 10. Ranged. ½ Armour Reduction. Bleed 1/10. Autofire. Solid. Item.
3	Martial Throw: 10. R1 vs AG. Damage Solid. Knockdown.
4	Martial Strike: 12. R1. Damage Solid.
5	Body Armour: 8. Armour (Solid, Energy), ½ Armour (Physical). Item.
6	Block and Parry: 15. Parry (Solid Melee).
7	Dodge and Roll: 8. Evade (AT/Ranged Solid, Physical, Energy).
8	Entangle: 10. Ranged. Partial Solid Trap. Item.
9	Night Scope: Senses (IR Vision and LI Vision). Item.
10	Grenades: 10. Ranged. –3 to hit against flying target. All types available. Item. • Explosive: Area Effect Explosion. Damage Solid. Metal. ½ Armour Reduction. • Fletchette: 2 x Area Effect Explosion. Damage Solid. • Nerve Gas: Area Effect Sphere. Damage Poison. Persistent. ½ Damage. • CS Gas: Area Effect Sphere. Drain (All Vision). Persistent. • Incendiary: Area Effect Explosion. Damage Energy (Fire). ¼ Armour Null. Persistent (3 turns).
11	Incendiary: 10. R1. Area Effect Cone. ¼ Armour Null. Persistent (3 turns). Energy (Fire). Item.
12	Gadgets: 3. Pursuit, Evade, Recovery.

Body Change

Type	BD	AG	IN	CH	AT	DF	AC	SE
Body Change	8	8	6	6	7	7	7	6

1 Roll.

D8	Power
1	Growth: 8. Become a giant Val x Bigger than original size. +Val BD for all purposes except EN. Val Armour (Solid, Physical, Energy, Poison). 3 x Val Reduce Forced Move. Val KB Resist. ½ Val Running. Reduce own AG and DF by 3.
2	Shrinking: 8. Shrink to 1/(2xVal) of full size. & BD x 1/Val for all but EN. Evade (AT/Direct Solid, Physical, Energy). Stealth (All but Mental or Magical). If at full size activate to escape partial traps. If small de-activate to have +Val to escape any solid or physical trap. Gain Advantage: Extra Power.
3	Stretching. 7. Adds Val to range of Melee attacks. Evade (AT/Solid, Physical, Energy). No AT penalty or opportunity attack for grapples. + ½ Val BD.for grapples. Val resist partial traps. Can stretch Val squares to climb and pull self up for example. Val resist knockback. +½ Val to melee damage.
4	Density Increase. 12. Armour (Solid, Energy, Physical, Poison). ½ Val BD for all purposes except EN. 2 x Val Reduce Forced Move. Resist knockback.
5	Fragmentation. 12. Reduce Solid Attacks. ½ Reduce Physical and Energy Attacks.

	Resist Knockback. Can use BD to make Physical attacks. Adds ¼ Val range to melee attacks. Can stretch ¼ Val squares to climb and pull self up for example. Can pass through any gap big enough to take a grain of sand.
6	Chameleon. 10. Change Appearance. ½ Escape.
7	Duplication: 2. When activated creates an exact duplicate of the user including all STATs and Powers (at current value if drained), current EN and other characteristics. The total number of duplicates of a character in existence on any day cannot exceed Val + XD (roll each day when power first activated). Once duplicates are in play there is no distinction between an original and duplicates. Duplicates can merge into a single individual at R1 averaging current values and EN. If a duplicate is taken out of combat all duplicates take Max EN/Number of duplicates in play (including the one just taken out) EN Drain. If any duplicates are still in play no recovery is possible and any duplicate taken out is removed (but can be recreated using this power).
8	Body Moulding: 8. + ¼ Val AT. + ¼ Val BD. 2 x Val Knockback resistance. 2 x Val Reduce Forced Move. 2 x Val Parry (Solid). Armour (Energy, Physical, Solid). Attacks using BD can be: ^ 1/5 Bleed. +3 damage. ^ R2. 1/10 Bleed. ^ ½ Reduce Armour. ^ R8. 1/10 Bleed. No opportunity attacks. To shift attack type takes 1 action.

Lucky

Type	BD	AG	IN	CH	AT	DF	AC	SE
Lucky	7	7	7	7	7	7	7	7

Luck: 1. Roll val more XD in all circumstances. Can 'push' luck re-rolling any XD but if the re-roll is a 1 then the Luck power stops working for 3 turns.

1 Roll.

D6	Power
1	Thrown Weapon. Ranged. Items. Roll 1D6 1. 9. Damage Solid. 1/10 Bleed. Autofire. 2. 9. Damage Solid. 1/10 Bleed. ½ Armour Reduction. 3. 9. Damage Physical. Actions Drain (Energy). 4. 9. Damage Energy (Electricity). Stunning 4. 5. 11. Damage Solid. 6. 11 Damage Physical.
2	HTH Attack. 12. R1. Damage Solid.
3	Lucky Move. 12. Teleport.
4	Coincidence: Doesn't require an action – used as a response to an opponet's attack hitting or own attack hitting an opponent opponent's successful parry or evade. Roll 2D6. On any double or a total of 7 ignore the attack or defence.
5	Unusual Disaster. 14. Ranged. Roll D6 each time used: 1. vs Agility. Damage Solid. Knockdown. 2. Partial Solid Trap 3. Mental Trap. 4. Damage Physical 5. vs AG. Forced Move (Random). 6. vs IN. CH Drain.
6	Unluck Field. 5. 3 x Area Effect Sphere. Val Penalty to all actions. Personal Immunity.

Changeling

This class is not included on the table – a campaign should have at most 1 or 2 of these.

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Type	BD	AG	IN	CH	AT	DF	AC	SE
Changeling	6	6	6	6	7	7	6	6

Roll 6 different character types – including Class for Energy Blaster. At any time the Changeling can have 3 active powers at standard Val-1 from any of those available to those character types. It takes 1 turn (2 actions) to shift to a different set of powers. Technician, Super Agent and Martial Artist may not be one of the classes. Choosing a power from Body Change counts as 3 powers.

Advantages

Each character has 1 advantage roll on D100.

Roll	Advantage	Effects
01-02	Base	The character has a personal base worth 12 base points (add another 12 each time this advantage is gained).
03-05	Rich	The character's resources go up 3 levels.
06	Contact	The character has a useful contact who can often be relied on for help and information. The contact can be used once each episode to provide the character with any one of the following: • Information. A vulnerability or susceptibility of an enemy or if none a +2 bonus to hit that enemy. • Rescue. A +4 to an escape roll. • A tip off regarding the location of the enemy or their plans.
07-08	Initiative	The character has +1D6+4 AC.
09-10	Tough	The character is hard to stun. Add 10 to the damage needed to loose 1 AT.
11-20	Special Effect	The character has a random special effect rolled randomly from the Unusual Powers section with a random power.
21-22	Sidekick	The character has a loyal sidekick. The sidekick is rolled up as a normal character but except at Novice grade is always a grade worse than the character and can never become a Mega Character.
23-31	Extra Power	The character has an unusual power. Roll randomly for the character type the power comes from then roll 1D. On a roll of 1-3 the power is the standard for that type (if any) otherwise roll randomly. If an effect is rolled that applies to another power that the character does not have apply it to the most suitable available power (e.g. the drain from energy blaster would be added to the character's main attack). If an Animal power is rolled then roll for disadvantage but any transformation applies only to the body part that would grant the specific power. The automatic bad reaction no longer applies.
32-33	Backing	A clan, family or organisation can be relied upon to support the character the best of their ability. They are loyal to the character. Backing gives the character +6 CH for determining leadership and making soliloquies, raises the character's resources by a level and gives +4 to escape rolls.
35-35	Intelligent	The character has +1D+4 IN and has an extra skill. The character has the usual bonuses for the skill. Roll 1D: 　　　1-2: Academic 　　　3-4: Scientist 　　　5: Medic 　　　6: Business and Finance 　　　7-8: Computers 　　　9-10: Technician
36-47	Vehicle	The character has a useful high-tech vehicle which can be used to move quickly and easily from location to location. The character counts as skilled in piloting or driving this vehicle. Gives a +6 bonus to escape and pursuit rolls.
48-49	Hidden Reserves	The character has +3 Recovery and re-enters with full EN.
50	Ambidexterity	The character is at no penalty with his/her off hand. +2 AT.

Roll	Advantage	Effects
51-54	Immunity	The character is immune to (1D): 1-3. Poison and Disease. 4. Electricity and Heat. 5-6. Heat and Cold. 7-8. Radiation and Entropy. 9-10. Sonic and Physical.
55	Lightning Calculator	+1D6+2 IN, +2 AT with ranged attacks.
56-57	Escape Effect	The character has always got a cunning way of escaping. S/he adds IN to chance of escaping combat and has +8 to resist any trap.
58-59	Speed Reading and Photographic Memory	The character reads quickly and can quickly scan and assimilate information. It takes the character quarter as long as usual to read reports and files and the character can gain a summary of the contents of a document in a few minutes. The character has perfect recall of events, conversations and locations. S/he has a lot of general knowledge. +1D6 IN and the character has an extra 2 skills.
60-63	Resist Damage	The character gains the power: Resist Damage: 5. Val Armour against all damage types (Solid, Physical, Energy, Poison, Psychic).
64-65	Night Vision	Character's has Sense (LI-Vision).
66-67	Light Sleeper	Character wakes up very quickly and is alert. Only takes 1 move action to wake. Character also requires little sleep. +4 AC.
68-70	Social Status	Character has a respected position in society which encourages people to believe and trust him/her. +1D6+4 CH. +1 Resource Level.
71-74	Fast Turns	No turn cost and no action cost to stand up.
75	Quick	1D6+4. This is added to all types of movement.
76-77	Callous	The character is hardened to circumstances, difficult to shock and has no qualms about killing, deserting friends, back stabbing or leaving the weak and innocent to die. The character is not obviously evil and can behave as well as anyone but is capable of acting as necessary. In combat the character may drop deliberately to 0 EN to represent fleeing but then automatically escapes as long as the battle continues for 1 more complete turn.
78-79	Relentless	The character never has to roll to re-enter combat.
80-81	Hardened Armour	The character gains the power Hardened Armour: 6. Armour (Solid, Physical, Energy). No armour can be reduced.
82	Psychic Backlash	The character gains the power: Psychic Backlash: 18. Shield against Psychic attacks CH Drain.
83-84	Psychic Shield	The character gains the power Mental Shield: 8. Reduce Psychic.
85-87	Sixth Sense	The character gets a 'feeling' warning of danger. No one ever gets a surprise turn against the character and s/he adds 6 AC for determining turn order. +4 to dodge area effects.
88-89	Protected Abilities	The character is immune to CH, Movement, BD, AC or SE drains.
90-91	Natural Leader	+D+6 CH.
92-98	Attractive	The character is very good looking. S/he receives +10 CH vs. the opposite sex.
99-00	Roll Twice	

Skills

Each character has a set of skills depending on his/her background. Skill rolls are rated according to difficulty. A skill roll is made on a stat modified but if skilled the character can add 5 to the stat. Each time a skill is rolled again the character can add an additional 5. Also each time a skill is gained the benefits are also gained again.

6 = Simple (an unskilled normal human succeeds half the time)
9 = Easy.
12 = Average (a skilled normal human succeeds half the time).
15 = Hard.
18 = Very Hard (a skilled normal human succeeds 30% of the time).
21 = Minor Heroic.
24 = Moderate Heroic.
27 = Major Heroic.
30 = Mega Heroic.

D100	Skill	Effects	STAT
01-10	Student/Academic	Choose 1 speciality to have an additional 2 bonus. +3 IN, +3 CH.	IN
11-18	Hunter or Explorer	Applies to stealth, tracking and spotting ambushes. +3 AC +3 SE.	AC
19-25	Scientist	Choose 1 speciality to have an additional 2 bonus. +3 IN, +1 Resource Level.	IN
26-30	Doctor	Applies to all rolls for medical. In combat can use an attack action to stop bleeding. 1 point is Easy +1/level per point. +3 Recovery.	IN
31-40	Criminal	Applies to stealth, lock picking, disarming alarms and disarming traps. +3 to resist traps and persistent powers and +6 Escape.	AG
41-45	Soldier	Applies to camouflage, ambushing, driving military vehicles and using heavy weapons. +1 AT.	AG
46-50	Spy	Applies to stealth, lock picking, disarming alarms, disarming traps, tailing and identifying disguised people and performing surveillance. +3 to resist traps, +3 Escape, +3 Pursuit Mental Toughness 8: Armour (Psychic), Drain Defence (Psychic), Reduce Mind Control.	IN
51-55	Law Enforcer	Applies to investigating crime scenes, tailing, surveillance and research on criminals. Gain advantage: Contact Law Enforcer. +6 Pursuit.	IN
56-60	Business and Finance	Applies to investigating financial records and tracing funding. IN +2, +2 Resource Levels.	IN
61-65	Researcher	Applies to investigating facts in files, libraries or archives. Choose one character you have met before and their attacks are –2 to hit you due to prior research. IN +2.	IN
66-70	Entertainer	Choose a specialism and gain an additional 2 bonus in that area. Applies to singing, dancing, acting and playing instruments. Gain Advantage: Attractive.	CH

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D100	Skill	Effects	STAT
71-75	Politician	Applies to making speeches, negotiating deals and providing publicity. Gain advantage: Contact in Government. +5 CH, +2 Resource Levels.	CH
76-80	Technician	Applies to operating, repairing and building machines. Gain 1 Technician Power.	IN
81-85	Pilot/Driver	Applies to driving and operating any vehicle. Gain advantage: Vehicle.	AG
86-89	Journalist	Applies to investigating, researching, writing and publicity. Prior knowledge gives the side containing a journalist +3 to speech rolls. Gain Advantage: Contact.	IN
90-93	Missionary, Priest or Witch Doctor	Applies to religion, speech making and persuasion. Aura of religious authority puts all attacks at -1 to hit the missionary. +2 CH.	CH
94-96	Administrator	Applies to bureaucracy and administration. +2 Resource Levels, +2 CH and +2 IN, Gain Advantage: Contact.	IN
97-00	Magician	Knowledge of the magical arts. Gain 1 Magician power.	IN

Disadvantages

Each character rolls 2 major and 1 minor disadvantage.

Disadvantages marked * are personality disorders. When the listed situation is faced the character must save or act as listed. The save is on 1D10. 4-10 for minor and 6-10 for major. Some of these are also marked IS. This indicates an initial save is required at the start of combat. Others appear only with a triggering circumstance. A character can not have two identical disadvantages (different types of Limitation or Side Effect are different).

D100	Disadvantage	Minor	Major
01	Age	Less than 14 or more than 50.	Less than 10 or more than 70.
02	Aggressive*	When thwarted. Attack. In combat must save to avoid attacking person who attacked character last.	
03	Altruistic*	When aid needed or requested help without regard to personal risk or benefit. In combat must save to avoid using an action to free a trapped friend or neutral, intervene to protect a knocked down friend or neutral or throw oneself in front of a non-combatant or weaker character in danger of attack	
04-07	Appearance IS	Clearly not human. Human's bad reaction unless save on 0+.	Monstrous. Humans bad reaction unless save on 3+.
08	Arbitrary* IS	When a decision regarding justice required. Act unfairly. In combat save to avoid selecting a first target at random and carrying on attacking them until downed.	
09-10	Chivalry*	Cannot make a surprise attack. Cannot attack a prone or trapped target. Cannot hurt a bystander. Cannot kill anyone (no save).	
11	Compulsive Liar*	When communicating must lie.	
12	Cruel* IS	If enemy defeated must waste action inflicting another attack. Cannot kill target quickly: must cause suffering. Must find someone to inflict pain on. In combat save to avoid identifying apparently weakest (defensively) enemy to attack.	
13	Dark Secret (name)	Each series save on 2-10 or secret used against character.	Each series save on 3-10 or secret used against character.
14	Dependant	Each series save on 4-10 or dependant must be protected. If injured loose 1 XP. If killed loose 3 XP & roll a new disadvantage.	Each series save on 6-10 or dependant must be protected. If injured loose 1 XP. If killed loose 3 XP and roll a new disadvantage.
15	Ego Signature*	Each series must advertise actions so everyone knows character was involved.	
16	Emotional* IS	In any difficult situation. React based on matching emotion: roll in each situation for +ve = extrovert and –ve equals introvert. 0 is a choice e.g. angry/frightened, loving/hating, happy/sad etc. In combat extrovert is as Overconfident and introvert is the opposite: choose weakest looking opponent to fight and avoid stronger looking opponents.	
17-18	Enemies (name)	Enemies are quite tough. They Assault when it is the character's turn to choose a series.	Enemies are tough. They Assault when it is the character's turn to choose a series.
19	Fanatic (cause)*	Must act to benefit cause. Cannot avoid or flee if will damage cause.	
20	Fears (name)*	Must flee from named fear when encountered.	
21	Flashbacks (cause)	When cause encountered save or stand stunned 1D turns.	

D100	Disadvantage	Minor	Major
22-32	Focus or Physical Disability	Focus is not easily removed and is required for one power or is easily removed and is required for a minor power. Concealable wings.	Focus is not easily removed but is required for very significant powers or focus is easily taken and is vital for one power. Non-concealable wings.
33	Hated (group).	Save on 0+ or attacked by group.	Save on 3+ or attacked by group.
34	Hero Worshipper (name). *	Must follow and obey object of worship. Must protect.	
35	Honest*	Any social situation. Must tell the truth.	
36	Indecisive* IS	Any situation. Must hesitate for 1 turn.	
37-38	Killer Instinct*	In combat. Must kill if option to do so. Must make a parting attack against target brought to 0 hits or less. A target who has received such a parting attack and is then taken out is killed.	
39	Lazy*	Energetic activity. Must give up quickly. In combat if more friends than enemies save to avoid loosing an action.	
40-55	Limited Power	See Power Limitations	
56	Lustful* IS	On meeting member of the opposite sex in a social situation try to seduce. Save gets–2 if subject is attractive. In a situation with multiple possible targets choose on basis of CH. In combat if save has failed don't attack desired person, instead try to persuade them to like you (can still attack others).	
57	Misguided (describe). *	Act according to misguided view.	
58-59	Overconfident* IS	Attempt task despite odds. Choose toughest looking opponent to attack until downed. Must save in order to try to escape from a fight.	
60	Paranoid*	Take over-elaborate precautions against betrayal by friends. In combat if any friend catches you in an area effect attack friend. Also save to ever be able to leave a friend to your rear in combat.	
61-62	Poverty	-2 Resource Levels	-3 Resource Levels
63-64	Power Hungry*	Attempt to become leader by any means available including persuasion, scheming or violence. Attempt to gain more followers and rule greater areas.	
65-79	Power Side Effect	See Power Side Effects	
80	Socialite* IS	Go out in evening to meet friends and socialise. Results in lack of training and/or hangovers and lack of sleep. In combat save or be at –1 AT.	
81-82	Susceptibility	Rare substance drains 2D6 EN/turn. Rare means that the substance is very hard to acquire e.g. unearthly minerals.	Common substance drains 2D6 EN/turn. Common means that the substance could with a degree of effort e.g. uranium.
83	Tactless*	Offend others in conversation by making inappropriate comments. In combat must save or goad opposing leader. Must also save or abuse friends over any failed action.	
84-85	Trickster* IS	Perform practical jokes of an unpleasant nature. In combat must save or this is when one of your 'jokes' kicks in costing a random friend 1 turn.	
86-89	Trusting* IS	Believe what you are told. –2 save if information from a friend. In combat save to avoid being convinced by opposing leader's soliloquy and loosing 1 turn.	
90-91	Unreliable* IS	Perform according to a given plan. Save at the start of combat or start off the board. Save at the start of each turn to enter if off the board.	

D100	Disadvantage	Minor	Major
92-93	Vengeful (name)*	Must choose Counter Strike when it is the character's turn to choose a series against named target. Add extra targets of anyone who defeats you. In combat if anyone drops you must save on your return or attack only them until they are downed.	
94-97	Vulnerability (Roll for random damage type)	X1.5 effect.	x 2 effect.
98-00	Wanted (hero). Psychotic (villain).	Wanted: save on or be recognised and attacked by law enforcers encountered. Save on 3-10 each series or suffer assault by law enforcers.	As minor but save to avoid assault is 4-10.

Power Side Effects and Limitations

A character with this disadvantage first rolls randomly for which power the disadvantage applies to. Then rolls on the appropriate table for the effect.

Roll D6	Side Effect
1	An XD roll must always be used when the power is activated even if it usually doesn't require one. If the D score is 1 the user takes damage with no defence as follows: Normally turned on automatically and stays on (e.g. Shield, Armour): Major: 4D10, Minor: 2D10. Powers normally activated as required (e.g. Energy Blast, Evade): Major: 1D10, Minor: 1D6. Powers which normally require no activation roll and don't persist so a roll will now be needed each time they are used (e.g. movement powers): Major: D6, Minor: D3.
2	For a Major Limitation roll for a Major and a Minor disadvantage or for a Minor Limitation roll for a Major disadvantage. When the power is used these disadvantages apply for the rest of the episode.
3	On activation the user takes damage with no defence. Normally turned on automatically and stays on (e.g. Shield, Armour): Major: 10, Minor: 5. Powers normally activated as required (e.g. Energy Blast, Evade): Major: 2, Minor: 1. Powers which normally require no activation roll and don't persist e.g. movement powers: Major: 2, Minor: 1.
4	Use of the power has a gradual, permanent debilitating effect on the user which means that it must be used sparingly. Each use will have 1% of the effect for Major or 0.5% for a minor. When this reaches 100% the user will be dead or disabled (defeated). Use consists of activating the power or for a power such as a shield using it to protect against an attack.
5	Use of the power causes consequences later such an illness (headaches, sickness etc) which put the user at –2 to all actions for a week for Major or a day for Minor starting 2D hours after the power is used.
6	Use of the power can cause subsequent problems for example: • It is monitored by an enemy who can detect its use and the location of the character at the time of use. • It causes the causes problematic changes in the physical or social environment. • It causes the character emotional or social problems. After any session in which it is used roll 1D10. On a roll of 1 for a minor or 1-2 for a major disadvantage the problem is triggered.

Roll D6 Others	Power Limitation
1	Reduced Effects: If the power has multiple effects loose 2 at random for a major or 1 for a minor or if the power has insufficient effects it has its value reduced by ¼ per effect not lost.
2	Doesn't Always Work: The power does not work in situations amounting to 30% of the time for a major or 10% for a minor.
3	Reduced Value: The power is at ½ Val in situations amounting to 50% of the time for a major or 30% of the time for a minor.
4	Activation Time: Character must activate the power using a movement and an attack phase for a major or an attack phase for a minor at the start of any fight. This cannot be done before the fight begins.
5	Uncontrollable: An offensive power triggers uncontrollably in situations amounting to 30% of encounters for a major or 10% of encounters for a minor. A personal power with inconvenient effects such as extended as a barrier around the user is hard to turn off as well as triggering randomly.
6	Complex Activation: when the character tries to use the power save on a D10 for 4+ for minor or 6+ for major or the power does not work. No saves are needed once it has begun working.

Random Element to Stats and Powers

Each character has 6 STATs or powers which go up and 6 which go down. Roll 1D – on a roll of less than or equal to the number of powers that have Vals that the character has then that power is selected for an increase or decrease, otherwise a random STAT is selected. Use the following table to decide which STAT is altered.

If the modifying a STAT or a power with a starting Val of 8- then the change is 1. Powers with starting Vals 9+ have a change of 2. A Power Val or a STAT cannot be modified to less than 1.

D10	STAT
1	BD
2	AG
3	IN
4	CH
5	AT
6	DF
7	AC
8	SE
9	Resource Level
10	Roll again but the adjustment is 1 more.

Character Descriptions

The following points are recorded for each player character.
1. Family background/ loved ones. Person or persons who must be protected but are not actually dependant on the character. A character can choose to have no loved ones in which case s/he counts as an LONER and has poor social skills.
2. Initial objective.
3. Adversaries: this is not an enemy in the sense that s/he or they are hunting the character but the other way around.
4. Ally: a friend or associate.
5. Rival: someone that the character competes with.
6. Description and/or picture.

7. Characters and NPCs have a final description. Choose a type which fits in with the rest of the character and background. The types marked * are best suited to novice characters. This is probably one to choose but a random roll is included in case you lack inspiration.

D100	Type	Description
01-04	Adventurer*	You seek to experience new things, places and people and lead a life of interest and excitement.
05-06	Animal Nature*	You rely on your instincts and judge situations according to simple self-interest. You seek out what you need and regard others as only useful if they help you toward your goals.
07-09	Apprentice*	You are just beginning to learn to use your powers and want to learn more. Beyond this you want to lead a social life like normal people your age and have a good time. You need a mentor but may well try to challenge their authority at first.
10-13	Bully*	You lack confidence in yourself and make yourself feel better by tormenting those weaker than you. Your powers let you be cruel on an exaggerated scale but no matter how pain you cause somehow you never feel better.
14-16	Cynic	Your past experiences have left you with a bleak view of human nature. You expect little from others and have lost confidence in the struggle for what is right. Secretly you want to regain your idealism but need to be persuaded.
17-18	Demolisher*	You seek to destroy institutions and people because you can. When you think about it (which is rare) you believe that the strong have no responsibilities toward the weak and your power gives you the right to do whatever you like.
19-22	Everyman*	You are just an ordinary person in an extraordinary situation. You try to maintain that normality by looking at everything in a common-sense way and relating things to normal life. You consider yourself to be a practical person who does what's right without a great deal of fancy talk.
23-25	Exemplar*	You try to set a good example to others and lead by showing how things should be done. People may choose to follow you but they will do so because of actions, not words.
26-28	Explorer*	You seek to discover new ideas, theories or places. and improve the world by expanding knowledge.
29-31	Exuberance*	You like to have fun, make jokes, don't take things seriously and enjoy yourself. At the moment you are young and have power and are trying to enjoy it.
32-34	Glory Hound*	You want people to notice you. You want to gain fame or notoriety and be talked about, in the news and recognised by everyone. As you are the best at what you do you deserve attention.
35-37	Greed*	You need to gain wealth in order to live a life of luxury. You can never be too rich. Money will get you whatever you want and that will make you happy.
38-39	Guardian	You must protect the world, or an area of it, from threats. You value the good of everyone over the survival of yourself and your friends.
40-41	Hunter*	You must seek out powerful opponents to prove yourself against through victory in combat. The greater the challenge the better the test. Victory is what counts, its best not to worry too much about motives.
42-44	Idealist*	You live according to an ideal set of values and believe that the world can be a better place through the things that you do. Good cannot come from immoral actions.
45-47	Investigator*	You want to discover the cause of threats and the perpetrators of crimes. You solve mysteries logically through careful investigation and the collection of evidence.

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D100	Type	Description
48-49	Majesty	You lead others because of right of birth or superior ability. You always behave in a way that enhances others respect of you and show others who is in charge in any situation.
50-53	Manipulator*	You are good at manipulating others to get your own way. You mix bullying, charm, kindness and cruelty as you see fit and never let others see the real you. You like to secure your position by playing one person off against another.
54-55	Mentor	You have a calling to teach others how to use their abilities to meet their goals. Other heroes need to control their powers or they could be dangerous.
56-58	Minion*	You have a weak personality and are easily dominated by superiors who you obey unquestioningly when in their presence but may try to undermine them if left alone.
59-60	Mystic*	You seek enlightenment through meditation, selflessness and personal perfection. You try not to become attached to anything in the material world.
61-62	Olympian	Your godlike abilities set you apart from mere mortals. The antics of mortals can be amusing but heroes shouldn't become attached to them. Use them or destroy them as you wish. Only those with power deserve respect.
63-65	Outcast*	Rejected by normal society either develop the ability to survive alone or find a small group who understand you but be careful as you cannot really trust anyone.
66-68	Peace of Mind*	Come to terms with the mistakes of your past and learn to accept yourself for what you are. Things happened in the past which you have not fully accepted and even to think of them makes you unhappy.
69-71	Protector	Guard your friends, dependants and family from harm. Protect outsiders too but they are less important than people you care about.
72-74	Reluctant Hero*	You didn't choose to be given special abilities and you miss your normal life. You still try to maintain your old life but are realising the gulf that separates you from your old friends. Despite all this you still fell you have a duty to use your powers the right way.
75-77	Reluctant Villain*	You have been rejected and hounded by society because you are different. You never wanted to be a villain or criminal but you have no choice. It's not your fault but you feel guilty anyway.
78-79	Repentant*	You did terrible things in the past but now you want to make amends by helping others. Try to show that you have changed and are now worthy of trust.
80-81	Responsibility of Power	Your powers give you the responsibility to use them for good. You have a duty to control and develop your abilities whilst using them for the benefit of all.
82-83	Retribution*	In the past you know that your life was devastated by the actions of others. They must pay for what they did to you.
84-85	Scatterbrain*	You have too many things to think about to get them all straight at once. You tend to talk a lot but not about anything in particular. You find that constant cheerful chatter stops people putting too much pressure on you.
86-87	Shallow*	You don't think deeply about anything and like superficial things: nice clothes and good-looking friends. What you think tends to comer out of your mouth without much in the way of editing.
88-90	Slacker*	Other people expect you to work hard at tasks and give you constant grief about responsibility. You feel you are not ready for hard work or commitment and it will take a serious jolt to stir you out of your negative attitude.

D100	Type	Description
91-93	Soldier*	Obey orders, be loyal to the cause and maintain discipline. The world is a dangerous place and it is only by approaching situations in a professional way and by using military planning and the chain of command that threats can be defeated.
94-95	Thrill Seeker*	Having power gives you the opportunity to do things and go to places that otherwise would have been impossible. Stretch your abilities to the maximum and always go to the limit.
96-98	Uncontrolled Power*	You do not really understand your powers and they can cause death and destruction. People need to be careful around you – you can hurt them without really wishing to.
99-00	World Domination	The world is badly run at present and only you have the ability to run things properly. Fools and weaklings stand in your way – brush them aside without feeling for your project is more important than a few lives.

A character's Description will probably change as s/he gains experience for example a character could progress form Uncontrolled Power to Apprentice to Guardian for example or a villain could go from a Minion to a Bully to World Domination.

Resources

Characters are assumed to start with a resource level of 4 unless modified by Advantages, Disadvantages or the Random Element.

Resource Level	Effect
0 or worse	Character only owns ragged clothes and lives on the street. If negative then even if s/he gained some wealth it would only start to pay off some debts and obligations.
1	Character has poor clothes and little money. It is a constant battle to make payments for rent and food and s/he has a variety of debts or obligations.
2	Poor clothes. Little money to spend. Poor rented accommodation.
3	Can travel 3rd class by train sometimes or on an omnibus. Reasonable clothes. Can acquire simple equipment such as bandages. Some spending money. Rented accommodation.
4	Can travel by 2nd class train or cab. Could buy a safety bicycle (after 1885). One set of good clothes. Can buy some equipment including things like compasses and maps. Can rent an apartment, flat or small house. Reasonable amount of spending money.
5	Can travel regularly by 2nd class train or cab. Could buy a safety bicycle (after 1885). Several sets of good clothes. Can buy equipment like scientific instruments. Can rent a pleasant apartment, flat or house. Not short of spending money for everyday use. Can employ about two people.
6	Can hire carriages or buy a horse. Can own an apartment or house. Can rent a small office. One set of stylish clothes. Comfortable amount of spending money. Can employ about four people.
7	Can own a carriage and horses. Can own a pleasant apartment or large house. Can rent an office. One set of stylish clothes. Comfortable amount of spending money. Can employ about eight people.
8	Can own a number of carriages and horses. Can buy quality scientific instruments. Own a large house with grounds and several other properties. Could have a good sized office. Employs as many as 30 people. No concerns about money.
9	Main house could be a country estate. Can own a yacht or an automobile (after 1885). Could employ 200 people.
10	Can own a steam yacht, control a company.
11	Can own an airship and a steam cruiser. Controls several companies.

Having a job with the government or a funded team usually adds 2 to a character's RE and will often provide a team base. A team base will have a size equal to the team's numbers, 1 support staff per character, good equipment and a gym. Some agents may be provided. An individual base gained from an advantage for example would be similar. Team members can then use any base points to upgrade the team base or a personal base. If a team member is taken out and replaced only change the base if the replacement has a more base points or if the lost character is permanently removed from the group.

Each base point can be used to improve a base by.

Improvement
+4 staff
+2 agents
add a normal vehicle such as horses, a carriage, bicycles or a boat.
up-grade security (excellent locks)
Have a difference engine.
Add specialist equipment – choose about 3 depending on complexity (telegraph, telephone, seismograph, telescope, photography studio, electricity supply and electric lights, metal detector)
add labs (choose from science (types), weapons, medical)
Up-grade fortification (reinforced, bunker, armour)

The effects of these features are as follows:

Improvement	Effect
Security	Basic provides a burglar alarm, medium adds security cameras and heavy doors, good adds IR/LI cameras, security doors with personal ID technology, active adds automatic defences such as gun turrets, electrified grids and poison gas. Basic security is Average to disable and each type is a level harder. To circumvent security (i.e. not to give away that it is disabled) is 2 levels harder.
Gymnasium	A gymnasium allows basic training and stops a character's physical skills declining from lack of use. Without a gym the character will need to train at public gyms which costs money and takes longer.
Science Lab	Allows scientific research and gives a +4 science bonus.
Weapons Lab	Allows hi-tech weapons to be built and maintained.
Vehicle Lab	Allows hi-tech vehicles to be built and maintained.
Fortification	This upgrades the strength of the base's walls.

Combat

Teams

A battle occurs between 2 or more teams each of which can consist of no more than 8 heroes which can include one mega-hero. If both sides deploy agents in the battle cancel agents from each side. If one side has extra agents then the surplus can be deployed against opposing heroes. How they can be used depends on the numbers on each side. Count as follows: a hero counts as an many point as his/her grade and an agent is 1. Agents can be used to bring the total to no more than 4 more than the enemy. Any agents beyond this can only be used in an initial fight with the other heroes before opposing heroes make their entrance. Any agent taken out will not recover/be replaced for the rest of the episode. Only heroes with ruthless personality types will be prepared to use agents in an initial fight.

If one side cannot reasonably be expected to damage the other in the environment of the battle (e.g. opponents all fly and none of the team has a ranged attack) no battle occurs and the team with no suitable attacks immediately withdraws. In this case no one counts as defeated and no XPs can be gained.

The main fight begins with a soliloquy from the team's leader. This is a modified CH + XD. The winning leader cannot be attacked on the first turn and the winning team get +1 to hit and –1 to be hit on the first turn.

Phases

Each turn each character has an attack phase and a move phase in any order they choose. Characters acts in order AC+XD. If tied break ties with another XD roll. A character may delay dropping to a lower point in the turn but s/he then remains at that point and cannot move back up the turn chart except by missing a turn.

Move Phases
Resist a Persistent Power.
Recover 1 AC or a drained STAT.

Attack Phases
Use a power that works on others.
Resist a Trap
Attack with a normal weapon such as a gun or sword.
Attack with BD (Punch/Kick or Grapple).
Appear on a board edge.
Throw a heavy object which has already been picked up.

Attack or Move Phases
Use a power on self.
Move.
Pick up a heavy object.

Attack and Move Phases (Both Used)
Precision Attack.
Flee.
Make a linked attack.

Free Phases
Use casual (½) Stat to resist a trap. Turn lost if unsuccessful.

Linked Powers

By using an attack and move action a figure can use two or more powers at the same time as long as both have the same target, attack against the same STAT (if any), effect the same area and do not both use BD as part or all of their value. In this case one attack roll (if any) is used for both.

Match Ups

No character who has already been hit in a turn can be attacked again by a different character unless:

- Each character in the team except Mega-Characters has been hit at least once. To count as having been hit no effect is necessary but a hostile action must have struck the target.
- The target is a Mega-Character.
- The target is engaged (within melee attack range) of the character at the start of the character's turn.
- A disadvantage forces the character to choose a particular target.
- The character is unable to attack any target who hasn't already been attacked or would have to take an opportunity attack to do so.
- The character cannot see or reasonably attack another character.
- The referee wishes to make an exception.

The spirit of this is to stop everyone ganging up on one opponent till they are taken out.

Senses

Senses have a range equal to their Val and are used at –1 each time Val range is exceeded. The Val of a sense is equal to the character's SE STAT. Some senses are marked * indicating they are gained by characters as a default. Some senses are marked ^ which indicates that if they are used to make an attack then the attack is at –6 unless listed as having a greater penalty and the sense does not reduce the penalty for undetectable attacks.

Sense	Description
Blind Fighting	Mystical ability to sense any object in range but without fine discrimination.
Electrical Sense	Senses things that generate electrical fields such as machines or living things.
Force Sonar	Works by sending out waves of force and reading the reflections. Only works on solid objects.
Gravity Detection	Can sense anything with appreciable mass i.e. solid things. Not blocked by solid objects.
Hearing*^	Only works on sources of sound.
Improved Taste/Smell^	As possessed by many animals.
IR Vision	Only functions against sources of heat.
LI Vision	x1 in twilight, x½ in normal darkness, x0 in total darkness.
Magical Sense	Magical ability to sense any anything in range but clarity depends on power rather than light. Inanimate non-magical objects are dim and shadowy. Living things are brighter especially if they have special abilities. Magical things or creatures glow. By going into a trance in which his/her astral form leaves the body the character can use the sense at any range with the astral form travelling at about 100 kph.
Magnetic Sense	Senses any metallic object or anything generating a magnetic field. Not blocked by solid objects.
Mental Sense	Sense living animals. Can target psychic powers but not other attacks. Not blocked by solid objects. Has 4 x Range.
Radar	Can be confused by radio sources and jammers. Confused by 'stealth' designs. Can detect targets tunnelling underground at 1/3 Val.
Sonar	Can be confused by noisy or very complex environments e.g. factories.

Sense	Description
Taste/Smell*^	-10 on attacks.
Touch*^	R1.
Tracking Taste/Smell^	Allows following a chemical trail. +1/2 Val pursuit vs opponents moving on ground.
Tremor Sense	Senses anything that causes vibration in the ground e.g. people moving. Requires the user to be touching the ground. Not blocked by solid objects.
Ultra-Hearing	Only works on sources of sound. Can work through solid objects at ½ Val such as to detect tunnelling targets.
UV Vision	x 1 if outdoors.
Vision*	x1 in normal light, x½ in twilight, x¼ in normal darkness e.g. night, x0 in total darkness.

Random Results

Whenever it becomes necessary to apply a modification to a number roll an XD. A modified number is called the result.

Direct Attacks

Direct Attacks are made against a single target. The attacking STAT (usually AT) + XD has the defending STAT (usually DF) + XD subtracted from it. A total of 0+ is a hit. The total is called the Attack Result. If the result is less than 0 then the attack is assumed to carry on in a straight line beyond the target square out to its maximum range (if any) or to its Val x 10 squares if it has no range limit. Any other targets in the line of the attack are attacked in turn at -4 AT unless they are friendly. If the XD is a 1 then it misses the target square by the range minus the attacking STAT (minimum 1) in a random direction. If another target falls between the attacker and the new target square then make a new attack against the closest such target subtracting 4 from the attack unless the target is a friend.

BD alone can be used to make a R1 Damage Solid attack.

Area Effect Attacks

Area Effects are targeted at a group of squares. The attacking STAT (usually AT) + XD gives the Hit Result. If the XD is a 1 then it misses the target square by the range minus the attacking STAT (minimum 1) in a random direction.

Each target caught in the area effect rolls on the defending STAT or ability (usually AG or a movement power) and can move up to 1 square towards and to just beyond the nearest edge of the area for each point the movement ability they are using exceeds the Hit Result. If using AG they can add 2 to AG by throwing themselves to the floor.

The attacking XD alone (not including the STAT) is the Attack Result.

Random Direction for Missed Attacks

When an attack misses in a random direction:
- For direct attacks, lines and cones roll D4. Deviation is 1: Up, 2: Down, 3: Right, 4: Left.
- For other area effects number the 8 board directions (orthogonal and diagonal) and number them 1-8. Roll D8 to determine deviation.

Damage Shields

A Damage Shield always hits a character making any attack at R1 as long as the XD roll isn't 1. The Attack Result is the XD roll.

Special Circumstances

A precision attack adds 2 to AT but subtracts 2 from DF, AG and movement powers until the character next acts.

If the defender has no SE operating at better than 0 against the attacker than AT is +3.

If the defender cannot sense the attack (e.g. no sense at 1+ or invisible attack) then attack is +3.

A prone target has –4 DF and Move for resisting attacks if the defending STAT is 2 or more higher, -3 if 1 or more higher and -2 otherwise.

Range

Add 10 to the distance to or from an airborne target unless the target's last action was a HTH attack against a target on the ground, a pick up from the ground or similar.

An attack which can be used at greater than R1 is at –2 AT at R1. If a character has to take a backstep to use a ranged attack at more than R1 then the penalty is -1.

Defending Abilities

If the target has an appropriate defending ability it is used to avoid damage or other effects:

Armour, Drain Defence or Reduce abilities have their values subtracted from the values of any appropriate attack before any further modifications.

Evade abilities allow a target a chance to avoid an attack before any results are calculated by comparing.

Damage and Other Effects

After any defending abilities which apply before the final result is calculated (Armour, Reduce, Evade, Insubstantial, Drain Defence) the result is calculated as the remaining Val x n (n is usually 1 but some powers do x2 damage) + Attack Result. The maximum effect of or damage from area effects and damage shields is Val + MXD.

Any Parry roll is then made. Finally armour is subtracted from the damage.

The result of attacks causing damage is subtracted from the target's EN.

Every 10 hits taken causes the loss of 1 AT for the target's next action. This is not cumulative so if a character takes 30 hits and thus looses 3 AT and is then hit for 20 hits s/he does not loose 2 more AT. The AT penalty is therefore from the highest damage taken.

Damage to non-heroes is treated differently. If the damage is ½ BD or more but less than 2 x BD the target is injured. Two injuries results in the target going out of action. If the damage is equal to greater than 2 x BD the target is out-of-action and will need medical attention to recover.

Anyone (hero or non-hero) who takes hits in a single attack equal to triple BD or equal to double BD from a sharp or solid ranged attack (such as a gun) is Hurt. This is recorded and may have an effect at the end of combat. Inflicting Hurt results is a sign of extreme ruthlessness and is normally restricted to evil villains, the callous and cruel and results in a poor reputation. Non-heroes taking a Hurt will often die without medical attention.

Drains

All drains are ½ Val. Drain results are subtracted from the target STAT, ability or abilities. STATs or abilities cannot be reduced below 0 and any additional points are taken from EN. STATs or abilities usually count at their reduced value for all purposes except where a direct attack applies against them.

Drain	Effect
Movement	Drains all movement in all situations.
Power	Drains the value of a power named when then drain is used.
BD	Drains BD for causing damage, making resistance rolls, lifting, throwing and carrying (but not resisting knockback or providing EN).
SE	Drains SE when using the named sense.
AC	Drains the character's AC.
CH	Drains the character's CH for all purposes except where it is directly targeted by an attack (e.g. doesn't apply against Magical Drain but does apply to the minimum required for Mind Control).

Drain on non-heroes is treated differently. Drain of ½ of the target ability or more is treated as an injury and equal results in the target being out-of-action.

Knockback and Knockdown

An attack which is listed as Knockback or which has BD causes knock-back. Attacks which have their values modified by BD such as melee weapons do not cause knock-back. To determine knockback take the XD of an attack that hits a target i.e. not including the attacking or defending STAT, add the BD or Val of the attack and subtract the target's BD or ½ Flying Val if flying and Knockback Resistance. The number produced is the knockback result. The target flies back away from the attack until the knockback result reaches 0. The following reduce the knockback result:

- Each square flown back reduces it by 1.
- Hitting a solid object reduced it by the objects resistance. Both take equal solid knockback damage.
- Hitting a character reduces it by the character's BD. Both take equal solid knockback damage. Note this causes knockback to the character hit.
- Knockback damage is equal to the moving object's remaining knockback plus BD.
- Knockback damage cannot exceed that required to destroy or knockback the object struck.

A character who is about to be hit by someone flying back from a knockback can step aside by rolling movement + XD exceeding the knockback result: up to 1 square per but no more than necessary.

Attacks from Knockdown powers which exceed both BD + Knockback and AG separately cause a knockdown.

If a character is knocked back of the board s/he **must** re-enter play as his/her next action appearing on the board edge s/he was knocked off. A character cannot be attacked if off the board.

Note that other attacks such as energy blasts or martial arts strikes can cause theatrical effects like targets staggering back or even falling over but these don't have any game effect and occur within a square with no penalty or loss of actions – the effects are just decorative.

Traps

All traps are ½ Val. The maximum persistent result of a trap is ½ Val + MXD. A character in a Solid, Physical or Energy trap cannot move or attack except with Psychic powers. A character in a Psychic trap cannot use any powers or move. S/he can break the trap with an attack action using the STAT listed for the trap. Roll STAT + XD –the Trap's Result. Any positive result is subtracted from the Trap's Result. The trap breaks when it is reduced to 0. A character may use powers with no range and if they are Physical, Energy or Solid they can do damage to a solid trap unless they ignore armour.

A character may use a casual STAT or power (½ Val) to snap a trap for no actions. If this fails to destroy the trap in one go then it has no effect and the character looses his/her turn. A character may not make both a casual and non-casual escape attempt in the same turn.

If an attack is aimed at a character in a solid trap deals its Val + XD – Trap's Result to the trap. If this reduces the trap to less than 0 surplus damage – the Target's XD hits the trapped character. An attack which ignores armour applies as Val + XD – Target's XD straight to the character and doesn't damage the trap.

For an attack against a character in a physical or energy trap or for any Drain against any trapped character roll the Powers Val+ XD to the Trap's Val + the target's XD. A positive result is applied to the target.

An Energy trap counts as a Damage Shield of equal Val.

If a trap is used on a non-hero then if the trap's result is at least ½ the resisting STAT but less than the STAT then target looses a move action, if equal to or greater than the STAT an attack and move action and if the result doubles the STAT the target is out-of-action.

For a partial trap if an attack is made against the trapped character from R1 treat the character's DF as 4. If the attack misses then the trap is hit instead. From more than R1 the character's DF counts as 6. If trying to hit a partial trap from more than R1 then an attack roll is required against DF 6. A missed roll (except a fumble) results in rolling again against the character.

Grapple

Grapple is a normal attack type performed at range 1 using AT vs DF. It has an AT penalty of 2. When a target is grappled it cannot move or use a power with 1+ range. A grapple acts as a solid trap and is broken in the same way (and has the same ½ Val). The grappler can use attacks to crush the victim. This is an attack dealing (BD + XD) – (Target's BD + XD) in Solid Damage. The grappler can also slam the victim down. This attack allows an immediate casual escape attempt. No hit roll is required and it deals BD modified damage and leaves the victim prone but breaks the grapple. Alternatively the same manoeuvre can be used to throw the victim. This inflicts BD modified Knockback on the target but also allows a free casual resistance roll. Others can attack the grappled target from R1 at +4. From more than 1 range attacks are delivered normally but if the attack misses it must make an attack against the grappler. Both grappler and victim resist area effects together, unless the grappler lets go, using the grappler's AG+BD – the grappled target's BD (Max equal to the grappler's move).

Persistent Power

A persistent power has its result recorded. The persistent part cannot exceed Val + MXD. It can be resisted in a movement action using the listed STAT + XD – ½ Result (Mind Control is resisted for free as each order is given). The power has its effect again on the user's action of the next turn. It has its effect at its recorded result. A double persistent power halves any reduction in its result from resistance. An Area Effect which is persistent makes a barrier. Anyone entering it takes the effect immediately with no further roll. An area effect which is Persistent x 2 acts as a barrier and is normally persistent against anyone in or entering the barrier.

Follow up Attacks

After a turn in which a character has made an attack which hit the target s/he may make a follow up. This costs actions. Follow ups drain the character's AC STAT. A follow up attack allows a move toward the target and an attack. No other actions are allowed as a follow up. The cost in Actions of a follow up depends on circumstances:

- Attack was solid, physical or energy and dealt damage through defences. Follow up is a different attack dealing solid, physical or energy and is against the same target: 1 Action, +2 AT.
- Attack had an effect through defences. Follow up is a different power and is against the same target: 1 Action.
- Attack took target out or knocked him/her off board: 1 Action.
- Any other follow up after a hit: 5 Actions.

Movement

A figure can move as far as AG + ½ MXD or with another ability equal to Val + ½ MXD. A turn costs 2. A backstep costs 4 (or all). A figure cannot make a backstep after an attack. Standing up takes a whole move or 8. An altitude change using flight, swinging or tunnelling costs 4. A figure is assumed to be running if s/he uses both phases to move. A character may deliberately move off the board which counts as being defeated unless mind controlled in which case the character remains off-board using each turn to resist the mind control. The following movement types are available. Characters without leaping can still leap 1/3 of their ground move.

Type	Effects
Climbing	Can move up surfaces up to vertical or with a slight overhang. Surface needs to be reasonably rough e.g. a rock face, a tree or stone building.
Flight	Assumed to be at altitude of 10 unless attacking a target on the ground in melee. ½ Val used to resist knockback or knockdown.
Ground/Running	Normal.
Leaping	Must be in a straight line and end up on a solid surface. A fractional leap can be combined with the rest of the move as a ground move.
Limited Flight	Assumed to be at height 5 unless attacking a target on the ground in melee. ½ Val used to resist knockback or knockdown. Not used against area effects – AG used instead.
Swinging	Assumed to be at altitude of 5 unless attacking a target on the ground in melee. ½ Val used to resist knockback or knockdown. Requires points of attachment such as buildings or trees.
Teleport	Must be able to sense the target square but does not cross intervening ground.
Tunnelling	Moves below ground surface and whilst under the earth cannot attack or be attacked except with psychic attacks or earth powers.
Wall-crawl	Can move up any surface at any angle. Can leap or swing to such a surface.

Facing, Threatened Squares and Opportunity Attacks

A figure's front is the square (or squares for a large multi-square creature) directly in front of it. The square immediately to the left of this is the left front and immediately to the right the right front. Square opposite the front squares are rear squares. Other squares adjacent to the figure are flank squares. A figure threatens every square to his/her front out to the reach of any melee weapon used (if none to a range of 1). If an enemy moves into a threatened square and does not stop the figure may immediately make an opportunity attack against the target using a melee attack. If a figure who began the phase in a threatened square turns

his/her back on an enemy or moves more than 1 square then this produces an opportunity attack unless the figure flees. If an opponent approaches a figure starting from within a 180 degree arc of directly ahead the figure may turn to face the opponent if it attempts to circle round to avoid threatened squares.

Fleeing and Pursuit

A flee move allows a character to move more than 1 square when engaged by an enemy. In the character's first action s/he moves 1 square away from the enemy and in his/her second makes a normal move modified+ XD (but not more than double). The enemy can immediately pursue if it wishes to and is able. A pursuit is also a move + XD (not more than double). If the pursuer rolls a higher result then the fleeing figure's move is reduced by the number by which it was beaten and the pursuer moves to contact. The pursuer can then make an opportunity attack (even if nominal contact is made off the board). If a flee or pursue move takes a figure off the board s/he must re-enter as normal next turn, unless the pursuer also went off board in which case the fleeing figure must stay off-board for an additional turn.

Covering

A figure with a ready ranged attack may choose to cover a group of up to nine adjacent squares as an action. The figure remains still for the rest of the turn but can immediately attack a target who enters the covered squares.

Move Through

A figure may attempt to move through or into a square containing another figure. The attack is treated as an area effect. If the figure moved into wishes to evade the move than an attack roll (AT+XD) is made against the target's move + XD with a penalty to AT of 1 for every 4 squares moved before contact. If the attack fails the target moves to any one of the nearest squares which is not being moved through. Alternatively the target can stand firm and make an opportunity melee attack. In this case the move through automatically succeeds with its value + XD – Target's XD.

If a move through succeeds it does normal BD damage plus the number of squares moved before the impact (on a multiple move-through since the last target was hit). Damage from movement cannot exceed BD and the result can not be less than Value or more than 1½ value. The attack inflicts knockback and if the target is knocked back then the attacker takes no damage otherwise the same damage as that inflicted. If the target is knocked back and the figure moving through goes over them and is bipedal and using normal ground move it makes a roll of AG + XD for a result of 9+ to avoid falling. If it does not fall over, or if the move through was avoided, it can continue up to the end of its move beyond the target and must move at least four squares in a straight line.

A move through automatically fails against a target taking up more squares than the attacker.

Falling

A falling character suffers Solid Damage of Val=2 x Squares fallen. ¼ Val Armour Null. This will inflict Val + D6 - Character's XD.

Throwing

A character can attack by throwing a heavy object. The heavy object counts as an area effect. It does solid damage equal to the thrower's BD –1 per 2 squares of range and has –1 AT per 5 squares of range.

Foci and Items

Easily removed foci can be attacked at any time but to attack a hard to remove focus the target must be knocked down, trapped or grappled. An attack on a focus is at –2 from R1 (but triggers an opportunity attack) or at –4 from greater ranges. A focus can be grabbed or knocked away (it counts as having 2 BD for knock-back but halves all knock-back distances). If hit by a direct solid, energy or physical attack which normally does no knockback it can only go 1 square. If knocked off-board the owner is allowed to move off-board and spend 1 full turn out to retrieve it. Both foci and items are lost when the character is captured and must be then be retrieved as part of an escape. A character carrying or holding someone else's focus is at -2 to all actions until it is dropped.

Endurance Use and Escalation

The Vals of powers, or BD used as an attack or a STAT resisting a trap may be pushed by up to their val or to the number of the turn, whichever is fewer, at a cost of 1 EN per point. They cannot be pushed by less than 6 less than the number of the turn.

Movement can always be pushed by up to the 4 at the same cost in EN.

EN lost as a result of pushing cannot be regenerated or healed.

Recovering Drained Abilities

On a recovery action a character can subtract ¼ of a drained ability or STAT.

Concealed Targets

Some targets are concealed because they are using an invisibility or stealth power or are in hiding. In order to attack them a character needs to locate them. A character may try to spot such a target by making an SE+ XD roll vs the targets Concealment + XD which. Concealment is:

+ val of Stealth or Invisibility
+4 if target hidden
-4 if target has made a detectable attack from their current location within the line of sight of the searcher.

The spotter is at a penalty for range using unmodified SE e.g if SE is 8 then at -1 for range of 9-16 squares and -2 for 17-24.

If the roll is successful the target has been spotted and an attack can be made against it and it is possible to deliberately move toward or away from it.

Out of Combat

If a character reaches 0 EN or less s/he is out of the combat. When a character is out of the combat s/he is removed from the board and is assumed to be stunned, unconscious, wounded, exhausted or demoralised. No attacks can be made against a character who is out of the combat and s/he can not use any powers.

A character can admit defeat. S/he drops to 0 hits and is out of the combat (it is assumed s/he is trying to flee, hide or surrender).

If in any turn no character on one team makes an attack because all are off the board, out of combat, or choose not to attack then the battle is over and the team is defeated. An attack against a trap, resisting a persistent power, closing with the enemy or shouting invective at an enemy all of whom cannot be attacked (e.g. insubstantial) does count as an attack in this context. If a mega character is operating with a team of lesser characters (minions) then the mega-character does not stop his/her team loosing by making an attack. In this case the team is defeated and it is traditional for the mega-character to withdraw vowing vengeance.

Recovery

Any character who is taken out may Recover but must first spend two full turns out of the combat. Only heroes may recover. To recover roll 1D10 for a score of 9+. A character taken out on turns 1-3 gets +3 to Recover. If s/he fails she must wait a further 2 full turns before trying again. The character reappears with EN equal to MXD + XD (but not more than full EN) and ½ Actions anywhere on the board as part of his/her first action and must immediately explain (reasonably plausibly) how this happened. If a character who has recovered is taken out again they are at –1 to REC for each time this has happened. No recovery is allowed after the 12th turn of a combat.

Technology

In this list of technology the dates listed are practical examples rather than the earliest prototypes. Only dates of invention of 1884 or later are included. Advanced technology is produced by the technician class in small quantities and includes technology up to 1920. Power Suit and Technician powers can produce really unusual technology but when describing it attempts should be made to keep it in line with the background. In keeping with the superheroic background advanced technology has some properties which weren't present historically:

- Air Ships are filled with helium. Their internal combustion engines are good enough to let them have a reasonable speed whilst carrying weapons and some armour. They can carry a fair amount of cargo but their long range abilities are limited when carrying loads by a need to have ground bases to refuel from. They can go a long way without cargo carrying just fuel.
- Aeroplanes are up to the standard of early WWI scouts. They don't have interrupter gear. They are reasonably robust and reliable. Their range is pretty short.

The best vehicles are those from a character's advantage.

Area	Old	Standard	Advanced
Transport	Horse Carriage Sailing Ship	Steam Ship Locomotive Steam Tractor Elevator Safety Bicycle (1885) Automobile (1885) Motorcycle (1885)	Pneumatic Tyre (1888) Escalator (1891) Diesel Engine (1892) Air Ship (1900) Aeroplane (1903) Submarine (1900) Tank (1915)
Weapons	Musket Muzzle Loading Rifle Muzzle Loading Cannon	Revolver Rifled Breech Loading Artillery Breech loading rifle e.g. Martini-Henri Gatling Gun Dynamite Ironclad Maxim Gun (1885, in use in army by 1889) Early Smokeless Powder (1885)	Long Recoil Cylinder Artillery (1888) Magazine Rifle (e.g. Lee-Metsford, 1888) Cordite (1889) Dreadnaught (1906) Light Machine Gun (1911) Submachine Gun (1915)
Detection	Telescope	Seismograph Metal Detector Photography Microscope	Radar (1904) Binoculars (1894) X-Ray (1895) Lie-Detector (1895) Early Sonar (1916) Colour Photograph (1907)

Area	Old	Standard	Advanced
Communication		Telegraph Typewriter Telephone Fountain Pen (1884)	Radiotelegraph (1901) Radio (1920)
Entertainment	Printed Books	Phonograph	Cylinder Gramophone (1887) Disk Gramaphone (1894) Motion Pictures (1895)
Life Support		Diving Suit	Gas Mask (1914)
Other		Lightbulb	Electric Motor (1888) Neon Light (1902)

Statistics of Items

Only the Technician character type, normal humans and agents are allowed to use standard items of this table. When a weapon uses up its shots then the user must spend the number of actions (attack or move) listed to reload. The format is (Shots/Actions to Reload). Autofire weapons are assumed to fire a burst with each attack. In reality the range of these weapons varies a lot but in game scale it doesn't make much difference. Some weapons are listed as -1 or -2. In these cases they suffer the additional penalty each time normal range is exceeded.

Item	STATS
1H Melee Weapon	Damage (Solid): 1 + BD. Metal. Bleed 1/10 or Reduce Armour ¼ Value.
2H Melee Weapon	Damage (Solid): 2 + BD. Metal. Bleed 1/10 or Reduce Armour ¼ Value.
Pistol	7. Ranged-1. Damage (Solid). Metal. Bleed 1/10. (6/2)
SMG	7. Ranged-1. Damage (Solid). Autofire. Metal. Bleed 1/10. (4/2)
Musket	7. Ranged-2. Damage (Solid). Metal. Bleed 1/10. (1/2)
Rifled-Musket	8. Ranged. Damage (Solid). Metal. Bleed 1/10. (1/2)
Rifle	9. Ranged. Damage (Solid). Metal. Bleed 1/10. (1/1)
Magazine Rifle	9. Ranged. Damage (Solid). Metal Bleed 1/10. (8/2).
Gatling Gun	9. Ranged. Damage (Solid). Autofire. Metal Bleed 1/10. (4/4)
Maxim Gun	10. Ranged. Damage (Solid). Autofire. Metal. Bleed 1/10. (4/2)
Light Machine Gun	9. Ranged. Damage (Solid). Autofire. Metal. Bleed 1/10. (4/2)
Light Artillery	15. Damage (Solid). Can be Area Explosion. Metal. Bleed 1/10. Muzzle Loading -3 AT Ranged -1, (1/10), Rifled Breech Loading -2 AT, Ranged, (1/4), Rifled with Long Recoil Cylinder -2 AT, Ranged, (1/2).
Heavy Artillery	20. Damage (Solid). Can be Area Explosion. Metal. Bleed 1/10. Muzzle Loading -3 AT Ranged -1, (1/20), Rifled Breech Loading -2 AT, Ranged, (1/8), Rifled with Long Recoil Cylinder -2 AT, Ranged, (1/4).
Extra Heavy Artillery	25. Damage (Solid). Can be Area Explosion. Metal. Bleed 1/10. Rifled Breech Loading -2 AT, Ranged, (1/16), Rifled with Long Recoil Cylinder -2 AT, Ranged, (1/8).
Bomb	20. Damage (Solid). Area Explosion. Bleed 1/10. Metal. -3 AT.
Shield	Parry: BD+2 (Solid Melee).

Resistance

Item	STATS
Thin wall, door, carriage, aeroplane, airship envelope, automobile.	Resistance 11.
Wall, heavy door.	Resistance 14.

Item	STATS
Thick wall e.g. normal fort, armoured door, tank, airship fighting platform or gondola.	Resistance 18.
Fortress wall (i.e. concrete blockhouse), Ironclad	Resistance 23
Dreadnaught	Resistance 28.

Vehicles and Other Object in Combat

Vehicles and objects have a resistance depending on how robustly they are constructed as listed in the table above. Only damage which exceeds their resistance has any effect on them and causes a 1 square breach with excess damage going into the interior. 1 square objects have one set of internal hits and when they are lost the object is disabled. Larger multi-square objects have an internal layout and in each square with have either some equipment with a specific function which will cease to function when it runs out of hits or a crew member. In general normal internal equipment has 10 hits. Once a breach has been created further attacks directed against the breached square do not have to overcome the resistance of the object but only attacks with an area effect can damage internal areas not immediately behind the breach from outside.

An exception is provided by soft-skin vehicles, thin walls and doors. Solid Metal attacks such as guns whilst not actually breaching them (i.e. making a big hole) tend to fly right though them. Their resistance is ¼ against such attacks and excess goes onto the interior. The envelope of an airship is like this but small holes in it will only have a very gradual effect and the envelope will be divided into many compartments.

An attacker can choose to go for a vulnerable point on a multi-square target if the target has any (for example windows, tyres, sensors etc). In this case the small target should have a suitable DF depending on its size from 6 to 20.

Motorcycle (High-Tech)			
BD	8	AG	5
Senses	Lights	Size	2 cubes
Resistance	9	Hits	10/cube
Ground Move +10 (On Road). ½ move off-road.			
Crew: 1, Passengers: 0.			

Automobile (High-Tech)			
BD	14	AG	3
Senses	Lights	Size	4-8 cubes
Resistance	11	Hits	10/cube
Ground Move +10 (On Road). ¼ move off-road.			
Crew: 1, Passengers 1-5.			

Tank (High-Tech)			
BD	24	AG	3
Senses	Lights	Size	10 cubes
Resistance	18	Hits	10/cube
Ground Move +3			
2 x Light Artillery (Side Mounted) and 2 x Machine-Guns (Front and Rear)).			
Crew: 6			

Land Ironclad (Character Vehicle)			
BD	30	AG	3
Senses	Lights	Size	30 cubes
Resistance	20	Hits	10/cube
Ground Move +3			

1 x Medium Artillery (Chassis Front), 3 x Light Artillery (1 turret, 2 Side Mounted) and 5 x Machine-Guns (1 turret, 1 rear, 1 front, 2 side).
Crew: 12

Aeroplane (High-Tech)			
BD	12	AG	6
Senses	None	Size	8 cubes
Resistance	11	Hits	10/cube
Flight 20.			
1 x Machine Gun – rear swivel mount.			
Crew: 2			

Fighter (Character Vehicle)			
BD	12	AG	6
Senses	None	Size	8 cubes
Resistance	11	Hits	10/cube
Flight 22.			
2 x Machine Gun (front with interrupter gear)			
Crew: 1			

Airship (High-Tech)			
BD	30	AG	3
Senses	Lights	Size	Envelope 100 long x 10 diameter squares. Gondola 10 x 6 x 2 squares
Resistance	11 Envelope 18 Fighting Platform and Gondola	Hits	10/cube
Flight 10.			
2 x Light Artillery, 4 x Machine Guns, 8 bombs.			
Crew: 12			

Airship (Character Vehicle)			
BD	40	AG	3
Senses	Lights	Size	Envelope 120 long x 12 diameter squares. Gondola 12 x 10 x 2 squares
Resistance	11 Envelope 18 Fighting Platform and Gondola	Hits	10/cube
Flight 12.			
4 x Light Artillery, 4 x Machine Guns, 12 bombs.			
Crew: 15			

Horse			
BD	7	AG	6
Senses	Vision	Size	2 cubes
Resistance	-	Hits	-
Ground Move + 6			

Story Arcs

A Story Arc consists of a sequence of Series each made up of a number of Episodes. Generally a story arc consists of a variety of Series that fall into three groups:

1. External.
2. Selected

3. Personal

External series are forced on the players by outside events and effect all equally. Selected Series are chosen by one of the characters. The characters take it in turn to choose their Series in order of CH. However some types of disadvantage such as Enemies and Vengeful force the character's hand when it is their turn. Personal apply to one character in particular chosen randomly.

Player characters gain Experience Points (XP) from taking part in Story Arcs. NPCs don't keep XP's in the same way. Their point totals are set at the start of a series.

All characters with a total of 10 XP or fewer who take a lead part in a game session gain 1XP at the start of the session. Also characters gain a bonus 1 XP if their actions in the series exemplified their Character Description and they took every reasonable opportunity to demonstrate it. If a character acts contrary to their type they should be at a large penalty to all such actions.

Series

A series is a set of episodes. A series has the following format:

Series Title:	A suitable title that the series can be remembered by.		
Protagonists:	The team who will take the roll of actors in the series.	Date:	
Opponents:	The enemies trying to thwart the protagonists.	Type:	The series type from those listed below or special.
Premise:	A brief summary of the plot.		

Background	How the series opens.	Location:	Where the series opens.
Details:	Background that sets the series in context. Details associated with continuity. This is also where any human-interest elements are introduced.		

Episode:	Number (from the series type) and title.		Location:	Interesting location.
Details:	A description of events.			
Skill (from 1-3)	A skill to be used with difficulty.	Bonus:	The bonus achieved in the episode for success in using the skill.	
Win Bonus:	What the group achieve for success and which episode follows if any.			
Defeat Penalty:	What the heroes suffer for defeat and which episode follows if any.			

When a defeat penalty occurs the episode will list the sequence of STATs or circumstances deciding who defeat falls on first. If they can't be separated by the criteria listed roll randomly.

Masterplan

Type: External

A group of the character's opponents have worked out a cunning plan to their great advantage and to the disadvantage of others.

1. Skirmish: occurs between the players and an enemy group. If the players win they gain 1 XP and gain some information concerning the masterplan: go to 2a. If the enemy win they advance their goal: go to 2b. The loosing side escapes.

2a. The Plan Unravels: using their information gained in the skirmish earlier the players move to stop the next part of the plan. If the players win the masterplan is in tatters and the

enemy try to make good their escape in episode 3a. The team gain 1 XP. If the team is defeated the enemies' plan is back on track: go to 3b.

2b. The Plan Develops: the next phase of the masterplan continues and the players must scramble to try to stop their opponents at a disadvantage because of lack of knowledge of what is going on. If the players win they thwart the enemies plan against the odds they now understand the enemies' plan: gain 1XP each and go to 3c. If the players loose the plan is now nearly complete. Go to 3b.

3a: The Masterplan is Over: the players track the overawed enemy to their hideout and attempt to stop them escaping. If they succeed they gain 1 XP and their leader gains 2 XP. ¼ of the enemy are taken out. If the players fail the enemy slip away to fight another day.

3b. Final Conflict: as the masterplan comes to fruition the players make a desperate attempt to halt it as it unfolds. The circumstances put them at a disadvantage as the environment or a need to protect others will hamper them. If the players succeed they just stop the plan in time before the most unfortunate consequences can occur and they gain 1 XP. The enemy are driven off. If they fail ¼ of the characters are defeated (CH, IN, XP). The plan succeeds.

3c. Forlorn Hope: as the masterplan comes to fruition the players devise a plan which could make it fail at the last. They strike just as the final preparations are underway. If they succeed the enemy are driven off and one can be chosen for defeat. If they fail 1 of the characters is defeated (CH, IN, XP). The plan succeeds.

Assault

Type: External (Whole Group) or Selected (Forced by a disadvantage)

A vicious group of NPCs are out to do the players serious harm. They may be enemies or other callous killers:

1. The Warning: in the first encounter the NPCs attack and demonstrate their ruthlessness either in combat or by damaging the team's property or kidnapping a dependant or loved one. If the players win they drive them off and gain 1 XP and some information about them which will help them in the next episode. Go to 2a. If the player's loose they escape but the character who was most badly hurt will be out of action in the next episode unless this was the enemy of the attackers in which case s/he must fight on counting as hurt. Go to 2b.

2a. Pre-Emptive Strike: the team move to stop their enemies before they can do more damage. If the team win they can defeat ¼ of the enemy and they cannot assault again for at least 2 series.

2b. The Kill: The NPCs attack in greater force. If the players win they drive off the enemy and can Defeat one of them. The players each gain 1 XP unless one was the enemy of the NPCs: s/he gains 2 XP. If the player's loose then ¼ of the characters are Defeated. If the NPCs are the enemies of a character then that character is defeated (no save), otherwise (IN, CH, XP).

Counterattack

Type: Selected.

The lead character picks his/her adversaries.

1. Scouting: the players encounter their adversaries and determine the information etc they need for their plan. If the players win they gain 1 XP each and the will have an advantage in the next stage. If the players loose they will be at a disadvantage in the next stage.

2. Resolution: if the players win they gain 1 XP each and the lead character gets 2 XP. ¼ (round up) of the adversaries chosen by the lead character are Defeated. The lead character achieves his/her goal. If the players loose then the lead character is Defeated (No Save).

A Story from the Past

Type: Selected

An ally of the lead character arrives asking for help with an unusual problem that involves travelling to a distant location, dimension or time.

1. Journey: The team journey to the location encountering a problem on the way. If they overcome the problem they gain 1 XP and arrive in good shape at 2a. If they fail they are placed in a difficult position: scattered, captured or lost at 2b.

2a. Meet the Minions of the Adversary: The team encounter the minions of the adversary who is troubling the lead character's ally who attempt to thwart their plans. If the team succeed they gain 1 XP and go to 3. Otherwise the lead character's ally is defeated and his/her next selected series must be a Rescue.

2b. Difficulties: the team must overcome both the difficult circumstances created by their earlier failures and the adversary's minions in order to progress to 3 gaining 1 XP. Otherwise the lead character and his/her ally are both captured until someone mounts a rescue.

3. The Problem Confronted: the team conform the ally's problem which could include encountering the adversary. Victory gain 2 XP for the lead character and 1 XP for everyone else and eliminates the problem. Otherwise they fail to solve the problem and it remains for a later mission.

Rescue

Type: External or Selected.

An ally or allies of the lead character have been captured and a rescue attempt is needed.

1. Scouting: The team investigates where the allies are being held. They need to overcome the outer defences. If successful gain 1 XP and go to 2a. If they fail go to 2b,

2a. Breakout: The team attempt to break the allies out of where they are being held. If successful they gain 1 XP and the lead character gains 2 XP. If they fail the attempt fails and they are forced to escape empty handed.

2b. Run for It: Following a disastrous probe into the outer defences of the location the tem try to escape but are confronted by the adversaries counterattacking. If they loose ¼ are defeated (Lead Character, IN, CH, XP). If they win they make good their escape with 1 XP each.

Threat

Type: External

In a threat episode a powerful external force threatens the heroes' city, country or even the world. The heroes must discover its nature and defeat it to avoid terrible consequences.

1. The Threat Appears: the players encounter the first signs of the threat. They have a dangerous opportunity to discover more about it. If they win they gain 1 XP and information to help them going to 2a. If they fail the threat proceeds and is more serious in the next encounter. Go to 2b.

2a. Averting Disaster: the players have discovered a way to avert the threat. If they win the disaster is averted. The players gain 1 XP and go to 3. If they loose they go to 2b.

2b. Disaster: the threat appears and the devastation begins. The team fight to avoid the worst effects of the disaster. If successful they gain 1 XP and the disaster is contained. If they fail the disaster is widespread and ¼ of the team (IN, SE, CH) is defeated.

3. Counterstrike: the characters track the threat to its source and attempt to neutralise it. If the heroes win they gain 1 XP and the leader gains 2 XP. The threat will not appear again in this form. If they loose the threat can still appear in the future.

Captured

Type: External

In this series a group of enemies attempt to capture the characters at the instigation of a master-mind who needs them for a secret purpose or for revenge.

1. The Capture: the team are attacked by the enemy. If they win they gain 1 XP and gain enough knowledge of the enemy's plan to proceed to step 2a. If the players are defeated they are captured and go to step 2b.

2a. The Plan Revealed: the players move in to investigate who is behind the plan to capture them in the location of the enemies' base or wherever they hold prisoners. If they players loose they are captured and go to 2b. If they win they gain 1 XP and go to step 3.

2b. The Trap: Faced with a terrible fate the team make a desperate bid for escape in a difficult situation. If they succeed they gain 1 XP and escape. If they fail ¼ of them (IN, CH, XP) will be defeated with a –6 to escape.

3. The Mastermind: the team discover who was behind the plan and move in to foil them. If they succeed the team get 1 XP and the leader gain 2 XP and they take out the mastermind. If they fail the mastermind slips away to plot his revenge.

Mistaken Identity or Motives

Type: External

The team encounter another group who are basically on their side but due to the machinations of enemies they believe them to be hostile.

1. Friend or Foe? The two 'friendly' teams encounter one another in a manner which leads them to mistake each other's identity or motives leading to conflict. If the team win they gain 1 XP and go to 2a. Otherwise they go to 2b.

2a. Alliance: Following their victory the team must show understanding and restraint in order to understand their former opponents. If they fail go to 2b otherwise the two teams form an alliance to stop their mutual enemies. The alliance can consist of up to 8 heroes. If the alliance defeats their opponents up to a ¼ of the enemy can be defeated and 1 XP is gained. If they loose 1 member of each team is defeated (CH, IN, XP). In either case a lasting friendship is formed between the allies.

2b. Lasting Enmity: The two teams consider each other to be enemies and a final showdown occurs. They fight for 6 turns before the villains intervene. At this point the teams band together (if any are still in action). They gain 1 XP on victory against their enemies and may be able to bury their differences with the other heroes. On defeat each team looses 1 defeated (CH, IN, XP) and the two teams remain enemies.

Prepare for Mind Control

Type: External

A group of the character's opponents develop a method of mind control involving television screens, telepathy, orbital mind control lasers or similar devices.

1. Mind Control: The team start to notice that some of them are behaving oddly. Roll 1D10 for each member starting with the lowest IN. Unless they save on 6+ they are mind-controlled but stop rolling if half the team are already controlled. The controlled team members will go off to perform part of the enemy's plan and the rest of the team must try to stop them. If successful go to 2a with the non-mind controlled characters gaining 1 XP, otherwise to 2b with the mind-controlled characters gaining 1 XP.

2a. Snap Out of It: Stopping the mind controlled team members the team break the mind control just in time to get ready for the mind-controller's minions to arrive. They can unite to stop them. If they win gain 1 XP and go to 3. If they loose the plan is over for now but they won't be able to discover who was behind it and it could all happen again.

2b. The Big Plan: With the none-mind controlled members of the team captured the mastermind behind the operation turns up to reveal his/her cunning plan. This will involve the mind-controlled characters doing something that will discredit them and could involve mass mind control as well. At the last minute the loyal team members break free and make an attempt to stop the mastermind and their mind-controlled friends. If successful they stop the plan before too much damage is done and the loyal characters gain 1 XP. The mind-control system is thwarted and can't be reused. If they lose the mind-controlled characters gain 1 XP, and the plan succeeds. The mind-controlled characters will be the minions of the mastermind until rescued.

3. The Mastermind: The reunited team track down the mastermind and his/her minions. If they succeed the mind-control system is thwarted and can't be reused and the mastermind is captured along with ¼ of his/her minions and they each gain 2 XP. If they loose the mastermind escapes to fight another day.

The Rivals

Type: Personal

1. The Contest: The lead character's rival turns up in a situation which leads to a contest of some kind. This could be training, a joint mission or even a social occasion. If the lead character comes out on top s/he gains 1 XP and an opportunity to be magnanimous in victory. If s/he manages this go to 2a. If the lead character does not come out on top or fails to be magnanimous go to 2b.

2a. This is Serious But Perhaps Together…The situation turns serious and the rivals have to unite to save the day. If they win they gain 1 XP each and their rivalry is over. If they loose either the rival or the lead character will be captured (IN, CH, XP – no save) and a Rescue will need to be mounted.

2b. This is Serious And Its All Your Fault…The situation turns serious and the rivals cannot bring themselves to work together. They end up fighting each other and the enemy. The winner gains 1 XP and the looser is taken out (no save).

Invasion

Type: External

Invaders arrive from another country, hidden realm, planet, dimension or alternate reality or forces inside the country stage a coup or revolution. The aim of the invasion could be conquest, regime change, resource theft, policy change or mindless destruction.

1. Firsts Signs: The team detect the first signs of the invasion in the form of enemy forces scouting military or government installations, engaging in sabotage, arranging transport, building up forces or subverting friendly forces. The team try to find out their plans and stop them. If successful go to 2a gaining 1 XP otherwise 2b.

2a. Interference. With the information gained the team move to stop the invasion before it can happen with a pre-emptive strike. If successful gain 1 XP and go to 3a otherwise 2b.

2b. The Invasion Begins. Widespread devastation is likely to occur along with loss of life. The team must mount a mission that can stem the tide of the invasion. If successful gain 1 XP and go to 3a otherwise to 3b with 1 team member defeated (IN, CH, XP).

3a. The General Confronted. The enemy leader is confronted. If successful the invasion is over and cannot reoccur. All gain 1 XP except the leader who gains 2 XP. If a failure the enemy retreat but may well come again.

3b. Last Stand. The invasion has nearly succeeded but the team take part in a last stand in an important location. If they succeed they enemy withdraw but will be ready to attack again in the near future and the destruction is massive. If they fail ¼ of the characters are defeated (IN, CH, XP) and go to the Guerrillas series.

Guerrillas

Type: Special: triggered by the Invasion Series.

Following a successful invasion, coup or revolution the team are forced to work underground.

1. The Fugitives: The team try to establish a base of operations and to recruit new members whilst the enemy try to stop them. If they succeed gain 1 XP and go to 2a else to 2b.

2a. The Enemy's Weakness: The team discover a possible weakness in the enemy's logistics or organisation that could change everything if it exploited. If they successfully discover the weakness gaining 1 XP and going to 3a otherwise to 2b.

2b. Prison Camp: The team are imprisoned and interrogated by the enemy but an opportunity for a break out occurs. If successful gain 1 XP and go to 2a otherwise ½ are defeated (CH, IN, XP) and go to 1.

3. The Weak Point: The team attack the enemy's weak point. Success forces the enemy's withdrawal and gives 2 XP to the leader and 1 XP to everyone else. Failure result in a retreat by the team and a return to 1.

My Long Lost….

Type: Personal.

A character's long last friend, ally or family member turns up but all is not as it seems as they start to behave strangely.

1. Discover the Problem: The team are investigating the mystery when they come upon an amazing and dangerous surprise. If the succeed in overcoming it gain 1 XP and go to 2a otherwise to 2b.

2a. The Truth: The old associate is revealed to be an enemy, impostor, mind-controlled, out for revenge etc. The team can stop him/her and gain 2 XP for the lead character and 1 XP for everyone else or fail going to 2b.

2b. The Plot: The old associate or his/her controller's plot is revealed. The team must win or the lead character is defeated (no save). If they win the lead character gains 2 XP and others gain 1 XP.

A Mystery

Type: Selected.

The lead character has always been interested in a particular mystery which s/he has been investigating for some time. Now s/he has found a clue that could lead to its solution.

1. The Investigation Begins: The team investigate the first location to uncover the mystery. A problem develops which must be overcome to gain 1 XP and go to 2a or failed to go to 2b.

2a. The Mystery Deepens: As the team travel to another location they find that someone or something is trying to stop them getting to the truth. If successful they gain 1 XP and go to 3 otherwise to 2b.

2b. A Difficult Situation: The team find themselves in a difficult situation: trapped, captured or under attack. If they win they can go to 2a otherwise the investigation fails and a character is defeated (IN, CH. XP).

3. The Truth? The team reach a location where the mystery could be solved and they must confront the forces trying to stop them. If successful they solve the mystery and the lead character gains 2 XP and others 1 XP. If they fail a character is defeated (IN, CH, XP) and go to 2a.

The Iliad

Type: Personal (toughest character not the leader)

1. The Dispute: The lead character has a dispute with the leader in which s/he feels slighted as the leader fails to appreciate him/her and appropriates a reward rightly belonging to the lead character. The character refuses to work with the leader any longer though his/her ally tries to persuade him/her. A crisis arises and the lead character's ally volunteers to help instead. If the team win go to 2a gaining 1 XP otherwise the ally is defeated (no save) and go to 2b.

2a. The Gates of Troy: The team (and the ally) pursue the enemy to their base. If they win they gain 1 XP and the ally gains 2 XP. ¼ of the enemy are defeated. The lead characters dispute with the leader continues and s/he is replaced with the ally until either the ally is defeated or the leader replaced. If they loose the ally is defeated (no save) and go to 2b.

2b. Revenge: The lead character is reconciled with the leader and they go to get revenge on the enemy. If the team win they gain 1 XP and the lead character gains 3 XP. ½ the enemy are defeated including whoever defeated the ally. If they loose the lead character is defeated (no save).

The Odyssey

Type: External.

1. Far From Home: A plot mechanism transports the team far from home and to a strange environment such as an alien world, another dimension, a lost world, another time or an alternate reality. This can either happen as the beginning of the series or be part of a previous series. The team must discover a possible route home. If successful they gain 1 XP and go to 2 otherwise they still go to 2 but not understanding the route should make the whole journey longer and more difficult.

2. Hazards: The journey consists of a number of hazards which block the route. Each hazard that is failed either extends the journey or causes the defeat of a character according to a criteria based on the type of challenge. There may well be a single directing force trying to thwart the team by putting problems in their way. There should be a total of 3 XP distributed through the hazards with points going to whoever is most proactive in them. When all hazards are complete go to 3.

3. The Usurpers: On arrival home the team find they have been away so long that their positions have been usurped and they must overcome the usurpers to regain them. If successful they regain their positions gaining 1 XP and their leader gains 2 XP. If they fail they permanently loose their positions and must find a new role.

Quest

Type: External, Selected.

1. The Quest is Begun: The team are set a quest either by an external force or by the choice of one character. A quest must be to retrieve a person, object or piece of knowledge which is difficult and dangerous. The team must discover a sequence for the quest. If successful they gain 1 XP and go to 2 otherwise they still go to 2 but not understanding the sequence should make the whole quest longer and more difficult.

2. Challenges: The quest consists of a number of challenges. Each challenge that is failed either extends the quest or causes the defeat of a character according to a criteria based on the type of challenge. Serious cases may result in the failure of the quest. There may well be a single directing force trying to thwart the team by putting problems in their way. There should be a total of 3 XP distributed through the challenges with points going to whoever is most proactive in them. When all challenges are complete go to 3.

3. The Quest Complete: There will be a final difficult challenge to attain the quest which should also test something about the character of the team. If successful they gain 1 XP and their leader or lead character gains 2 XP.

Using XP

XP can either be spent to gain certain new abilities or saved to allow the character to reach a higher grade. A character starts with 3 XP except Martial Artists, Weapon Masters and Super Agents who start with 14 (though counting as Contenders).

A Super Agent may gain a new power roll on his/her power table for 3 XP.

To add a new effect for Energy Blasters from the * effects costs 3 XP.

To get an effect as though the power had been rolled twice costs 10 XP.

A character may use 3 XP to gain the power (remember that armour does not stack):

Armoured Costume: 5. Armour (Solid, Energy). ½ Armour (Physical). Item.

A character who lacks an attack power and whose modified BD including all powers is less than 12 can choose either of the following powers for 3 XP each:

Melee Weapon: 2. R1. Damage Solid. Item. BD is added to damage. With either ½ Reduce Armour OR Bleeds 1/5.

Melee Fighting: 4. Val added to result of melee attacks.

Any character can choose the following power for 3 XP:

Ranged Weapon: 9. Ranged. Damage Solid. With Either ½ Reduce Armour Bleeds 1/10 OR Autofire Bleeds 1/10.

A character with a STAT or Power Val with an original Val of 8 or less which is lower than the starting value for their character class it can increase it for 2 XP/point up to the starting value. For higher Val powers with starting values of 9+ the cost is 1 XP per point.

The table below shows advancement for saved XP. Note that characters who start at a higher grade still need to achieve these numbers of XP to advance.

XP Saved	Title	Mega Powers	Blocks	XD	Other
0-10	Novice	0	1	D6	
11-20	Trainee	0	2	D8	Downgrade a Major Disadvantage to Minor.
21-30	Contender	0	2	D10	Remove a Minor Disadvantage.
31-40	Veteran	0	3	D12	
41-50	Elite	0	3	D20	Extra Power from own table. Exceptions: Body Changer gains Generalist Power.
51-60	Star	0	4	2D20	Downgrade Major Disadvantage to Minor. Extra Advantage.
61-70	Mega	1	4	3D20	Remove a Minor Disadvantage.
71-80	Mega*	1	5	4D20	
81-90	Mega 2*	2	5	5D20	
91-100	Mega 3*	2	6	6D20	
101-110	Mega 4*	2	6	7D20	
111-120	Mega 5*	2	7	8D20	
121-130	Mega 6*	2	7	9D20	

A Block is the ability to stop an add and roll following a maximum roll by a lower grade attacker. The blocks are gained per combat. As each new grade is reached the character can choose to change their character description to match the way their personality has changed and developed.

Mega Powers

Each Mega Power is gained at the listed value modified for grade.

D20	Mega Power
1-2	Flight: 13
3	Martial Strike: 13. R1. Damage (Solid).
4-5	Mental Shield: 8. Reduce Psychic.
6-7	Drain Defence (Energy, Psychic): 10
8	2 x Sense: Roll 1D6: 1-2 = IR Vision, 3-4 = UV Vision, 5 = Magical Sense, 6 = Ultra Hearing. +2 AT within ½ range.
9	Dispel: 10. Ranged Or R0 (choose when used). Roll Val + XD. If result exceeds result of target persistent power or trap it is deactivated.
10	Teleport: 14. Extra Table (roll 3 times on D4). Can have one effect doubled or tripled as indicated. 1. Long Range: distance teleported Val x 100 km. (double x 1000 km, triple x 10 000 km etc.) 2. Dimensional (Double equals 4 possible dimensions, tripled is 8 etc.). 3. ½ Area Effect (1-3) Sphere (4-6) Circle. (double is full area effect, triple is x2 etc.). 4. Persistent: gate effect. TC. Stays open linking two points. If not an area occupies 1 square. (double is x2 number persisting, triple is x3 etc.).
11-12	Mind Control: 12. Mind Control: 12. Ranged. vs IN. Mind Control resist IN.

D20	Mega Power
13	Generalist Life Support: 12. 5 types of life support. – this is the same as the generalist power.
14	Regeneration: 6. Repair EN. +½ Recovery.
15	Hardened Armour: 6. Armour (Solid, Physical, Energy). No armour can be reduced.
16	Escape: 6. Resist Traps. Resist Persistent Powers. ½ Escape.
17	Stand Fast: 10. Reduce Knockback. Reduce Knockdown. Reduce Forced Move.
18	Technology: roll 1 power from the technician class.
19	Majesty: 10. 2 X Val Evade (XP/Any).
20	Confusion: if character deliberately drops to 0 EN in a battle or deliberately leaves the board then s/he automatically escapes.

Defeat

A character or NPC who is Defeated is believed to be dead, captured, wounded, demoralised or missing. Which case applies will depend on circumstances.

A character cannot be chosen for defeat if s/he was only knocked off the board to end the battle or if a mega-character who left vowing vengeance because his/her minions were defeated.

Defeat can be avoided by trying to escape. To escape a character rolls their best movement power or AG + XD and adds any bonuses from advantages, skills or powers. One opponent may pursue using a movement power or AG + XD adding any bonuses from skills but subtracting 8 if s/he is not using the same type of movement power as the target and subtracting 10 if s/he has no sense operating at better than 4 against the target. If the escaper has a higher total s/he avoids defeat.

If a character Escapes successfully the defeat falls on the next most eligible character who may then try to escape and must be pursued by a different opponent.

The character or NPC who is defeated must miss at least 2 series and a player will need a new character. After two series the character may re-enter the game to replace other defeated characters or be used by the referee as NPCs.

If a character was hurt during the combat or ended the combat taking 3 or more hits per turn and finished the combat out of action then they will need long term medical help. This can be provided by 3 days of regeneration, healing or professional medical attention. If the next episode is before then the character will be at –2 to BD, AG and DF in the next fight and will display signs of injury. If a character was hurt and then defeated s/he will be either seriously wounded requiring medical help for an unknown period or dead (note that death does not stop a hero reappearing either).

Re-entering Play

A character re-entering play after will have D3-1 differences. Roll for each.

D20	Penalty	Bonus
1-2	Remove a random power other than the standard power for the character class.	Roll a new power from the character's table and modify it by the same amount as the lost power.
3	Decrease a random STAT by D3.	Increase a random STAT by D3.
4	Re-roll random major disadvantage.	
5	Re-roll random minor disadvantage.	
6	Re-roll random advantage.	
7	Re-roll random skill.	
8	Re-roll character's type.	

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D20	Penalty	Bonus
9	Character's minor disadvantage becomes major.	Character's major disadvantage becomes minor.
10	Gain a new minor disadvantage.	Roll for a Generalist power.
11	Gain a new major disadvantage.	Gain a new advantage.
12	Loose 10 EN.	Gain +2 Recovery
13	-2 Recovery.	Gain 10 EN.
14	Gain a power limitation.	Gain a special effect on limited power.
15	Loose character class and 4 XP (can't go below 0) per power the old class had greater than the new.	Roll a new character class. Modify each STAT of the new type by the same amount as the old. Roll for new powers in the new character type swapping them for existing powers (selected randomly) with the same modifications. If the old character type had more powers then excess powers are retained.
16	Subtract 2 from highest STAT.	Add 2 to lowest STAT.
17	Subtract 2 from lowest STAT (min. 1).	Add 2 to highest STAT.
18	Gain Disadvantage (Dependant = Sidekick).	Gain Advantage: Sidekick.
19	Gain a major disadvantage.	Roll a new power on character's table.
20	Phoenix Effect. Next time a character of the group is Defeated it must be this character (no escape) at which point the bonus is lost.	Add 3 to AT and 6 to all other STATS and powers.