

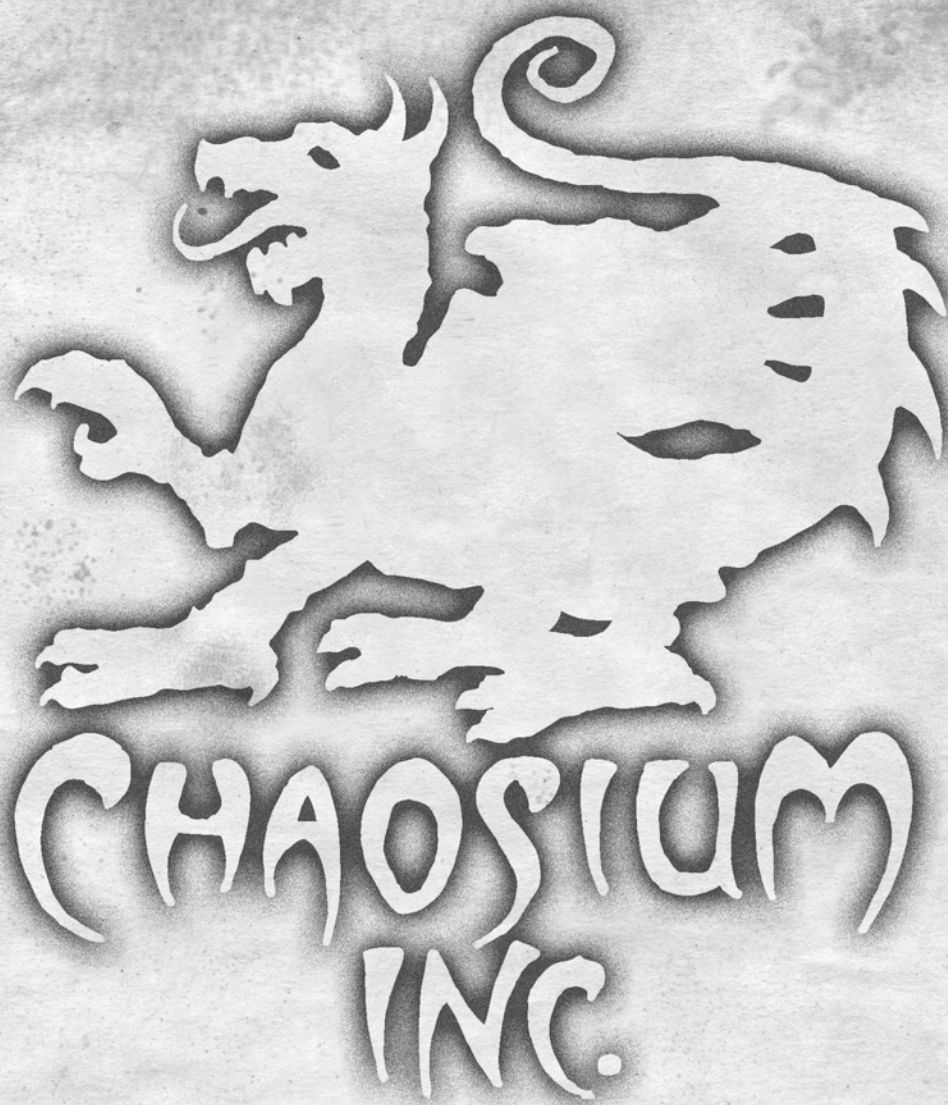
A Companion To **SUPERWORLD**

THE SUPER-POWERED ROLEPLAYING GAME



**Steve Perrin
and Friends**





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A Companion to SUPERWORLD

by Steve Perrin

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Introduction

BUT WHAT ABOUT . . . ?

Writing and playing a game like *Superworld* is somewhat different than creating a game based on fantasy. Fantasy games may easily ignore some of the possibilities of the genre by saying, "Things don't work that way in this world (universe)." After all, every fantasy series is based in a somewhat different world.

For superheroes, the writer and gamemaster don't have that excuse to not include someone's favorite aspect of the genre. The superhero's world is right now and right here, and any superpower shown in one publisher's books has probably been shown in every other publisher's books. In today's freelance comic business, with authors and artists wandering from company to company, you can't even get away with saying, "This is a DC universe, or this an Eclipse universe, or a Marvel universe," because each has elements of the others within it.

Players of *Superworld* have every right to look at the rules and say, "But what about . . . ?" In the year and more since the rules came out, players have been doing so in droves. This book is the result of their and of my efforts to plug the holes they and I perceived.

SUPERWORLD POWERS: CHANGES AND VARIANTS

A small part of this section appeared in the *HAVOC* scenario book. The material presented there is repeated here with additions in order to keep all the information on rules changes and variants in one place for easy reference. Study this material closely — future writeups of heroes, villains, and operatives should be based on these rules, not those in the game box. Future editions of *Superworld* will incorporate these changes.

OPTIONAL NEW POWERS AND RULES

It seems like everyone has a special power for a special hero. In many cases, the special power is just another way of looking at an existing power. For instance, the ability to travel in time is part of Dimension Shift. In other cases, a power is too specialized, and can be duplicated by using a new advantage (or an old advantage) with an already-present power. For instance, Pyrokinesis, the mental ability to create flame at a distance, is an Energy Projection with the new advantage of Indirect Attack.

Other powers suggested over the last year are either unique, or significantly simpler than trying to duplicate them with existing powers coupled with advantages and disadvantages. These powers are presented in this section.

NEW TABLES

This collection of tables compresses *Superworld* data into a form easily referred to during play. Permission is granted to photocopy these pages for personal use.

NEW CHARACTER SHEET

The character sheet included in the *Superworld* box does not have enough room for complex characters. And it is sometimes difficult to directly relate powers and disadvan-

tages using it. The new sheet included in this book expands the space available by using both sides of the sheet. The hero's picture and personal information go on the back; the front is left for game information.

The disadvantages are listed with the powers, and there is one column for totaling the hero point cost for powers, and another column for totaling the points obtained through disadvantages.

This new sheet should make character creation and game-play easier, and enhance roleplaying by allotting the entire reverse of the sheet to roleplaying information. Permission is of course granted to photocopy for personal use the new character sheet.

HANDICAPPING THE HEROES

This section deals with the point values of handicaps given in the *Superworld* rules. Many people found the guidelines for assigning point values to be inexact; this article should satisfy them.

CHAMPIONS TO SUPERWORLD and VILLAINS AND VIGILANTES TO SUPERWORLD

Chaosium Inc. is working with Hero Games and with Fantasy Games Unlimited to make all their products usable for everyone who plays any of our superhero games. These conversion systems can be used to translate *Superworld* back and forth between *Champions* and *V&V*. Players who want to translate the two other systems directly can be guided by this material.

WEATHER IN SUPERWORLD

William A. Barton is an enthusiastic *Superworld* player from the days that it was part of *Worlds of Wonder*. In this article he addresses environmental conditions rarely covered in any game rules — the effects of weather on characters.

PROJECT: SUPERHERO

John Sullivan, a long-time supporter of *Superworld*, provides a complete base ready for superhero or villain occupation, with full danger room rules.

FINAL NOTES

This book is a companion to the *Superworld* rules. It gives insight into the rules, and gives additional rules if you want to use them. The primary objective of the books is the enjoyment and expansion of *Superworld* play. Enjoy.



Rules Variants and Designers Notes

by Steve Perrin

A roleplaying game evolves: publication brings queries, queries give the designer ideas, and the game grows. *Superworld* has undergone more evolution than most games. A multitude of questions have led to reinterpretations of the rules. As the author, I find myself torn between leaving the rules as they are because they have been published and are well-enough balanced, and tinkering because of inequities that surface in play. I choose to tinker, but there is no obligation on the part of those who play the original game to change the way they play.

When those who use variants meet those who adhere to the original rules, the informed choice of the gamemaster is always final.

The variant rules proposed are used in my campaigns. Many have appeared in errata published in *Different Worlds* 32, and 34, or in second printing *Superworld*. The following discussions explain why rules have been altered.

Notes About Powers

Why POW Limits Powers

POW limits many powers because specific offensive energy projections are cheaper than protections against all possible attacks. For instance, 10D6 of Electric Projection

costs 30 hero points and does an average of 35 points of damage. To be safe, a hero must be protected against all forms of energy projections. For 35 points of armor against all possible energy projections, he or she must spend 105 hero points. Projections were restricted by POW because POW determines how "lucky" the hero is in gaining dice of damage. With no limit on protection, I hoped to allow heroes to buy sufficient protection for most needs.

However, this isn't always true to the genre, there are some comic book heroes with low POW but very powerful Energy Projections. Thus, I offer the following optional change to the purchase restrictions for any power, including Energy Projections:

Any power or advantage with a limit based on a characteristic can be increased past the limitation by paying three times the normal hero point cost.

Before using this ruling, the gamemaster should evaluate how it will affect his or her campaign. The increased point cost does not have much effect when it is possible to pay 48 points for a 10D6 Energy Projection, and then use Disadvantages to buy back 47 points!. A game using this option may become high-powered very quickly.

Gamemasters might want to further limit the powers, by allowing no power to exceed the hero's POW in levels for any price or by limiting hero points gainable by

disadvantages for increased powers by requiring that hero points for disadvantages be based on the normal level cost of the power, not the increased one. Another possible limitation, one which I cannot totally endorse only because it will call for the redesign of many heroes, is to change the rule that says no power may take back more points than its cost -1 in disadvantage points, to no power may regain more than 5/6 of its original cost in disadvantage points.

Partial Levels

If the gamemaster is willing, it is possible to buy a power at a smaller cost and prorate its effects. If buying an Energy Projection, for instance, one can spend 1 more point than necessary and receive a 1-point addition to the damage. With two more points, the Energy Projection does an extra 1D3 points of damage.

Powers with set potencies do one extra point for each extra point designated.

If using this rule, normal round-offs no longer apply. If the hero has a POW of 13, for instance, his maximum Energy Projection is 6D6+1D3, not 7D6, unless he pays triple the price of the level of the remaining points for the level of projection (using the immediately-previous rules alteration).

Similarly, someone with a hero who has a SIZ of 12 could prorate Flight so that spending 9 points allows the hero to fly 900 meters in one melee round. Only powers which have a flat benefit for a flat payment, such as Insubstantiality or Dimension Shift, cannot be prorated in this way.

More Power Notes

ABSORPTION

Absorption became the great wonder-power; people used it to add to hit points, armor, etc. To some extent this can be justified by the comic book stories on which the game is based but its misuse became too common. Thus, I added the following restrictions and clarifications:

PURCHASE RESTRICTION: This power can only convert damage into energy or powers and characteristics which use energy at least every melee round. It cannot be used to enhance hit points or Armor, unless these powers are bought with the disadvantage of costing energy per melee round, or faster, to use. Force Field and Mind Block, which cost energy when they are assailed, count as using energy per action rank.

Surpassing Limitations

Absorption can be used to bring a character's powers past normal limitations — 3 absorbed points to gain one point of STR, or 9 absorbed points to gain a further level of an energy projection. For instance, a POW 14 character can have Absorption increase his Energy Projection past 7D6 by absorbing 9 damage points to gain an 8D6 projection.

DEFENSE

Defense should allow heroes to weave through hails of machinegun bullets without getting scratched. Unfortu-

nately, buying enough Defense to properly simulate this type of hero is prohibitively expensive.

The following change makes the ability a bit more accessible for shifty superheroes:

LEVEL: 5%.

PURCHASE RESTRICTIONS: none.

HERO POINT COST PER LEVEL: 3

DIMENSION SHIFT

I received a number of requests that I liberalize Dimension Shift. Many players felt that the literature supports people with this power being able to traverse many dimensions using few hero points. The following liberalizations of the power allows for a true dimension-hopper to reach various destinations along the dimensional highways.

The expanded description of what a level provides also allows multiple dimensional destinations and allows the traveler to carry passengers:

LEVEL: 1 SIZ point. Additional levels add 1 SIZ point to the amount shifted, or add 1 dimension to which the user may travel, or allow the user to dimension-shift anyone within 1-meter-radius of the user, as long as the SIZ of each additional shiftee is below the SIZ limit of the Dimension Shift for the user.

PURCHASE RESTRICTIONS: Level effects, specific dimensions traveled to, and radius must be specified when power is purchased.

ENERGY COST: 1 per SIZ point shifted.

EMOTION CONTROL

Players often do not realize the full implications of Emotion Control. Some gamemasters immediately saw its applications, but others have allowed Psychological Problems, Phobias and the like to override this power. In fact, Emotion Control takes precedence over these handicaps. See below:

ENERGY COST PER LEVEL PER MELEE ROUND:

Costs only three points to maintain control of one target, expended on the controller's first action rank each following melee round.

Effects of Emotion Control

Emotional states engendered by the user of this power overcome normal Phobias, Psychological and Psychosocial problems. A character filled with fear, for instance, is fearful even if he is normally reckless.

Usually, an emotionally-controlled target is given an object, living or not living, on which to focus his controlled emotional state. The object of the emotion engendered must be stated by the controller to the target by normal speech, telepathy, radio signals with which the target is equipped to receive, or another method available to the user. If an object is not provided when the emotion is controlled, the target fixes on the first appropriate object he sees or otherwise senses as the object of this emotional response.

The object of an Emotion Control can be a person, a group of people, an inanimate object, or any other easily-identifiable thing.

Some potential results of Emotion Control are:**FEAR** — flee object.**HATE/ANGER** — attack object berserkly.**LOVE** — obey as if Mind Controlled.**LUST** — pursue object wherever it flees.**AWE** — worship object and believe everything it says as if hypnotized.**REVULSION** — sicken at sight of object; must make CON x 1 roll or be helplessly sick each action rank.

A hero using Emotion Control can induce any or all of the above states unless he has taken Power Disadvantages to limit the emotions available. A single Emotion Controller cannot inflict more than one emotion on the same target at the same time.

ENERGY PROJECTION SPECIAL EFFECTS

For some players Special Effects have caused much confusion. Others exploit the option by awarding themselves many hero points for taking a disadvantage of "No Special Effect."

Gamemasters should exercise final approval of all hero points taken for "No Special Effect" disadvantages. Since most special effects rarely come into play, no one should get more back than 1/6 hero points for not using the special effect.

Special Effect For Weapons Bought As Kinetic Projections

The kinetic armor special effect for energy projections which are bought as melee weapons has caused confusion. The user has 1 point of armor for each hero point spent for the weapon, but to use the armor he must make a successful Parry roll with the weapon, and the armor cannot be used against anything but other kinetic melee weapons. Gamemasters may wish to allow this armor against slow-moving projectiles like javelins, arrows, or tossed safes.

Only one parry may be made with a weapon between a hero's action ranks, and he must be aware of the attack to use the parry against it.

SPECIAL EFFECTS FOR EXOTIC PROJECTIONS

by William A. Barton

ELECTRICAL PROJECTION AS MAGNETIC PROJECTION: Electrical projection has a 10% chance per level of magnetizing an object or of changing the polarity of an already-magnetized object. It can also be used as Telekinesis against metallic objects, with 1D6 STR for each level.

LIQUID PROJECTION: Nonflammable liquids, such as water, milk, etc., have 10% chance per level of projection of extinguishing any fire in a 1-meter square or on a specific target. Flammable liquids add their damage to the fire damage.

RADIATION PROJECTION AS GAMMA RADIATION: The poison special-effect of this projection goes through any substance except lead or similarly-dense elements, even though the damage does not. Radiation poison cannot get through radiation armor, force fields,

or absorption unless it is combined with a normal radiation attack which breaks through the target's radiation defenses. Radiation poison special-effect may attack the CON of the target with a potency equal to the amount of radiation damage which got through the target's radiation protection. The effect of the poison is more long-ranged than the normal poison power and is strictly under the control of the gamemaster.

MORE SPECIAL EFFECTS

by Wayne Shaw

COSMIC-POWERED RADIATION PROJECTION: This projection reduces the resistance of inanimate objects by 1 for every level projected.

KINETIC FORCE PROJECTION: This sort of Pressor-beam projection adds one point of damage to each level of the projection solely to determine if knock-back takes place and, if so, the distance knocked back.

FORTUNE

The following revision of a level's benefits should explain more clearly how to use Fortune, but the usefulness of Fortune depends on play-style.

If a hero has Fortune, he should be played as one who relies on Luck far more than usual. Gamemasters should allow the hero many more Luck rolls than he would normally receive, since Fortune is part of the character's concept. The power should not be bought unless the Luck is supposed to form a major portion of the character concept.

One way to enforce this is to give the hero a Fortune roll based only on his points of Fortune, for such things as the chance for the hand grenade that rolls to his feet being a dud. For example, if the character has +30% Fortune, a 01-30 roll on D100 means the grenade is a dud.

LEVEL: +2%.

PURCHASE RESTRICTION: Cannot be bought if using Misfortune handicap.

GIMMICK

Gimmick has been called the Great Concealer. With this power, and because additional hero points can be gained for the Gimmick using disadvantages, a hero with 2 points of Gimmick can build a full suit of powered armor for an adventure, and still only pay his original two Gimmick points, paying the bulk of the cost using disadvantages.

While the power description says nothing of being able to do this, the example used in the *Dr. Dread* scenario, "Brainwave," shows that it can be done.

Gamemasters who wish to restrict this ability should require Gimmickers to buy all the Gimmick points they want and establish a "disadvantage reserve" for their Gimmicks. This means that these hero points, and only these hero points, can be earned from disadvantages for the Gimmicks created. The reserve can hold any number of disadvantage points up to the number of hero points spent for the Gimmick power minus 1. Individual disadvantages cannot be larger than half the number of hero points spent on the Gimmick, as usual.

EXAMPLE

The Gadgeteer pays 90 points for 60 Gimmick points. He creates a disadvantage reserve of 60 hero points. For whatever gadgets he creates, he can only take 60 hero points for disadvantages.

Thus, if he devises a weapon that does a 5D6 electric blast with Rapidfire (a total of 30 points) and has a battery with 300 energy points in it (30 more points) he has used his 60 gimmick points. His disadvantage reserve allows 60 points from disadvantages for this weapon. He takes 45 hero points (one-half the original hero points spent for it) because it is a vulnerable device (remember, 3 hero points buys 2 Gimmick points), and a maximum of 15 points because the weapon only has 10 shots. Though normally a weapon would return 20 points for this disadvantage, the Gadgeteer receives only 15 because that is all that remains in his disadvantage Reserve.

The other 30 hero points must be covered by his characteristics, handicaps, experience, etc.

There is some confusion about how the Gimmick power may be used by people without Gimmick points. To clarify:

Gimmick may be used to create equipment that simulates superpowers. This equipment may be used by others either if the gimmick creator does not use the Gimmick points for something else or if the recipient has enough hero points in reserve to use it.

ILLUSION PROJECTION

Illusion Projection was not powerful enough to warrant its hero point cost. I have made the following change in the value of a level.

LEVEL: 3 SIZ points that appeal to all forms of one sense within 30 meters. Additional levels add 3 points to SIZ, or appeal to one other sense, or increase range by 30 meters. Level effects are determined at the time of use.

A normally-visible illusion is also visible to infrared, ultraviolet, x-ray, etc. If it has a touch component, then it is visible to radar, sonar, etc.

INVISIBILITY

The Energy cost for Invisibility used to render another power invisible has been revised. Round off all fractions in favor of the person using the power. There is a minimum 1 point cost.

Invisibility can be bought to be usable on a power. One-half the hero point cost of the power will make it invisible. The energy cost for the invisibility of the power is equal to half the usual cost for the power.

MARTIAL ARTS

Those who have seen the first errata ask why the extra attack option was removed from Martial Arts. This is because I found myself facing musclemen with 12D6 damage bonuses and one level of Martial Arts. This means they could hit for 1D3+12D6 TWICE in one action rank.

MIMIC

Mimic is an underused power. Perhaps it is too expensive. When I worked a bit with Absorber from the *Dr. Dread* scenario, I found that he became powerful very quickly. This prompted the following clarification and limitation:

Mimic cannot be used to increase a hero's powers or characteristics beyond the usual limits set by his characteristics. For instance, if Mocker has a POW of 10, he cannot Mimic Captain Wonder's 6D6 Energy Projection. He can only Mimic 5D6 of it.

Gamemasters may allow mimicking heroes to go beyond normal limits by Mimicking three hero points to get the effect of one hero point. Thus, if Mocker would normally need to Mimic 3 more hero points to get the last 1D6, he would have to have the capacity to Mimic 9 more points.

MICRO SIZ

While it is difficult to hit a fly with a fly-swatter (a hand-to-hand attack) it is downright impossible to hit it with a bullet. With this in mind I changed the defensive bonuses of a character using MicroSIZ to mirror the actual difficulties in hitting one.

For each point of SIZ (as height) under 4, a hero using MicroSIZ is 10% harder to hit with ranged attacks, 5% harder to hit with hand-to-hand attacks, and 10% harder to see with Spot Hidden or Observation.

REDUCTION

Four questions often are raised about this power:

1. Why can't a characteristic be taken below zero? At least it will take longer for the victim to get himself back to positive characteristic points.

ANSWER: This is true, but it is not much of an advantage to bring a victim to below zero. Gamemasters who are willing to handle the problems should feel free to allow Reduction to take the victims to negative characteristic points.

2. Though they can be enhanced with hero points, why can't computed characteristics (i.e., hit points, energy points, and recharge rate), be reduced to zero and into negative numbers? The damage isn't permanent, and even if hit points are reduced to zero it does not kill the target.

ANSWER: If you assume that taking the hit points to negative numbers in excess of the CON of the target does not kill him, but instead puts him into a coma until he recovers the points, then this ruling is acceptable.

3. Why does a force field stop Reduction? Does any force field stop it, or just one energy type?

ANSWER: A force field puts a layer of something between the Reducer and the "aura" of the target, and the Reducing energies cannot get through. This applies to every force-field energy type. However, Reduction can be bought specifically to reduce force fields, to reduce all the hero points associated with the field until it is gone. Alternately, the hero may use the Liberation Advantage described in the Optional Powers descriptions elsewhere in this volume.

Using the rewritten Purchase Restriction below, one can include Force Field under the general category of pro-

protective powers and use a Reduction against Magical Projections, for instance, to first eat away a magical force field, and then to reduce other magical protections.

PURCHASE RESTRICTIONS: The superpower Reduced must be specified when the power is purchased. Energy Projections may be specified by either energy type (Electrical Projections) or by source (Magical Projections). Protective powers can also be specified by energy type (Electrical Protection) or source (Magical Protection) or power (Force Field). However, all points of a Force Field must be reduced before the Reduction can reduce other powers. Other powers are treated similarly.

4. Can Reduction affect an Insubstantial character or one in Astral Body?

ANSWER: Reduction affects an Insubstantial character unless he is Insubstantial to all three energy types. One cannot be Insubstantial only to Transformation attacks. Reduction will not affect an Astral Body unless Astral Body has been bought for the user's Reduction power.

RESISTANCE

The Resistance superpower has several problems, both in how it operates and how it duplicates superpowers from the comics. A number of methods have been suggested to adjust the power, and the following synthesis of a suggestion by Steve Maurer and my own tinkering seems the best.

If the damage from an attack is less than half the points of Resistance, the target takes no damage. If greater than half the points of Resistance, the damage of the attack, up to twice the Resistance, is reduced by half.

This allows minor damage to be totally ignored. With this modification, Resistance starts out roughly equal in value to armor, then becomes proportionally less useful than armor the more points spent on it, unless the damage is very high.

Thus, if one hero spends 15 points for armor and another spends the same amount for resistance (gaining a 25-point resistance), a 10-point blow bounces off either, a 14-point blow does 7 points to the resistance-user and

nothing to the armor-user; the resistance continues to be less beneficial as damage increases.

EXAMPLE

The Invincible Gigante has a Resistance of 50. If he is hit by a 30-point blow, he loses 60 hit points. If he is hit by a 110-point blow, he loses 60 hit points. If he is hit by a blow of 25 points or less, he loses no hit points.

RESISTANCE TO TRANSFORMATION

The Resistance power can be bought to protect against all attacks which affect the characteristics or power of a hero. These are called transformation attacks and include Reduction, Mimic, and the new powers from this book — Paralysis, Siphon, Hex, and Transformation. It is used before any POW versus POW rolls or other elements of such attacks. It works against the potency (or hero points, in the case of Hex) of such attacks just as it does against points of damage. If the potency is less than half the points of Resistance, the attack does not work. If the potency of the attack is more than one-half, but less than twice the value of the resistance, the attack affects the target with half-potency. If the potency is more than twice the points of Resistance to Transformation, then subtract an amount equal to the points of Resistance from the potency to determine the effect of the attack. This version of Resistance does not work against mental attacks such as Mind Blast, Mental Control, etc., though Resistance to Mental attacks does.

SNARE

Though the original Snare power description implies that a hero can match his STR against the potency of a snare immediately after being Snared, actually this cannot be done. There is only one way to get out of a Snare — destroy the Snare.

GAME EFFECTS: Target is trapped, immobile, and helpless until the snare is destroyed.

EXAMPLES OF DAMAGE REDUCED BY RESISTANCE

Points Paid	Resistance	Points of Damage Received														
		10	14	17	21	24	28	31	35	38	42	45	49	52	55	59
3	5	5	9	12	16	19	23	26	30	33	37	40	44	47	50	54
6	10	5	7	8	11	14	18	21	25	28	32	35	39	42	45	49
9	15	5	7	8	10	12	14	16	20	23	27	30	34	37	40	44
12	20	5	7	9	10	12	14	15	17	19	22	25	29	32	35	39
15	25	---	7	8	10	12	14	15	17	19	21	22	24	27	30	34
18	30	---	---	8	10	12	14	15	17	19	21	22	24	26	27	29
21	35	---	---	---	10	12	14	15	17	19	21	22	24	26	27	29
24	40	---	---	---	10	12	14	15	17	19	21	22	24	26	27	29
27	45	---	---	---	---	12	14	15	17	19	21	22	24	26	27	29
30	50	---	---	---	---	---	14	15	17	19	21	22	24	26	27	29



LEVEL: 50% chance to entrap a target within 30 meters with an entrapping force of 1D6 potency.

PURCHASE RESTRICTIONS: None.

FURTHER CLARIFICATIONS:

The following clarifications further define what is required to break out of a Snare.

Snares can be damaged either by the victim or by an outside attacker. The victim cannot use any weapon longer than his finger to damage the Snare. The potency of the Snare is also its resistance and its SIZ (see Breaking Things in the Mechanics section of the *Superheroes* book). Any damage will reduce both its resistance and SIZ.

Breakout from multiple Snares requires that each one be destroyed separately. Damage exceeding that necessary to destroy one Snare may be applied to the next Snare

TELEPORT

The following addition has been made to the Teleport rules to allow heroes to transport others at a lower hero point cost. Note that the Energy cost is still high:

A level of Teleport may be bought solely to allow the user to teleport everyone within 1 meter radius of the user, as long as the SIZ of each of the other teleporteers is within the SIZ limits of the user's teleport power. Thus, if Dimension Man has 14 levels of Teleport, plus 2 levels of Radius Effect Teleport, he can Teleport anyone or everything within a 2-meter radius of himself which has a SIZ of 14 or less. He cannot discriminate between that within the radius which he wants to teleport and that which he doesn't, though he can limit the radius of the teleport circle.

Energy cost is for all SIZ points moved. In the above example, if there were two people of SIZ 13 and one of SIZ 10 within the radius, the Energy cost would be 14 for D-Man, and 36 more for his passengers, a total of 50 energy points.

Safe Teleportation

The following rule provides a safety net for teleporters who don't judge distances correctly:

Teleport will not take a hero into a solid object. He appears as close to the object as possible on a line drawn from his starting place to the point he would have appeared if clear space was present.

Power Advantages

The following material clarifies the uses and capabilities of power advantages.

ENERGY FIELD FORMATION

A hero may use only one formation with each level of a projection in any action rank.

A hero may use two formations in the same action rank, as long as the levels of the projection are divided between them. Thus, if Force Master has 7 levels of Energy Projection with 7 levels of force-field formation and 7 levels of Safety Net, he can erect 4 levels of Force Field

while using 3 levels of Safety Net or any other combination which adds up to 7 levels.

Once he has erected Safety Net, he can, on his next action rank, maintain the force field and net and add 3 levels of force field and 4 levels of net to the formations, so that they are both now 7 levels in SIZ. The energy fields cannot be built larger than the number of levels the hero originally bought. Thus, Force Master cannot build his Force Field or increase his Safety Net past 7 levels in SIZ.

WALL

Each level of Wall creates a 1-meter-high by 1-meter-wide by 1-centimeter-thick wall. These "tiles" can be arranged in any way the user chooses. He can even change the height and width as long as the surface area remains the same, for instance making a 2-meter by ½-meter wall section.

IMPALING

One level of Impaling is bought for one level of a Projection. Thus, the usual cost for a level of Impaling is 1. Some questions are resolved in the rewritten Level description and Purchase Restriction below:

LEVEL: Normal special roll chance of an impale with one level of an attack. Additional levels raise special roll chance by again as much, or increase number of levels of the attack affected. Five levels can be bought to ensure an automatic impale with each hit for a level of the projection.

PURCHASE RESTRICTION: Maximum is 1/3 POW in levels for increasing damage. Maximum is 5 levels (100% chance) per level of power for increasing impaling chance.

POWER TRANSFER

The original intent of the advantage was to allow the user to attack a target with a power which normally affects the user. Thus a hero could use Power Transfer to Teleport someone else or turn the target into a toad, or make the target insubstantial. Lack of clarity turned the advantage into one which can only be used effectively on a willing target.

This was just as well since, if the advantage is used as an attack, with six points a hero can Hyperfly an opponent to several light-seconds away, killing him if he can't survive in vacuum.

The comics feature some characters who can banish people from the scene. This effect is provided for by the new power of Transform (see New Powers).

Despite what was said in the errata in the first printing of *Bad Medicine for Dr. Drugs*, Power Transfer cannot be used to turn targets into toads, unless they want to be toads. Some changes are provided below:

GAME EFFECTS: 50% chance of allowing one other person within 30 meters to use the power.

ENERGY COST: If the power to be transferred has no normal energy cost, Transfer costs one energy point per hero point transferred per melee round. The target must use his own energy to use the power. It cannot be used for an attack, such as using it with Shape Change

to turn the target into a toad. Transfer must always be used on a willing target.

Limits

Transfer cannot be used to increase a hero's powers or characteristics beyond the limits set by his characteristics. For instance, if Steamroller has a POW of 10, he cannot use all of Potlatch's 6D6 Energy Projection. He can only use 5D6 of it.

RADIUS EFFECT

One level of the Radius Effect affects only one level of a power. This is described in some detail in the Modern Weapons section of the Energy Projection description. The following Level description replaces the one in the *Superworld* rules.

LEVEL: 2-meter radius for one level of a power. Additional levels add 2 meters to the radius or 2-meters-radius to another level of the power.

RAPIDFIRE

Each level of this Advantage affects only one level of a projection. No more than 10 shots can be fired in any one action rank. There is one other clarification:

ENERGY COST: None; each shot has normal energy cost.

SIMULTANEOUS ATTACKS

The hero point cost of Simultaneous Attacks is per level of the attack. Levels only need to be bought for the lesser power(s) of the two or more to be used simultaneously.

One may also buy this power to allow the user to make two simultaneous attacks with the same power. This is used with Martial Arts, now that the automatic simultaneous attack is no longer part of the Martial Arts description.

Skills

The skills descriptions seem to have had few problems, but further explanation is still valuable.

SKILLS INTRODUCTION

The Stormbolt Example in the *Superheroes Book* incorrectly showed how to buy skills. Skills bought through Previous Experience start at levels based on the original rolled characteristic. If a skill is bought with regular hero points, the level increase is based on the final characteristic. Thus, Stormbolt should have his Acrobatics raised to 5 times half his DEX of 25, or 63%, plus the 5% base chance.

This error resulted from a confusion between the rules and Stormbolt's character concept. A correct rationale would be that Stormbolt worked out in gymnastics after gaining his powers.

SKILLS LIST

The Skills description did not summarize various important facts about the combat skills. They are summarized here.

ADDITION TO SKILLS LIST

Skill	Base Chance	Level Increase
Fist	50%	05%
Grapple	25%	05%
Kick	25%	05%
Smash	25%	05%

Power Disadvantages

GENERAL COMMENT

Disadvantages give heroes more hero points; in exchange their powers are less important. Players and gamemasters should remember that these conditions are supposed to make powers less useful. If advantages are taken that negate the problems arising from disadvantages, no hero points should be taken for the disadvantages.

EXAMPLE

Drainer can Siphon a target's STR into his Energy Projection. The Siphon has no range, which is normally a disadvantage worth 1/3 the points spent for the power. However, if the Siphon is bought with the advantage of a 10-meter radius, then it actually has a range, and the benefit should, at the least, be reduced to 1/6 the hero points spent for the power and the advantage.

ACTION RANK DELAY

This disadvantage has been misinterpreted because action ranks are used in the rules to define two different concepts. The first is the numerical sequence used to define when and how many times during a melee round each hero may act. The second use is the particular action rank on which a given hero acts. The Action Rank Delay disadvantage applies to the second definition of action rank. If a hero using a power with this disadvantage acts on action rank 15, then the power does not work until action rank 5. Some people misinterpreted this to mean a delay to 14.

BURNOUT CHANCE

The Burnout Chance disadvantage has been changed to correct the inequity of a hero with a 6-point power gaining half (3) of the points back by claiming a 15% Burnout Chance, and a hero with a 30-point power regaining only 15% of the points spent with the same Burnout chance. The change is as below:

LEVEL: 1% Burnout Chance.

HERO POINT GAIN PER LEVEL: 2% original cost of power.

Using this system, the 30-point power user with a 15% Burnout chance gains 9 hero points ($30 \times 30\% = 9$), not 3. If the hero with the 6-point power wants a 15% Burnout chance, he gets 2 hero points ($6 \times 30\% = 1.8$, rounded up to 2). In this way the user of a major power benefits more from a Burnout chance and the user of a minor power does not get an unseemly amount of hero points for a small disadvantage.

FAILURE CHANCE

If a player rolls lower than his hero's Failure Chance for a power, the power did not work on that occasion, but may work in the next action rank. Failure still means that the Energy was used. A revision of the power is below:

LEVEL: 1% Failure Chance.

HERO POINT GAIN PER LEVEL: 1% of original cost of power.

VULNERABLE DEVICES

What They Really Are.

With material by Bruce Dresselhaus

This disadvantage allows abuses in character creation. The following essay attempts to avert some of the abuses by making Vulnerable Devices less attractive.

The Vulnerable Device disadvantage allows heroes to use powerful devices which are vulnerable to destruction for low hero-point cost. This has allowed heroes and villains to have fantastic powers at low cost while suffering no direct game system penalties.

What is Vulnerable?

To be Vulnerable a device must either be damageable or removable from its user. A handgun is a vulnerable device because it can be grabbed away with a Grapple or by Telekinesis, or it can be damaged by an energy projection or a Transmute attack. Similarly, wings are vulnerable because they cannot be used if grabbed and held, whether or not they are damaged.

In Superworld, Vulnerable Devices are classified by how difficult they are to remove from the user's control without damaging the device. If it takes one Semi-Action, the vulnerability regains 1/2 the points used to buy the device. If it takes a full melee round, the vulnerability brings back 1/3. An item, such as an armored suit, which could take as much as 5 minutes to remove, is worth only 1/6 the hero points it took to buy it.

Difficulty in removing a device has nothing to do with its vulnerability.

Damaging A Vulnerable Device

Vulnerable Devices may be attacked with Energy Projection or Transmute attacks. Each device has Defense based on its SIZ as actual weight or volume, whichever is most appropriate. To determine the device's defense consult the system presented in the MicroSIZ power. Force Master's 2-kilogram staff, for instance, is SIZ 2, based on its weight. It has a 10% defense against ranged attacks. Doctor Dread's armored suit, on the other hand, is the same SIZ as Doctor Dread, even if its use of plastics and space-age microcircuitry gives it a SIZ by weight of 5.

If the device is hit, it has a resistance based on the hero points used to buy its main effect. For instance, if a character has a gun which fires several different 7D6 projections, its resistance to Transmute and Damage is 21, no matter how many attacks or other powers it may have. This resistance can be proportionally divided if the transmuter or projector wishes to only affect one part of it, such as the arm of an armored suit.

If a device has more than one function, its resistance is determined by the most hero points in a protective power, if any. If there are no protective powers, the resistance is based on the highest hero-point count for an offensive power.

If the device takes damage, the points are subtracted from the total hero points used to build the device. If the device has multiple powers, the damage should be prorated and subtracted as equally as possible from all the powers in the rod.

If the device is something like an armored suit with many different powers located in different sections, determine the number of different powers, then randomly pick one power to take the damage. If there are still damage points left after the power is destroyed, then randomly picks another power to absorb the rest of the damage until all damage points are accounted for.

If a device receives more damage than it has hero points, it is destroyed.

Repair Rates

Damage taken by vulnerable devices can be repaired at a rate of 1 hero point per day. It takes time to repair a damaged device.



Some devices are impossible-to-replace, one-of-a-kind items. It would be unkind for a gamemaster to destroy a hero's concept by destroying an unrepairable device. In such a case, assume the device is invulnerable to damage, but vulnerable to theft. For fragile, irreplaceable devices, assume that the loss of hero points from damage is temporary, and that if the device is retained and brought to a safe place, it will regenerate in some way.

Protective Devices

Protection for a vulnerable device can be bought to supplement its natural resistance. The protective power must be bought for each sort of energy type.

Handicaps

ENERGY LIMIT

The following rewrite of the Level and Hero-Point Gain per level for Energy Limit makes the hero-point gain more equitable.

LEVEL: 1 Energy point unavailable. Thus, if 78 points are needed for LightRay to Fly (6 points), use his Energy Projection (for 18 points), and maintain both his activation of his 12K, 12E, 12R Force Field (for 18 points) and the force field's use against attacks (for 36 points); if he has an Energy Limit of 60, then he is unable to use 18 points of Energy and probably has to cut back his Force Field's ability to block damage if he wants to fly and project energy.

HERO POINT GAINS PER LEVEL: 1

CLARIFICATIONS:

Energy Limit is a limit per hero's action rank. However, if a power costs energy to activate, on a once-per-hour basis, the energy points spent for that power count for the energy limit for the entire period, the power is activated. Thus, LightRay, in the example above, cannot use Energy for all of his Force Field if he used his other powers in the previous Action Rank, because there is not enough Energy available.

The limit cannot be calculated on the basis of two attacks (such as an Energy Projection and a Snare Projection) unless Combine or Simultaneous Attacks has been bought for the two attacks.

SAMPLE ENERGY LIMITED POWER DESCRIPTION

<i>SUPERPOWERS</i>	<i>Level</i>	<i>Energy</i>	<i>Hero Pts.</i>
Flight: 600m/MR	1	6(MR)	6
Energy Projection: 6D6 Radiation	6	18	18
Force Field: 12K, 12E, 12R	18	18(A)	18
ENERGY LIMIT: Only 60 Energy points available in one action rank			+18

SPECIAL VULNERABILITY

This potentially-damaging handicap requires some revision. Loss of Energy is rarely as handicapping as loss of hit points. Thus, the following rewrite of Hero Point Gain Per Level:

HERO POINT GAIN PER LEVEL: for Energy loss, 1 if the substance is very rare (glowing meteors); 2 if the substance is reasonably common (moonless nights, underwater, etc.); 3 if it is very common (daylight, normal atmosphere). For hit point loss, 2 if the substance is very rare; 4 if the substance is reasonably common; 6 if it is very common.

Gaining Hero points

Optional Method

This method is for campaigns in which the gamemaster wishes to encourage characters to avoid using too many disadvantages and handicaps, and to encourage players to build up their characters with experience.

Ignore the hero points gained from characteristics and total the hero points available to the hero from disadvantages, handicaps, and experience and divide by two. Rolling greater than this number on D100 means that the superhero gains 1D3 hero points. If the total of disadvantages, handicaps, and experience divided by two is greater than 96, a roll of 96 to 00 still provides hero points.

A campaign should use either the system given in the *Superheroes Book* or this one, not both. The gamemaster should decide which system is used, or if he is indecisive he should have the players take a vote.

Awarding Hero Points

The Rewards of Heroic Behavior

Gamemasters who find their players are not acting in the heroic mold may find that awarding hero points for proper behavior encourages the players to roleplay their heroes in a way truer to the comics genre.

If the gamemaster has sufficient time, he can maintain running tallies of points, subtracting points from a hero's totals for inappropriate actions such as killing or letting innocents be destroyed without attempting rescue. The hero who has points subtracted must buy back those points with points gained from rightful action or experience rolls.

Among the actions to reward a hero for are:

Rescuing normal citizens, even if he must let a villain go free to do so.

Taking injuries meant for another (no points if the hero knows the damage can't hurt him).

Allowing himself to be captured so that innocents can go free.

Capturing a villain he has reason, and opportunity, to kill.

No hero point awards for these actions should be more than 2 points for an entire adventure unless the hero has acted far beyond the call of duty. The usual award for an outstanding hero should be one point. This award is not necessarily given for every adventure.

There is no award for simply using one's powers or capturing criminals. That's part of the job. Only award hero points outright for exceptional behavior above and beyond punching out badguys.

The Operative

Operatives or agents are the core of villainous enterprises. Without hard-working thugs and gunmen, the villainous mastermind has no one to turn to when beset by heroes. How else can he pull off a distracting assault from behind, or clean up after messy battles without soiling his hands? Where else will he find guards to ensure that his Beauty-sleep is not interrupted by obnoxious heroes wanting interviews at inconvenient hours?

The rules for generating operatives in *Superworld* are quick and efficient but do not provide methods for creating new and strange combinations of skills and weaponry. Why should an operative who uses a rifle not gain points for having a vulnerable device when another agent has all his weaponry built into his cyborg body? Shouldn't operatives have some kind of physical or psychological handicaps? Certainly, any operative attacked by a superhero has Bad Luck.

The following provides at least a group personality, if no individual personalities, for operatives. It is a two-step process.

THE OPERATIVE HANDICAP PACKAGE

Operatives start with a Handicap Package. This is usually 40 points, and looks something like this:

Points	Handicap
10	BAD LUCK: -30% to Luck Roll
5	IMPERCEPTIVE: -15% Idea Roll
10	NON-SUPER SECRET ID: No powers without weapons
5	PERSONAL PROBLEM: Enemy (a law-enforcement group or hero who is after these guys just because they belong to the operative group)
5	PSYCHOLOGICAL PROBLEM: Hatred of (GM fill-in-the-blank)
5	PSYCHOSOCIAL PROBLEM: Criminal attitude
40	TOTAL HANDICAP POINTS

Different operative groups should have different handicaps. A goodguy group, for instance, would have Clumsiness instead of Bad Luck, a Personal Problem of a criminal enemy, a Psychological Problem of "Devotion to Law and Order," and a Psychosocial Problem of "Despised by citizens they serve." Operative groups are by comics tradition Imperceptive, no matter on what side they are.

The Rest of The Points

Thus, all operatives built with these handicaps start with 40 points, and all further points must come from disadvantages. Let's take the FIRE agents in the "Deadly Devices of Doctor Dread" scenario in *Superworld* and see how to build them with this system.

FIRE OPERATIVES WORKING WITH BLACKFLASH

EQUIPMENT	Hero Pts.
Radio*	6
Adaptability to Gas*	3
Resistance: 5 potency vs. Dazzle*	3
*[D] Vulnerable Device — helmet (1/3)	+4
Energy Supply: 210 pt battery†	21
Force Field: 10D/10E/10R†	15
[D] Failure Chance — 25%	+4
†[D] Vulnerable Device — Back Pack (1/3)	+12
Flight: 600m/MR	6
[D] Vulnerable Device — Back Jets (1/3)	+2
[D] Conditional Use — not in water/vacuum	+2
Weapon: one of various shown	15
Energy Supply for Weapon	15
[D] Vulnerable Device — gun (1/2)	+15
[D] Conditional Use — not in water (1/3)	+5
Cost of Powers	84
Handicaps	40
Disadvantages	44

More powerful operatives can be created with higher-point Handicap Packages and more powerful weapons with more disadvantages.

This system takes more work but allows for more diverse operatives. Try it.

New Powers and Rules for Superworld

by Steve Perrin & Friends

Introduction

The following powers and rules result from submissions received from *Superworld* aficionados. The additions have been extensively playtested and often have been rewritten. These powers and rules are optional; gamemasters may or may not wish to use them in their campaigns. Gamemasters should judge each power, advantage, skill, disadvantage and handicap separately to determine if it is appropriate to their campaign.

Authors are credited at the beginning of their section. All of the submissions have been edited to fit my concept of *Superworld* gameplay. All praise should go the authors – all blame is mine alone. Where I am the author, I accept both. Where I am listed as a co-author, the other writer added to and expanded upon my original idea.

Powers

AURA DEFENSE

AUTHOR: Steve Perrin

DESCRIPTION: Enhances normal resistance to Aura Attacks.

GAME EFFECTS: The hero gains a better-than-normal Aura Attack score.

LEVEL: +1 to INT to resist Aura Attacks.

PURCHASE RESTRICTION: No more levels of Aura Defense than the hero has points of INT.

HERO POINT COST PER LEVEL: 1

ENERGY COST PER LEVEL: None

AURA ENHANCEMENT

AUTHOR: Steve Perrin

DESCRIPTION: Adds to the hero's natural Aura Attack.

GAME EFFECTS: The hero gains a better than normal Aura Attack score.

LEVEL: Adds 1 to the Aura Attack of a hero.

PURCHASE RESTRICTION: Total Aura Attack ability cannot be more than twice the hero's natural Aura Attack ability.

HERO POINT COST PER LEVEL: 2

ENERGY COST: None

This power can be bought with disadvantages such as Vulnerable Device (a flashy costume), Failure Chance (don't have the right speech together yet), etc.

CANCELLATION

AUTHOR: Wayne Shaw

DESCRIPTION: The ability to neutralize a power.

GAME EFFECTS: A chance on the resistance table to cancel the hero points used to buy a power from a pre-specified power source.

LEVEL: A projection attack with a 50% chance to hit with a potency of 3 and a range of 30m. Additional levels add 3 to the potency or 30m to the range. Chance to hit increases with experience.

PURCHASE RESTRICTIONS: Level effects must be chosen at time of purchase. A maximum of 1/2 POW in levels may be purchased for potency. Source of power cancelled (Magic, Mechanical, or Mastered/Mutated) must be specified when purchased.

HERO POINT COST PER LEVEL: 3

ENERGY POINTS PER LEVEL: 3

This power is pitted against the hero point cost of a particular power, including advantages, on the resistance table. The power to be cancelled must be stated before the attack is made. If the target's resistance roll is unsuccessful, the individual power cannot be used until the target's next action rank (though the target may blow his next action rank by restarting the power immediately, as a defensive maneuver). Cancellations can be used to dissolve Snares, release victims from Mind Control, deactivate force fields or flight, etc.

A hero using the Cancellation power to stop an energy projection he knows is about to be thrown must not have used his previous action rank and must make an Agility roll. The hero cannot blow his next action rank to use this power as a defensive maneuver.

CLAIRVOYANCE

AUTHOR: William A. Barton

DESCRIPTION: Ability to see and hear what is currently transpiring in a location or happening to an object.

GAME EFFECTS: Within 30 meters of the power-user, he or she knows what is transpiring within a 2-meter radius of a point, or what is happening to a familiar object.

LEVEL: Provides a vision of a 2-meter radius around the point or object chosen. Further levels increase the radius by 1 meter or multiply the range by 10.

PURCHASE RESTRICTIONS: Whether power focuses on locations or objects must be specified when power is purchased. Whether levels are bought to increase radius or range must also be specified when purchased.

HERO POINT COST PER LEVEL: 10

ENERGY POINT COST PER HOUR: 10(A)

Only objects within the radius bought may be viewed, but a successful Listen roll allows the user to hear sounds from outside the radius. The point of view of the Clairvoyance cannot be shifted without deactivating the power, shifting the reference point, and reactivating the power. This can only be performed once per melee round.

While using Clairvoyance, a hero is in a trance state. He cannot recharge Energy. He is unaware of his surroundings and, if someone attempts to awaken him, he is stunned and must awaken from the stun in the normal fashion.

Locations and objects in other dimensions can be observed using Clairvoyance if the hero is familiar with the location or object, and if the gamemaster rules that the target would be within range were it in the normal, three-dimensional universe.

A familiar object is one that a hero has purposely handled, intending to later use Clairvoyance on it, or an

item about which he is thoroughly informed and about which he successfully uses Total Recall and Meditation.

COSMIC CONSCIOUSNESS

AUTHOR: William A. Barton

DESCRIPTION: Ability to tap into the collective consciousness of the cosmos to gain insight into the mysteries of life.

GAME EFFECTS: Allows the player to ask the gamemaster questions which the gamemaster must answer truthfully.

LEVEL: 5% chance of once per game day to get an answer to one question of the hero's choice. Additional levels increase the chance of success by 5% for a question or allow the hero to ask one additional question per game day at the basic chance.

PURCHASE RESTRICTION: Level effect must be specified at time of purchase.

HERO POINT COST PER LEVEL: 3

ENERGY COST PER LEVEL PER HOUR: 3

To receive an answer a hero must engage in uninterrupted meditation for 60 minus the hero's POW in minutes. Successful use of the Meditation skill allows the hero to ignore interruptions, such as villain attack or being shaken, unless the hero is knocked unconscious. At the end of the meditation period, the gamemaster makes the Consciousness roll for the hero.

A normal success requires the gamemaster to answer the hero's question, perhaps with a riddle or obscure saying. The answer can be as vague or as obscure as the gamemaster wishes as long as the answer is the truth. A special success requires the gamemaster to provide an exact answer to the question. A critical success tells the hero more than he asked, and perhaps gives him an insight into further possible questions. The hero receives no answer if the roll is a failure, and erroneous information if the roll is a fumble.

HEX

AUTHOR: Jimmy Akin II

DESCRIPTION: Ability to increase others' failure chances.

GAME EFFECTS: 50% chance of decreasing the target's chance of success on all target's rolls until the book-keeping phase of that melee round.

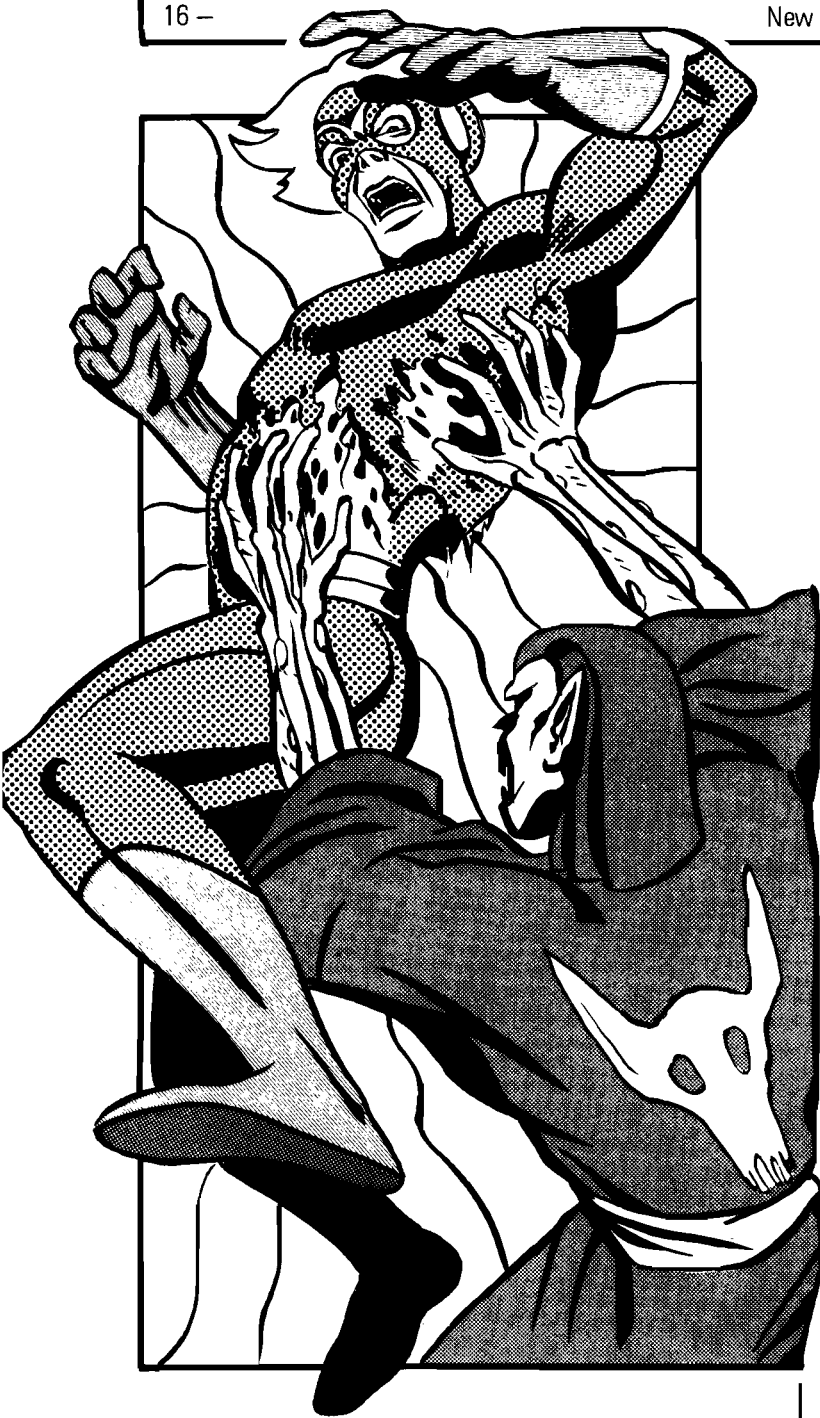
LEVEL: Decreases the success chance with any D100 roll by 5 percentiles, including actions which are normally considered automatic successes (walking, opening doors, etc.), of any target within 30 meters. Additional levels either increase the percentile reduction by 5 or the range by 30 meters.

PURCHASE RESTRICTIONS: Levels of percentile reduction may not be more than 1/2 a hero's POW. There is no limit to range levels. Level use for range or percentile reduction must be specified at time of purchase.

HERO POINT COST PER LEVEL: 3

ENERGY POINT COST PER LEVEL: 3

No success chance can be reduced below 5% with this power. Hex increases the Failure Chance or Burnout Chance on powers with these disadvantages.



Hex is a Transformation Power; it can be stopped using Resistance to or Absorption of Transformation attacks. To resist a Hex, a hero must match his points of resistance against the hero points used to buy the Hex. Likewise, the Absorption absorbs the hero points.

IMMUNITY

AUTHOR: Steve Maurer

DESCRIPTION: Complete immunity to one source of damage.

GAME EFFECTS: Hero suffers no damage or other deleterious effects from a single form of attack.

LEVEL: Total immunity from the harmful effects of one form of attack/damage.

PURCHASE RESTRICTIONS: The source of attack is strictly limited. For instance, Immunity to Energy Projections is limited both by type of energy and by

source. Thus, one could buy Immunity from Magical Lightning, though not Immunity from electrical attacks. One can buy Immunity from all ranged kinetic attacks.

HERO POINT COST PER LEVEL: 20

ENERGY COST PER LEVEL: None.

Immunity from nerve-toxin poison protects against both nerve-toxin Poison and nerve-toxic Gas Projection, but not against any other use of Poison or Gas Projection. A hero can buy Immunity against a mental power from any source (such as Mindblast). Similarly, a hero can buy Immunity from all Insubstantial attacks, Invisible attacks, or attacks from one-of-a-kind powers, such as Gravity Projection or Infection.

A hero may buy Immunity from aspects of the game system, such as knockback or stunning, by buying it separately against each energy type.

INFECTION

AUTHOR: Jimmy Akin II

DESCRIPTION: The ability to induce illness in others.

GAME EFFECTS: 50% chance to affect a target within range to cause possible hit point and skill loss.

LEVEL: An attack at potency 3 against the CON of a target at touch range. If successful, it decreases the victim's hit points by one and all skills use by 5 percentiles for 24 hours. Hit points lost to Infection cannot be recovered normally. Each additional level increases hit point loss by 1 and skill ability loss by 5 percentiles, or increases potency of attack by 3.

PURCHASE RESTRICTIONS: No more than half POW in levels may be bought to increase potency. Level effects must be specified at time of purchase.

HERO POINT COST PER LEVEL: 3

ENERGY COST PER LEVEL: 3

If a victim has Regeneration, he may divide the hours of recovery needed by his number of levels of Regeneration + 1. Thus, if a hero normally would be affected for 24 hours, but has 3 levels of Regeneration, his player may divide 24 by 4 (3+1) to determine that the hero is only affected for 6 hours.

Each level of Healing used on an Infection victim transfers 1 level of Infection effect to the healer for 24 hours. As soon as a level is gone from a victim he is cured of the effects of that level.

Robots and beings with radically-different body chemistries from the power-user are immune to this power unless it is specifically bought to affect them. Infection will not work through a kinetic force field or armor unless combined with a kinetic attack which penetrates the protection. The user need not buy the Combining Power Advantage to create this combination. Resistance to and Absorption of Transformations defends against this power, as does Immunity to infection. No other power protects the victim.

LIGHTFOOT

AUTHOR: William A. Barton

DESCRIPTION: The ability to walk on any surface without sinking into it.

GAME EFFECTS: The hero may move normally across snow, water, quicksand, loose branches over a pit, or any other surface that would not normally hold his weight.

LEVEL: Allows five points of SIZ to travel at normal ground movement rate over any surface. Additional levels increase the SIZ supported by 5, or increase movement by half normal rate.

PURCHASE RESTRICTIONS: Level effects must be specified at time of purchase.

HERO POINT COST PER LEVEL: 1

ENERGY COST PER LEVEL: None.

If a hero with this power wishes to carry SIZ beyond his own, he must have levels to cover the extra weight or he breaks through the surface just as he would without the power.

MENTAL IMAGE

AUTHOR: Steve Perrin

DESCRIPTION: Ability to transmit convincing images into a target's mind.

GAME EFFECTS: Causes a locatable target within 30 meters to experience a visual image and possibly to be physically affected by it.

LEVEL: Potency 3 attack against the INT of the target on the resistance table. Additional levels either increase the range by 10 times the previous range or increase the potency by 3.

PURCHASE RESTRICTIONS: No more than 1/2 POW in levels for potency, no restriction on levels for range. Level effects must be specified upon purchase.

HERO POINT COST PER LEVEL: 3

ENERGY COST PER LEVEL PER MELEE ROUND: 3

The gamemaster should adjust the chances for the victim to disbelieve a silly or illogical Image, or to believe a well-thought-out illusion.

A target making a critical success against an Image knows it to be an illusion and knows who is using it on him. The image is visible to him, but transparent and obviously unreal. A regular success means that the target knows the Image is illusionary but still sees it as an opaque object. A failure means that the victim believes the image is real; he will be affected by the image as if it were a Stun attack doing damage equal to its potency with an energy type appropriate to the Image pictured. A Fumble means that the victim is affected as if the Image is an energy attack doing damage equal to the potency of the Image. For instance, a fumble against the Image of a dragon makes the target think he was hit either by a heat radiation attack (dragon breath) or by a kinetic attack (a claw).

Only the person affected by the Image can see it. His normal protection works against the damage, but any damage taken beyond what his protection can block is real damage. Attacks will not hurt the Image, unless the Image-maker wishes the Image to appear to be damaged.

A hero using this power must pay Energy for it during the bookkeeping phase of each melee round or the image disappears. If the image disappears and is recreated the victim will be considerably less likely to believe it.

Because it is often crucial that a hero's player not know that the Image the hero sees is illusory, the game-master should make the roll to see if a player's hero believes in the Image.

MICROSCOPIC VISION

AUTHOR: William A. Barton

DESCRIPTION: Ability to see very small objects.

GAME EFFECTS: Allows a hero to see tiny objects with a lesser penalty to his chance to detect them.

LEVEL: Doubles the degree of magnification of small objects and adds 10 percentiles to the chance to see small objects to which normally a negative percentile is applied for a hero's detection chance when using Spot Hidden, Observation, etc. It may also increase the normal chance to use these skills when searching for small items. A level of Microscopic Vision adds 10 percentiles to a hero's chance to hit a target under SIZ 4 with a hand-to-hand attack and 5 percentiles to a hero's chance to hit the same target with a ranged projection.

HERO POINT COST PER LEVEL: 2

ENERGY COST PER LEVEL: None.

MIND EXCHANGE

AUTHOR: William A. Barton

DESCRIPTION: The ability to switch minds with another being, so that each is using the other's body.

GAME EFFECTS: The two members of the exchange each can use all powers and skills of the other body (including any mutated or mechanical mental powers built into the other body) at basic percentages (if any) and their own knowledge skills.

LEVEL: One specific transfer.

PURCHASE RESTRICTION: The other mind must be specified. The hero may use a normal character for no additional cost. If the other body has superpowers, however, he must purchase a Sidekick or arrange for the other mind to be another superhero in the campaign.

HERO POINT COST PER LEVEL: 10

ENERGY COST PER LEVEL: 10(A)

This power is not necessary if the hero's entire identity revolves around exchanging minds with another body which goes out and fights crime. If the hero exchanges minds with an animal and both man and animal act as heroes, for instance, then this power should be purchased.

PARALYSIS

AUTHOR: Steve Perrin

DESCRIPTION: Ability to suspend a target's bodily mobility temporarily.

GAME EFFECTS: 50% chance to hit a target within range.

The power is effective if the target makes an unsuccessful resistance of rolled potency against the target's CON. If the target's roll is unsuccessful the target cannot move or act until he throws off the paralysis as he would being stunned. Paralysis may freeze a target in place or simply make him collapse. A victim's ability to think is unimpaired, but movement is impossible and any mental power which normally expends personal

Energy each action rank or melee round cannot be used, even if the target has bought the power at no Energy cost.

LEVEL: 1D6 potency, with 30-meter range. Further levels add 1D6 potency or 30 meters to range.

PURCHASE RESTRICTIONS: No more than 1/2 POW in levels of potency — no restriction in levels of range. Level effects must be determined when purchased.

HERO POINT COST PER LEVEL: 3

ENERGY COST PER LEVEL: 3

Paralysis is a Transformation attack. If the target is Insubstantial to all energy types or in Astral Body, Paralysis will not affect him.

POSSESSION

AUTHOR: Steve Perrin

DESCRIPTION: Ability to mentally impose oneself on the consciousness of another.

GAME EFFECTS: Potency versus POW chance to substitute user's consciousness for that of a target within 30 meters and to control all of the target's actions.

LEVEL: Potency of 3. Additional levels increase potency by 3 or increase range by 10 times the previous range.

PURCHASE RESTRICTIONS: No more than 1/2 POW in levels of potency — no restriction for range levels. Level effects must be determined when purchased.

HERO POINT COST PER LEVEL: 3

ENERGY COST PER LEVEL PER MELEE ROUND: 3

If a Possession is successful, the possessor's body is unaware of its surroundings and incapable of taking any actions. His consciousness is in the possessed body. If the possessor's body is damaged or stunned, the possessor must make a roll of his body's CON x 3 to maintain the possession. Otherwise he must return to his own body. He is stunned if the possessed body is stunned and goes back to his own body unconscious (as if affected by a sleep poison) if the possessed body is slain.

The consciousness of the possessed body is suppressed, but instinctively attempts to evict the usurper each melee round. It can do nothing else until the possessor has left. Each melee round the victim has a chance to break free of the possession by attacking with his POW against the potency of the possession on the possessor's first action rank (the same as that of the victim).

The possessor has the physical abilities (including powers, action ranks, movement, and STR, CON, SIZ, DEX, and APP) of the victim, and his own INT and POW. His knowledge skills are his own, and all skills which involve physical action are either at his own level or that of the possessed body, whichever is less. Minimum ability is 5%. He also has no immediate knowledge of the powers, abilities and background of his victim, except for facts well-known to the public, or material related by detective work or briefings. If possession is maintained longer than 50 melee rounds (10 minutes) minus the possessor's INT, he can search the body's memories and gain full use of all the victim's knowledge and skills. Mental attacks against the possessed body affect the possessor.

The possessor must use his own Energy to power the Possession, but uses the possessed body's Energy to use the victim's powers. Once the possession has taken place,

the victim does not have to be kept within range of the power. However, if the victim breaks free when out of range, the possessor cannot reattempt possession until he gets within range again.

POWER SENSE

AUTHOR: Jimmy Akin II

DESCRIPTION: Ability to perceive power emanations and to estimate their intensity at a distance.

GAME EFFECTS: A chance to determine if a person has super-powers, to locate large power sources, to detect emerging mutants, and to estimate hero-point concentrations.

LEVELS: POW x 1% to know the direction of any large (91+ points) hero-point concentration within 30 meters. Intervening walls, etc. have no effect. Also (if specified power to be detected is either mutated or magical) a POW x 1% chance to detect and know the direction of an emerging mutant (or magically changed/cursed individual) within 30 meters. Additional levels either increase the chance of detection by POW x1%, or multiply the range by 10.

PURCHASE RESTRICTIONS: Power Source for detected hero points (Magical, Mutated, Mastered, or Mechanical) must be specified when purchased. Multiple levels may be purchased to detect different power sources.

HERO POINT COST PER LEVEL: 3

ENERGY COST PER USE: 1

Power Sense used to find Mastered power concentrations can also be used to sense life, even if the life-form sensed has less than 91 hero points, though the presence of life is all that can be found without any of the other details normally available.

QUAKE

AUTHOR: Jimmy Akin II

DESCRIPTION: Ability to cause seismic vibrations.

GAME EFFECTS: Knocks people down, creates large cracks in the earth, destroys buildings, etc.

LEVEL: 1D6 Quake-force within 2 meters. Each additional 2 meters reduces the quake-force by 1 point. Each additional level increases the quake-force by 1D6 or the effective range by 2 meters.

HERO POINT COST PER LEVEL: 3

ENERGY POINT COST PER LEVEL: 3

People in the affected area must succeed with their (SIZ+DEX)/2 versus the quake-force, on the resistance table or fall down. User uses his SIZ+DEX.

The user has a 50% chance (increasable through experience or by spending 1 hero point for 5 percentiles increase) of channeling the Quake-force in a linear direction, creating a crack in the earth 1 meter long per point of rolled Quake-force and 1 meter wide and deep per level of Quake-force. Anyone caught in the area may use Dodge or Acrobatics to avoid falling into the crack, expending their next action rank. Anyone within 3 meters to either side of the quakeline must resist the Quake-force using their (SIZ+DEX)/2 or fall down.

The power must be used again and another success roll made to close the crack. Anyone caught in the crack when



it closes takes kinetic damage equal to the previously-rolled Quake-force and is trapped under the earth. Those trapped must make a successful Luck roll to have an air supply while buried.

The gamemaster should make resistance rolls for buildings in the area based on the buildings' SIZ versus three-times the Quake-force reaching them to avoid collapsing. Common buildings range between 20 tons (about SIZ 75) for a one-family dwelling to several thousand tons (about SIZ 150) for a multi-story office building.

If the earthquake is used directly on a large object with a solid foundation, such as a wall, it can shatter the object using quake-force as damage according to the breaking rules in the *Superheroes Book*. NOTE: People are NOT solid objects.

RESURRECTION

AUTHOR: Jimmy Akin II

DESCRIPTION: Ability to bring a deceased character back to life.

GAME EFFECTS: The power's potency is matched on the resistance table against the normal POW of the dead character to bring the person back to life.

LEVEL: A potency of 2 against the normal POW of the target at touch range to resurrect a person who has been dead for up to 24 hours. Additional levels add 2 to potency.

HERO POINT COST PER LEVEL: 3

ENERGY COST PER MELEE ROUND: 3 (irrespective of number of levels used).

To resurrect a person the hero must have the body, and the body must be able to house life. All vital organs must be intact. Resurrection takes 50 continuous melee rounds minus the CON of the subject.

After a body has been resurrected, it must immediately be healed until Permanent damage is less than its CON and it has POW (if death was from Reduction or Siphon).

If Resurrection is used with the Reverse Advantage (to cause Death Touch effect), the potency is matched against twice the POW of the target, and the user must touch the victim throughout the time period of the power – 50 melee rounds plus the target's CON.

SELF-AWARENESS

AUTHORS: Norman Doege and Jimmy Akin II

DESCRIPTION: The ability to detect subtle changes in one's own physical and mental state.

GAME EFFECTS: POW x 1/25 chance to detect disease, changes in body chemistry (including early pregnancy detection, if female), structural body problems (hair-line fractures, etc), foreign substances in one's body, post-hypnotic suggestions, latent abilities and potentials, embryonic aliens ready to seize control of the body, etc.

HERO POINT COST PER LEVEL: 3

ENERGY POINT COST PER LEVEL PER MELEE ROUND: 3

Self-Awareness is a Mastered power. A hero may use the Reverse Power Advantage to be able to use it on others. Self-Awareness can be increased by experience, like a skill. It takes one melee round to use.

SHIELD

AUTHOR: Steve Perrin

DESCRIPTION: Ability to use a parrying device to block damage from attacks.

GAME EFFECTS: Allows targets of an attack to use their Fist Parry skill to block part or all of one attack per action rank. Further attacks may be blocked at a cumulative -10 percentiles success chance per parry. One and only one parry may be attempted against any one attack.

LEVEL: 3 points of Armor after successful parry roll.

PURCHASE RESTRICTION: Energy type protected against must be specified for each point when the power is purchased.

HERO POINT COST PER LEVEL: 1

ENERGY COST PER LEVEL: 1

This can be an actual shield, metal bracelets, a disc of energy, or the ability to avoid or deflect part of a blow. Like armor, this protection deflects points of damage. The remaining damage proceeds to the body of the user. This power can be used on the same action rank in which the hero points to pay the cost of one hero point of the normally-restricted power.

The cumulative loss of 10 percentiles for each successive parry continues until the hero's next action rank.

In situations where a type of protection is automatically effective or ineffective against a type of attack, such as Poison vs. Armor or Reduction vs. Force Field, a successful parry roll with a Shield counts as Armor.

SIPHON

AUTHORS: Steve Perrin and Zoran Kovacich

DESCRIPTION: The ability to transfer powers from an opponent to add to the user's powers.

GAME EFFECTS: Allows hero to steal specific powers or characteristics from a target and to use the stolen energy to temporarily increase his own abilities.

LEVEL: 50% chance to Siphon 1 hero point from a target within 30 meters to temporarily add to a specified power or characteristic. Further levels either add 1 to the number of hero points Siphoned or 30 meters to the range.

PURCHASE RESTRICTIONS: When buying this power, the hero must specify the source of the powers to be Siphoned (Magical, Mechanical, or Mutated/Mastered), the actual characteristic to be Siphoned (such as STR or POW) or type of power (such as energy projection or protection) and the power(s) or characteristic(s) the hero points are added to. Use of levels for potency or range must be specified when bought. No more levels may be bought for potency than 1/2 the POW of the hero – no restriction on levels for range.

HERO POINT COST PER LEVEL: 3

ENERGY COST PER LEVEL: 3

Characteristics and other factors can be brought below zero points, with the same result as with Reduction (amended in this book). The hero's normal limits for powers or characteristics can be exceeded by Siphoning three hero points to pay the cost of one hero point of the normally restricted power.

When buying Siphon to increase more than one power, the player must establish which power gets the points first.

Siphon is a Transformation attack and can be protected against by Resistance to or Absorption of transformation attacks. Siphon does not work through force fields although it may be bought to work against them if the Siphon is specified to affect all protections from a single source, such as Magic, all protections of a single energy type, such as Electric, or all force fields. Siphon will not affect targets in Astral Body or targets who are Insubstantial to all energy types.

One hero point returns from the Siphoner to the target during the bookkeeping phase of each melee round until all points have been returned.

SPECIAL SENSES

AUTHORS: Steve Perrin with Steve Marsh

DESCRIPTION: Perception with exotic senses.

GAME EFFECTS: Ability to perceive objects and forces normally impossible to see.

LEVEL: 100 meter range with a sense over a 120-degree arc. Additional levels may be bought to add 100 meters to range, an additional 120-degree arc, or to add another special sense.

PURCHASE RESTRICTIONS: Level effects must be specified upon purchase.

HERO POINT COST PER LEVEL: 3

ENERGY COST PER HOUR: 1

Types of Senses

Electrical Vision — ability to see electric fields in walls, etc. A roll of INT as a percentage allows the user to tell differences in intensities.

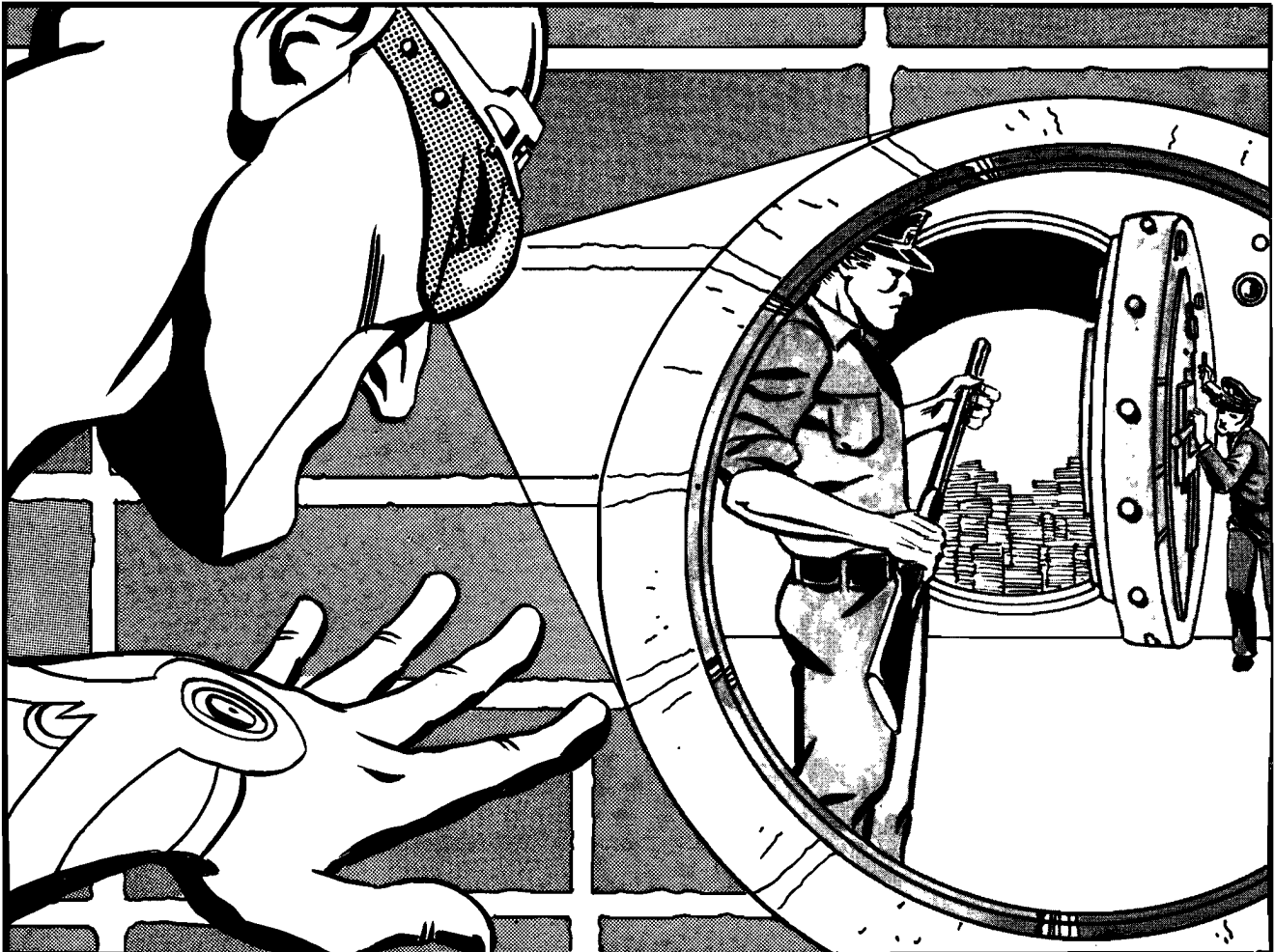
Gravity Vision — ability to see by gravity waves in a sonar-like manner, even while burrowing.

Magical Vision — ability to sense magic and life forces, thus allowing one to sense magical artifacts as well as magical supervillains.

Magnetic Field Flux Sense — sonar-like ability to project a magnetic field and get information from how it is deformed by other magnetic fields.

Radioactivity Sensitivity — sure knowledge of the presence of radiation. Level also gives INT as percentage ability to know approximate intensity, do rough carbon dating, or see by background levels of radiation (not including x-rays, ultraviolet, or infrared) in a dark room. Pick one of these effects per level when the power is purchased.

Active Light Vision — project light to see by. Additional levels may be used to add other frequencies, such as infrared, ultraviolet, and x-ray.



TONGUES

AUTHOR: William A. Barton

DESCRIPTION: The ability to understand and speak previously unknown languages, verbal or nonverbal.

GAME EFFECTS: Gives the hero a chance to understand and speak a previously unknown language when exposed to it.

LEVEL: An INT x 1% chance to understand and speak any previously unknown language to which the hero is exposed for at least 20 minus INT melee rounds. Each additional level adds another INT percentiles to the chance of success.

PURCHASE RESTRICTION: No more than 1/2 INT in levels may be purchased to increase the chance of understanding new languages.

HERO POINT COST PER LEVEL: 3

ENERGY COST PER LEVEL: None.

A hero can attempt to understand and to speak any previously unknown language to which he has been exposed for 20-INT melee rounds, including nonhuman, nonverbal tongues. The hero must first roll to understand the language, then, if successful, roll again to speak it. Languages incapable of being reproduced by humans can still be spoken if the hero has aids with which to imitate the communication method.

If the hero has Telepathy or Radio or any similar communication power, he can use the power to translate languages received using the power. If the hero has a skill with a specific language, the power adds its percentiles to his percentage with the language.

A critical success provides the hero with permanent knowledge of the language. A normal success means that his knowledge of the language goes away after he breaks contact with its users. A fumble with the understanding roll means that the hero will never be able to understand or speak the language. A fumble with the speech roll means that the hero cannot figure out how to speak the language, even though he understands it.

This power must be bought separately if the hero wishes to understand non-intelligent lifeforms (those with an INT of 5 or less). It must also be bought separately to decipher written languages.

TRANSFORM

AUTHOR: Steve Perrin

DESCRIPTION: Ability to alter the physical nature of a target.

GAME EFFECTS: Allows a hero to alter the physical nature of a target, using special effects similar to those for powers or handicaps, which normally are used only personally.

LEVEL: 50% chance to be able to attack the SIZ as weight of a target on the resistance table, with an attack potency of 3. A successful roll means the victim is affected by the power. An additional level adds 3 to the potency, or 30 meters to the range, or a level of special effect.

PURCHASE RESTRICTIONS: Level effects, including specified special effects, must be specified when purchased. The hero cannot use Transform to benefit him-

himself. The powers and handicaps which may be used with Transform follow.

Added Damage Handicap — one level = +1/die from common attack.

Adverse Effect Handicap — one level = 1D6 damage from common situations.

Astral Projection — one level = 1 melee round astral.

Burrowing — one level = 10 meters into normal soil for one action rank.

Dimension Shift — one level = 10 SIZ points into another dimension for one melee round.

Doggelganger — one level = 1 level of Doppelganger.

Flight — one level = 1 level of flight speed for one action rank.

Impersonate — one level = Full SIZ effect.

Insubstantiality — one level = insubstantial to one energy type for one melee round.

Invisibility — one level = invisible to one form of vision for one melee round.

MicroSIZ — one level = minus 1D3 points of SIZ.

Mind Exchange — Potency is matched vs. target's POW, not SIZ.

Shape Change — one level = 1 form changed into.

Special Vulnerability Handicap — one level = 1D6 damage or 2D6 Energy/MR from reasonably-common substance.

SuperSIZ — one level = plus 3D3 points of SIZ.

Teleport — one level = 100 meters traveled for one action rank.

A hero may only buy potency of this power up to 1/2 his POW — there is no restriction for range or levels of special effect. Two different special effects, such as Shape Change and MicroSIZ used together to turn people into toads, may be bought.

HERO POINT COST PER LEVEL: 3

ENERGY COST PER LEVEL: 3

This power is used to change a foe into a toad, shrink a target to miniscule SIZ or increase his weight to slow him down.

Effects of Transform always cease after one full turn (five minutes) unless specified otherwise, or unless the user buys the Extended Duration Power Advantage.

Resistance and Absorption can be bought to stop this power, as Resistance to/Absorption of Transformation. Players wishing to purchase Transform should consult the gamemaster.

TRANSFORM EXAMPLE 1

Professor Alchemy, with his gamemaster's permission, buys Transform/Special Vulnerability — Normal Atmosphere, but buying 1D6 damage/MR from normal air for two levels. He also buys 5 additional levels of potency. Now he has an 18 potency attack which does 1D6 damage a melee round for five minutes (25 melee rounds) because it turns normal flesh into sodium which oxidizes in air.



TRANSFORM EXAMPLE 2

Polly Morph wants to change targets into dog-sized rats so she can change into a tiger and hunt them. She buys 6 levels of Transform for 18 potency, one level of Transform/Shape Change to Rat, and 4 levels of Transform/MicroSIZ 4D3 SIZ points. Since this is always a combined attack, she only has to buy the potency once. The two attacks work together as one, so she has a potency 21 (remember that the first level gives a 3 potency as well as one special effect) to apply against a foe's SIZ in an attempt to change him into a rat shape and, at the same time, shrink him by 4D3 SIZ points. Of course, she has separately purchased Shape Change — Woman and Tiger.

TRANSFORM EXAMPLE 3

The Stone Ghost has both Superstrength and Astral Projection. His player buys 8 levels of Transform usable as Astral Projection. Now he has a potency 24 Transform with which to haul opponents into the Astral Plane, so he can punch them out without interference.

ULTRAVIOLET VISION

AUTHOR: Steve Perrin

DESCRIPTION: Ability to see ultraviolet radiation.

GAME EFFECTS: Ability to see ultraviolet radiation.

LEVEL: 100 meter range.

HERO POINT COST PER LEVEL: 2

ENERGY COST PER LEVEL: None.

Ultraviolet is present by day and by night under the stars, and under most artificial lighting, but is not present under conditions of absolute darkness, such as in a cavern or tunnel.

VERIFICATION

AUTHOR: Jimmy Akin II

DESCRIPTION: Ability to detect if a person is lying.

GAME EFFECTS: Target must succeed with a POW vs. potency of the power roll or his intent to lie is revealed.

LEVEL: The first level has a potency of 3 at touch range. Further levels increase the potency by 3 or the range by 1 meter.

PURCHASE RESTRICTIONS: Must specify the nature of verification (superhearing, telepathy, polygraph machine, etc.), and level effects at time of purchase.

HERO POINT COST PER LEVEL: 2

ENERGY COST PER LEVEL: None.

The target of this power may be able to defend against it, depending on the nature of the power. If the Verification is based on telepathy, the Mind Block adds to the target's POW. A successful Meditation roll doubles the POW of the target against a polygraph or Superhearing. Three levels of Impersonate add 1 to the target's POW if the Verification is based on body language, etc.

Robots, computers, and other beings who, when lying, produce different signals than do humans are immune

to this power unless it is specifically bought to work against them.

Remember, passing on believed misinformation is not lying. Verification detects a falsehood only if the teller is consciously aware he is telling one.

WALL

AUTHORS: Steve Perrin with Jimmy Akin II

DESCRIPTION: Creates a wall of force which has many of the properties of a normal wall.

GAME EFFECTS: Creates a wall within 30 meters of the user which can be used to separate the hero from his enemies.

LEVEL: First level creates 1 meter high by 1 meter wide by 1 centimeter thick volume within 30 meters of the user. This volume is opaque to normal vision but does not otherwise affect anyone touching it. Additional levels add either 3 points of SIZ to each segment or 5 points of Resistance to all energy types or 1D6 damage (player picks the energy type) to the toucher or another 1m x 1m x 1cm segment or adds 30 meters to the range. The line of the wall may be shaped in any way desired by the user. The wall need not touch any surface. Use of levels for additional segments or range may be specified when the wall is created.

PURCHASE RESTRICTIONS: Use of levels for resistance, SIZ, damage ability (and energy type) must be specified when purchased.

HERO POINT COST PER LEVEL: 3

ENERGY COST PER LEVEL PER MELEE ROUND: 3

The following table provides sample material densities for Wall-segment volume to help determine what SIZ a Wall of a particular substance should be.

SIZ's of Substances in 1m x 1m x 1cm Volume

segment SIZ(w)/ hit pts	SUBSTANCE
3	charcoal, cork, ice, potassium, snow, wax, most woods
6	aluminum, amber, asbestos, brick, calcium, chalk, clay, concrete, dirt, glass, limestone, marble, rubber, sand, silicon, sulphur
9	diamond, mica, quartz, radium, titanium
12	antimony, bronze, cerium, iron, steel, tin, zinc
15	brass, cadmium, cobalt, copper, nickel
18	lead, silver
21	tantalum
24	gold, iridium, osmium, platinum, tungsten, uranium
27+	supermetals

This table gives normal SIZ as weight and hit points for materials of the volume in *Superworld* terms. This has nothing to do with the resistance of the wall, if any, which is specified by the user. Walls which do damage rarely have any SIZ as weight. See the table on page 22 of the *Superheroes Book* for standard resistances of many of these substances.

The Wall has a Resistance which must be overcome as if the Wall was a hero using the superpower of Resistance. The Resistance of the Wall stays the same no matter how much the SIZ is reduced. Energy to maintain the Wall must be paid during the bookkeeping phase of each melee round.

The height and width dimensions of the Wall segments can be individually altered to other shapes with the same area. For instance, a wall segment could be made 1/2 meter wide and 2 meters tall.

EXAMPLE

Wood Lord has the ability to raise a wooden wall between himself and his foes. His player buys eight levels of wall for volume, and two levels to give the wall a Resistance of 10. To find out what the Segment SIZ of the wall should be, he looks at the SIZ of Substances table and discovers that most woods have a SIZ of 3, so he buys one further level to give SIZ to the walls Wood Lord constructs.

WEATHER CONTROL

AUTHORS: Steve Perrin with William A. Barton

DESCRIPTION: Ability to create and control weather conditions in the immediate area.

GAME EFFECT: The hero is able to control temperature, atmospheric conditions, and precipitation in level increments, plus create and control specific non-damaging weather effects to obstruct opponents.

LEVEL: Ability to change the temperature within a 30-meter radius of the hero by 10 degrees Fahrenheit, increase or decrease cloud cover by 1 level or increase or decrease the amount of precipitation by 1 level. Additional levels can be used to increase the radius by 30 meters, project the center of the weather conditions up to 30 meters away, add 10 degrees F. to, or subtract 1 level to or from the cloud cover or precipitation. Levels may also be purchased to allow a POW x 1% chance per level of creating specific weather effects of 1D6 potency, as described below. The hero may use levels for whichever effect he wants at the time of use.

HERO POINT COST PER LEVEL: 3

ENERGY COST PER LEVEL PER MELEE ROUND: 3
(Special Weather Effects must be paid-for by action rank).

This power allows the user to create non-damaging special weather effects of 1D6 potency per level. This potency may be used as a hail or thunder stun (potency vs. target's CON), as a high wind with a knockback effect (potency vs. target's SIZ), or as tornadoes against live opponents (potency vs. target's SIZ). Alternatively, fog can be created to reduce normal visual range by 5 meters (from a normal 30 meters) for every point of potency rolled. For specific effects of various types of weather, see the article "Weather in Superworld" elsewhere in this book.

This power does not allow the user to create destructive winds or lightning bolts. Those are Energy Projections and must be bought as such. One must buy Flight to fly.

The level of precipitation can never be higher than the level of cloud cover. See the "Weather in Superworld" article for more information.

The exact levels of precipitation, cloud cover, and temperature prior to the use of Weather Control are established by the gamemaster. If the hero does not renew the Weather Control in the bookkeeping phase of the melee round, the weather returns one level closer to normal, and special weather-effects cease.

If a hero wishes to restrict weather effects to a limited area or to direct special weather-effects at a single target, he must receive a roll of DEX x 4% or less to do so. If a hero wishes to use more than one special weather-effect at a time, such as stunning hail with knockback winds, he must use separate levels for each effect and, if he wants to affect a single target, must succeed with separate DEX rolls for each effect.

Power Advantages

CONCEALED WEAKNESS

AUTHOR: Steve Maurer

DESCRIPTION: Renders weaknesses in Armor and Force Fields less easy to spot.

GAME EFFECTS: Subtract percentiles from an attacker's chance to Spot Weakness on a particular protection against a specific energy type.

LEVEL: -5 percentiles from an attacker's Spot Weakness roll.

HERO POINT COST PER LEVEL: 1

ENERGY COST PER LEVEL: None.

EXAMPLE

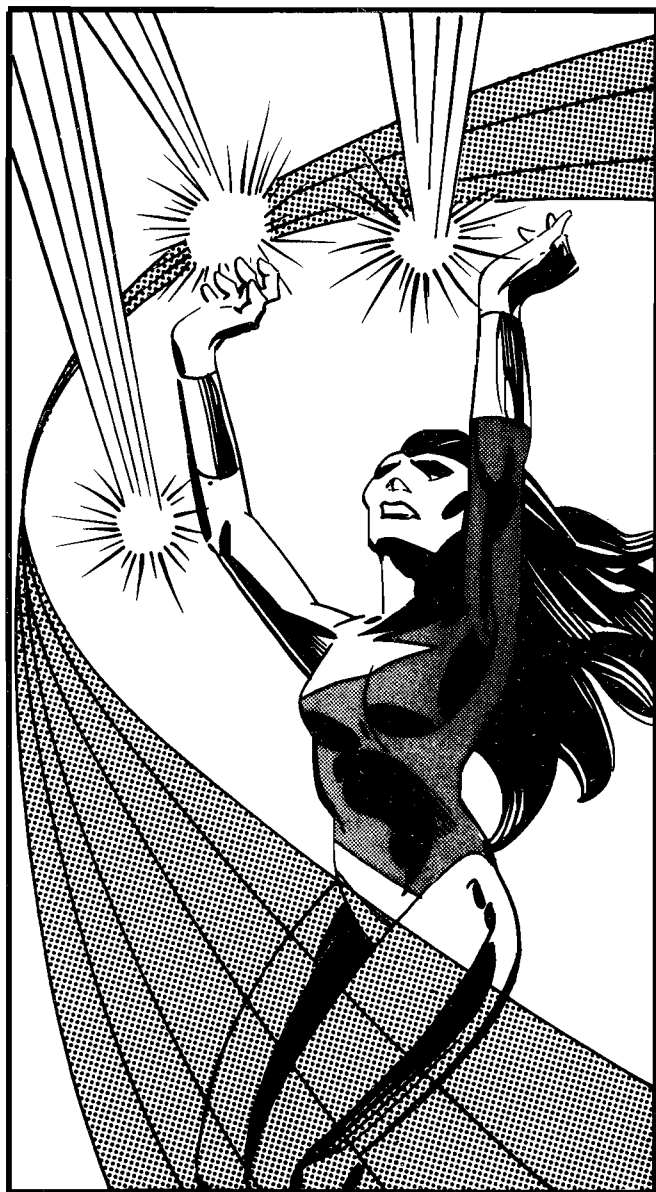
Fury has knocked out the Mighty Mauler too many times, so the Mighty Mauler appeals to Doctor Dread for help. The master criminal devises a chemical shielding for Mauler to put on his body, which subtracts 25% from Fury's chance to Spot Weakness to a kinetic attack, which is all she does. This costs 5 hero points, which is added to the cost of the Mauler's armor. If Doctor Dread wanted to protect him equally against Spot Weakness for electric and radiation attacks, he would have to spend a further 5 points for each, a total of 15 points.

ENERGY FIELD FORMATION (NEW FIELDS)

Additional Attack Type

AUTHOR: Zoran Kovacich

This type of field allows the user to use his Energy Projection with abnormal special effects. The energy type must remain the same, but special effects can change. For instance, Firefrost, mistress of temperature, could use a heat radiation projection which ignites substances also as a cold radiation projection which reduces objects' Resistance. Similarly, the Black Archer's solid kinetic projection (his arrows) could become a sonic kinetic projection, etc. The specific change in attack type must be specified when the forming is purchased.



Animate Energy Field

AUTHOR: Zoran Kovacich

This type of field allows the hero to use his energy projection to create animated entities like giant birds of flame from a flame projection or walking snowmen from an ice projection.

The damage rolled is the SIZ, STR, Resistance, movement in meters per action rank, and hit points of the creature/construct. The field lasts until destroyed or until Energy is not spent during bookkeeping to maintain it. The field's chance to hit is equal to the user's normal ability to hit with the Energy Projection.

The field acts on the same action ranks as its creator and the creator must maintain full concentration to control the creature, though it still exists if the creator ceases concentration to perform another action. If the creator is stunned or knocked unconscious, the form disappears at the end of the bookkeeping segment of that melee round, unless the creator revives from unconsciousness or stunned before then.

The range of the projection remains the same as normal. The controller must spend Energy every time the field causes damage or exerts its STR.

The energy field has the shape of the animal or artifact it is mocking, but still looks like energy, not the actual creature, unless Illusion Projection is used.

EXAMPLE

General Electric has an 8D6 electric projection. He buys eight levels of Animate Energy Field for 8 hero points. On his first action rank of the melee round, the General expends 24 points for the Energy Projection plus 8 points for the field formation; a total of 32 Energy points. His player rolls 8D6 and gets 30 as a result. The General forms a tank with 30 SIZ, STR, Resistance, Movement in meters per action rank, and hit points. The tank cannot shoot its gun, but it can run over people for 8D6 of electric damage, costing the general 24 Energy points each time it does so.

The tank's resistance is the same as for inanimate objects to all forms of energy damage, but loss of hit points forces equal loss of resistance. The tank can be damaged by any form of energy, but cannot be harmed by mental powers, gas and poison, or transformation attacks.

Damage Field

AUTHOR: Steve Perrin

This field forms around the user to do normal projection damage to anyone who touches it. Once the field discharges, the user must pay the energy cost for another field before it will work again. This takes a quartermove from the hero's next action rank.

FULL POTENCY

AUTHOR: William A. Barton

DESCRIPTION: Ability to do maximum damage with a normally variable power.

GAME EFFECTS: Allows a hero to do full possible damage or potency if the attack roll is a special.

LEVEL: 1D6 of power becomes automatic 6 potency if special roll (20% or needed percentile) is made.

PURCHASE RESTRICTION: No more levels of the projection than 1/3 the POW of the hero may be bought with this advantage.

HERO POINT COST PER LEVEL: 3

ENERGY COST PER LEVEL: 3

With this advantage, a character whose POW is 14 with what would normally be a 7D6 Energy Projection, costing 21 hero points, may spend 15 more hero points to gain a projection which does 30+2D6 points each time a special roll is made. Levels cannot be used to increase the chance for a full potency hit.

There is no additional benefit for rolling a critical hit if this advantage is in effect. The disadvantage of Reduced Critical cannot be used with any power using this Advantage.

GUIDED ATTACK**AUTHOR:** Steve Maurer**DESCRIPTION:** Guides an offensive power to always hit its target.**GAME EFFECTS:** An Energy Projection or other projected power with this advantage has a 95% chance to hit that at which it is aimed, as long as the target is within range.**LEVEL:** One level of a power has a 95% chance to hit the target.**HERO POINT COST PER LEVEL:** 3**ENERGY COST PER LEVEL:** None.

No form of Defense subtracts from this 95% chance, but an interposed object might.

IGNORE PROTECTION**AUTHOR:** Steve Maurer**DESCRIPTION:** Allows an offensive power to ignore one normal form of protection.**GAME EFFECTS:** An attack with this advantage can ignore the effects of one form of protective power.**LEVEL:** One level of the power ignores one protection power.**PURCHASE RESTRICTION:** Levels of the power with this advantage cannot number more than 1/4 the POW of the user. A hero cannot ignore more than one protection power for any single projection. The protection power ignored must be specified upon purchase.**HERO POINT COST PER LEVEL:** 3**ENERGY COST PER LEVEL:** None.**EXAMPLE**

Black Archer buys sonic arrows that can ignore armor because armor just transmits the sonic waves to the body of the target.

INDIRECT ATTACK**AUTHOR:** Sandy Petersen**DESCRIPTION:** Allows hero to use projected power on target hiding behind some form of cover.**GAME EFFECTS:** Allows hero to try to attack a foe without percentile minuses for covered target.**LEVEL:** 1 level of the projected power.**HERO POINT COST PER LEVEL:** 2**ENERGY COST PER LEVEL:** 2

This power allows such special effects as calling down lightning from the sky, pyrokinesis, making the air explode through an effort of will, etc. A hero using this advantage must know the target's exact position, or use the Missed Throw Table from the Throw skill description to determine the exact placement of the shot as if the target were 30 meters away, but roll the 1D4 as 1D4-1, so that a roll of 1 equals 0 and hits the target.

LIBERATION**AUTHOR:** John Sullivan**DESCRIPTION:** Allows an offensive power to operate beyond its normal parameters.**GAME EFFECTS:** Offensive power is not limited by one of its normal purchase restrictions.**LEVEL:** One level of a power is not affected by a normal purchase restriction.**PURCHASE RESTRICTION:** This Advantage must be purchased for all levels of a power. It cannot be used to remove POW restrictions on numbers of levels bought.**HERO POINT COST PER LEVEL:** 3**ENERGY COST PER LEVEL:** 3

This advantage removes one purchase restriction. Thus, it would have to be bought twice to allow a reduction to both work through a force field and not have to specify a particular characteristic or power to be reduced.

PERMANENT EFFECT**AUTHOR:** Steve Perrin**DESCRIPTION:** Lets an attack do permanent damage to the body of the hero.**GAME EFFECT:** All damage from a projection that gets past protective powers does permanent damage (see Mechanics chapter of *Superheroes Book*) in addition to subtracting from hit points.**LEVEL:** Affects one level of a projection.**PURCHASE RESTRICTION:** No more levels of this power may be bought than 1/4 the POW of the hero, and the projection it is used with may not be larger than 1/4 the POW of the hero.**HERO POINT COST PER LEVEL:** Equal to the cost of one level of the power and all its other advantages.**ENERGY COST PER LEVEL:** Equal to the energy cost of one level of the power and all its other advantages.

Even if the target has a multitude of hit points, he will be dying if the projection does more permanent damage than the target has CON. As long as the target has positive hit points, he is dying but still able to take action. The victim has to make rolls of less than his CON minus the excess permanent damage times 5 to do anything each action rank he is in this condition. If the CON roll is unsuccessful the dying hero loses 1 normal hit point and can take no action. If the victim's normal hit points reach zero he is dead unless his player makes a successful Luck roll as described in the *Superheroes Book*.

EXAMPLE

The awesome Devastator with a POW of 20 buys 5 levels of a Radiation Projection with a 6-meter radius effect for all 5 levels. This is a total hero point cost of 15 (for power) + 15 (for 6-meter radius) = 30. To buy Permanent Effect for this projection, he must spend a further 30 hero points. Each use of the power costs him 60 energy points.

If he attacks a target with 20 points of radiation armor, and rolls 23 points of damage, the target loses 3 hit points as usual, but also takes 3 points of permanent damage, even though the target's hit point total is still above zero.

RANGED POWER

AUTHOR: Jimmy Akin II

DESCRIPTION: Adds range to powers which normally require bodily contact to work.

GAME EFFECTS: Powers with a touch-only range can be used at 30 meter range.

LEVEL: +30 meter range for 1 level of power.

PURCHASE RESTRICTION: Can only be used for powers which are usually used at touch range on a target other than the hero, such as Heal, Infection, Martial Arts, Resurrection, etc.

HERO POINT COST PER LEVEL: 1/3 cost of level of power.

ENERGY COST PER LEVEL: 1

Skills

LIBRARY RESEARCH

AUTHOR: John Sullivan

DESCRIPTION: Ability to find information or a written source — provided the information is available.

GAME EFFECTS: Knowledge of how to find information pertaining to any specific subject in a library, newspaper morgue, or similar research center.

BASE CHANCE: 25%

LEVEL: INT x 1%

This skill comprises the studious side of detective work. Each use of this skill requires 2 hours to find a specific piece of information (if it can be found where the researcher is searching). A successful roll indicates the research is successful — either the information is found or revealed to be missing or not in the library in the first place. A failed roll means the search did not turn up anything; the researcher may try again. A fumble provides either false information or the erroneous certainty that the information is not to be found.

A gamemaster may use this skill to give heroes clues which might ordinarily be missed; an old newspaper clipping, a book with a dust-jacket-author's photo that does not match the features of the person currently posing as the author, etc.

If the hero has the Computer Science skill and is using a terminal for his research, he may add half his computer Science ability to his Research ability for that roll.

Power Disadvantages

DECREASED POW EFFECT

AUTHOR: Jimmy Akin II

DESCRIPTION: Decreases potency of POW when used with particular powers.

GAME EFFECT: Lowers POW when used with powers such as Telepathy.

LEVEL: -1 POW when used on resistance table with power.

HERO POINT GAIN PER LEVEL: 5% of cost of power.

Decreased POW effect can be used to diminish POW for either defensive or offensive use with any particular power, but it does not change the basic POW points of the hero for other uses.

DECREASED CRITICAL

AUTHOR: Jimmy Akin II

DESCRIPTION: Decreases chance of rolling a critical with a skill.

GAME EFFECT: Reduces critical chance with a purchased skill to either 1% or none.

LEVEL: Reduction of critical chance to 1% or 0 or a power.

PURCHASE RESTRICTION: This Disadvantage may not be used for any power with the Full Potency Advantage.

HERO POINT GAIN PER LEVEL: 1/6 of total cost of power for reduction to 1%, 1/3 for reduction to 0.

NO EFFECT

AUTHOR: Steve Perrin

DESCRIPTION: Causes an offensive power to have no effect vs. one form of common protection.

GAME EFFECTS: A power bounces off one type of protection, no matter how powerful the power or puny the protection.

LEVEL: One protection invulnerable to the power.

HERO POINT GAIN PER LEVEL: 1/6

More than one level may be bought, so that more than one common protection totally protects against the attack.

Some powers, such as Reduction with force fields or Poison with armor, already have such a disadvantage built into their description.

RESTRICTED EQUIPMENT

AUTHOR: Steve Perrin from an idea by Jimmy Akin II

DESCRIPTION: Superhero's gear can only be used with official permission.

GAME EFFECTS: Hero's player must make roll on D100 to get use of hero's gear for independent action.

LEVEL: 1% chance of not receiving permission.

PURCHASE RESTRICTIONS: The power of the restricting agency to keep the hero from using the equipment must be real. If the roll is failed, the equipment is not available for the adventure.

HERO POINT GAIN PER LEVEL: 1% of the cost of power.

This disadvantage can be used with Vulnerable Devices and with powers such as Gimmick and Sidekick.

UNCONTROLLABLE

AUTHOR: William A. Barton

DESCRIPTION: A power either activates or deactivates uncontrollably.

GAME EFFECTS: Each melee round, the hero must make a roll on D100 to either keep his power from activating or deactivating.

LEVEL: 2% chance of either activating or deactivating uncontrollably; 4% if the power is uncontrollable under special circumstances such as when berserk.

PURCHASE RESTRICTIONS: Power affected cannot be an offensive power such as Energy Projection or Reduction. It applies to SuperSIZ, Force Field, Insubstantiality, Telepathy, and other such powers.

HERO POINT GAIN PER LEVEL: 1% of cost of power.

Once a power has activated or deactivated, the hero must make an Idea roll to return the power to the state he wishes.

Handicaps

ADVERSE EFFECT

AUTHOR: Zoran Kovacich

DESCRIPTION: Causes annoying effect to hero from normally-innocuous environmental situation.

GAME EFFECTS: Affects hero with 1D6 potency problem if criteria met by situation.

LEVEL: 1D6 effect per melee round from the situation. Additional levels add 1D6 to the effect.

HERO POINT GAIN PER LEVEL: 1 if the situation is very rare (surrounded by vacuum), 2 if it is reasonably common (immersed in water, hit with a flame attack, etc.) or 3 if it is very common (breathing polluted air).

This is a similar handicap to Special Vulnerability, but instead of harming the victim it simply hampers the hero or reduces his effectiveness. It simulates situations such as a cold-projecting character who is caught in a snare if immersed in water (instant formation of ice jacket), or a sasquatch who loses his hairy armor when burned.

Like Special Vulnerability, the environmental situation may either occur within a certain range of the hero, or might have to touch him, depending on the special effect.

BONUS POINTS

AUTHOR: Steve Maurer

DESCRIPTION: A pool of bonus hero points used to keep from buying spurious handicaps. An advance on experience to come.

GAME EFFECTS: Player has extra points to work with during hero creation without making his hero a basket case, but must use experience to buy these off first before buying new powers and skills for the hero.

LEVEL: 3 Bonus Points to be bought off.

PURCHASE RESTRICTION: Should only be used in campaigns using the alternate hero point gain roll given in the Power Variants article in this book and using Point Awards for heroic action. May use no more than 10 levels.

HERO POINT GAIN PER LEVEL: 2

DECREASED PREVIOUS EXPERIENCE

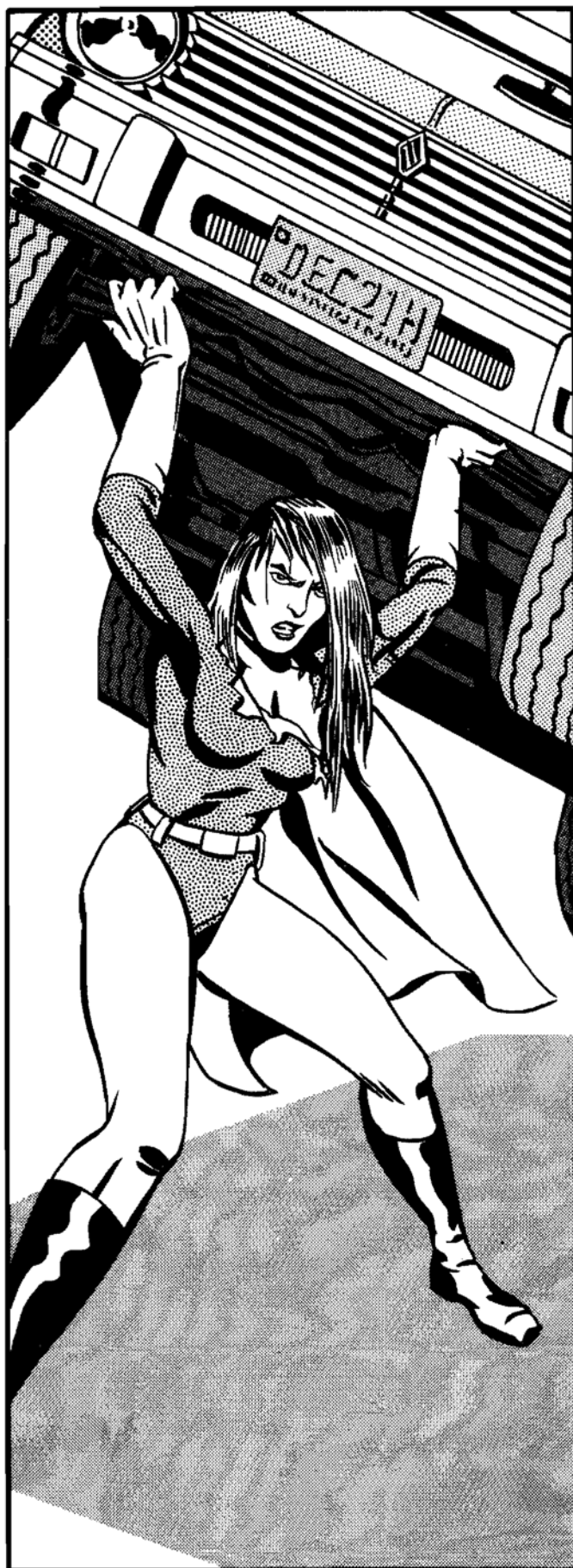
AUTHOR: Anthony Affronti

DESCRIPTION: The hero has no previous experience before becoming a hero.

GAME EFFECTS: The player may not add to the hero's skills for Previous Experience.

LEVEL: -2 points of Previous Experience

HERO POINT GAIN PER LEVEL: 1 point



SPONSORSHIP

AUTHOR: Jimmy Akin II

DESCRIPTION: The hero is under the direction of a sponsoring patron or agency, restricting his ability to act independently.

GAME EFFECT: A percentage chance the hero is not allowed to participate in activity that does not fit aims of the sponsoring agency.

LEVEL: 5% chance the agency denies the hero permission to participate in any given adventure.

PURCHASE RESTRICTIONS: Denial of permission must be enforced. A hero who defies the agency, whatever it is, must be ready to buy off the Handicap, because he is fired by the agency.

HERO POINT GAIN PER LEVEL: 1 point.

This Handicap should only be used in campaigns where players have more than one hero who can go on particular missions, and ignored in cases where the gamemaster needs a particular hero for a special scenario.

UNCONTROLLED CHANGE

AUTHOR: Steve Perrin

DESCRIPTION: Hero changes into his hero or secret ID form uncontrollably.

GAME EFFECTS: Under certain circumstances, the hero unpredictably changes from one identity to the other.

LEVEL: 5% chance of change under prespecified special circumstances.

PURCHASE RESTRICTION: Exact circumstances must be specified.

HERO POINT GAIN PER LEVEL: 1 if inciting incident is rare, 2 if it is common, +1 if it is the only way the hero can change.

This Handicap may be taken once if the change is only from one specific ID to the other, and twice if it goes both ways.

EXAMPLE

Gargantua the Killing Machine is actually Hiram Sample, traveling salesman. Since he has a 25% chance of uncontrollable change to Gargantua when a potential customer refuses to listen to his sales pitch, Hiram gets 5 hero points for a rare inciting incident. If this is the only way in which Hiram can change into Gargantua, he gets an additional 5 points for a rare occurrence (he has a 100% chance of turning back if this occurs, but one might suspect the customer would be disinclined to buy anything from Gargantua the Killing Machine), and +20 (for the 100% chance) more if that is the only way in which he can change back.

Combat Rules Addition

SPECIAL USE OF ENERGY PROJECTIONS

Lobbing Projections

Certain Projections, such as thrown bombs, arrows, balls of flame or ice, ball lightning, etc., may be lobbed in a bal-

listic arc at a target hiding behind an object like a fence, car, or other open-topped obstruction.

The chance to hit with such a projection is normal if the target can be seen. If the projection is a chance shot, the chance to hit is reduced between 5 and 95 percentiles. The gamemaster determines how likely it is that the lobber will hit the target. If the attack misses, use the table in the Throw skill description to determine the exact spot where the item landed.

Bouncing a Projection

Ranged Energy Projections can be bounced off walls, ceilings, or floors to hit an otherwise blocked target or simply surprise him.

The chance to hit the target is reduced by 10 percentiles and the damage of the projection is reduced by 1D6 for each surface the projection hits before reaching the target. The projector must know where the target is, or the chance of success is reduced a further 50 percentiles.

Gamemasters should rule whether a projection bounces off a surface or destroys it. For instance, a Gamma radiation projection goes through virtually any surface less dense than lead without bouncing, but a laser bounces off the flimsiest mirror. Bullets bounce off hard surfaces, heat beams off non-flammable surfaces, etc.

Combining Projections

Any user of an Energy Projection or similar attack can attempt to combine his attack with that of another hero. Both attacks must be initiated on the same action rank and each attacker must succeed with half his normal Agility roll (a maximum of $95/2=48$) on D100. If both are successful with all rolls, each projection must get past the appropriate protective powers separately, but the damage which gets through is added to determine if the target is stunned (did the target take more than half his current hit points in one blow?) and to determine knockback.

Spreading a Projection

Energy Projections or similar attacks that do not have the Impaling or Full Potency advantages can be spread by subtracting one die from damage done and adding 10% to the projection's chance to hit. Thus, a hero with an 8D6 Projection at 50% could hit someone with a 5D6 projection at 80%.

CATCHING A FALLING CHARACTER

AUTHOR: John Sullivan

A hero may attempt to catch a falling person or object less than a quartermove away. Catching a falling character or object is a semi-action. The hero must receive a successful Agility roll to catch a falling character or object.

Objects take 1D6 damage for every 3 meters fallen. Roll the falling damage. Then roll the damage bonus of the catcher and subtract it from the falling damage. The catcher and the object each take one-half the remaining damage. If the catcher makes a critical Agility roll, neither character takes any damage at all.

Translating Champions^{T.M.} to Superworld

by Steve Perrin, George MacDonald,
and Ray Greer

When Hero Games and Chaosium Inc. agreed to issue scenarios to be used with both game systems, the first question asked was whether to make the superhero and villain statistics compatible, or just make them generally similar, making no attempt to provide villains and heroes from one system with the same feel in the other. The decision was to attempt compatibility, so that someone attempting to write a scenario for both systems could create similar characters.

The following describes the conversions and provides rationales for the conversions. In some cases, when physical effects of a power must coincide, exact relationships between numbers of dice and levels of power are given.

Often a single character will have a vastly different point count in each system. This reflects different values placed on various powers by two separate sets of authors. If the imbalance causes problems in paying for all the translated character's abilities, use Superworld Experience or Champions Villain Bonus to pay the missing points.

A few powers have no direct equivalents. This does not mean that an ability cannot be created from other powers. Translation must be creative.

Characteristics

Characteristics in Superworld and Champions are deceptively similar. In fact, several are used for entirely different functions within their game systems. The following rough equivalencies should suffice.

10 + Superworld Damage Bonus Dice x 5s Dice x 5
Champions STR

To determine the Superworld equivalent of a Champions character with STR 40, subtract 10 from 40 (30) and divide 30 by 5. This is 6, meaning that the Superworld character has a damage bonus of 6D6. Before determining what the Superworld character's actual STR is, however, his SIZ must be determined, since the damage bonus is based on both numbers.

The player of a Superworld hero with a 4D6 damage bonus by 5 (20), adds 10, and finds that the hero's Champions equivalent has 30 STR. Champions Equivalent has a STR of 30.



$20 + (\text{Superworld best attack \%} - 50) \text{ divided by } 3 =$
Champions DEX

A Superworld character whose best Attack success chance is 67 translates into a Champions character with a DEX of 47.

26. A 63% chance would have a DEX of 24. A Champions character with a DEX of 23 translates into a Superworld hero with an attack chance of 59%.

A Champions character's DEX also defines his ability to dodge attacks. If the Superworld character's Defense divided by 3 is higher than his best attack chance minus 50 divided by 3, then use that dividend to add to the base DEX of 20.

A Champions DEX of 20 is used as a general starting point for most Champions characters. If the campaign calls for a standard of 18 or 23, use those numbers as starting points instead.

Champions DEX and Superworld DEX serve different purposes and are not directly compatible. However, if this translation results in a Champions character with a DEX significantly higher than that of the Superworld character, use the Superworld DEX for the Champions character and add 3 or 5 point skill levels to the best attacks of the Champions character until he would have the same OCV with the attack as he would with the DEX called for in this formula.

Superworld CON = Champions CON

Both games use CON similarly. In Champions and Superworld CON helps determine the Stun Points/Hit Points of the character, and the CON determines how well the character resists being stunned. The characteristics are equivalent and remain the same for characters in each system.

If translation drives the CON of the Superworld character beyond normal limits, use excess Champions CON points to increase the Superworld character's hit points using the ratio shown later.

Superworld SIZ - 13 = Champions BODY - 10

A Champions character with 10 Body points is equivalent to a Superworld character with a SIZ of 13.

Conversion cannot take a Superworld character above a SIZ of 20. Further points are lost, unless the excess BODY is the result of Density or Growth.

Superworld INT 13 = Champions INT 10
+ 1 Superworld INT = + 3 Champions INT
- 1 Superworld INT = - 1 Champions INT

Average Champions INT is 10, and average Superworld INT is 13. Since Champions INT is less expensive to increase, and Superworld INT has a limit in amount increase, each 3 point increase in Champions INT is only a 1 point increase in Superworld INT.

Superworld POW 13 = Champions EGO 10
+ 1 Superworld POW = + 2 Champions EGO
- 1 Superworld POW = - 1 Champions EGO

EGO and POW are equivalent in Champions and Superworld. Because they are both important, the increase in Champions relative to the increase in Superworld is smaller than for INT.

Superworld APP 13 = Champions Presence 10
+ 1 Superworld APP = + 2 Champions Presence
- 1 Superworld APP = - 1 Champions Presence

APP in Superworld is indicative of both Comeliness and general impressiveness of the character. The Aura attack

in Superworld is similar to the Presence Attack in Champions. Thus Presence and Appearance are equated to determine translated characteristics.

Superworld APP = Champions COM

This is only used to translate Superworld to Champions. The number remains the same for both characters, thereby insuring that the Presence and Comeliness of Champions heroes are different, even though both are derived from the same Superworld characteristic. If the character is particularly ugly, the amount of points added to the Superworld APP might be subtracted from Champions COM.

$1/3$ (Superworld DEX - 11) = Champions Speed -2

Champions SPD is equivalent to Superworld DEX. Both determine how often a hero is able to act in a melee-round/turn. Using this formula, a SPD 6 hero has a DEX of 23, a SPD of 5 has a DEX of 20, and a SPD of 12 has a DEX of 41 which is normally impossible in Superworld – but a speed of 12 is ridiculous in Champions, too.

Superworld Recharge x 2 = Champions Recovery

Both recharge and recovery are initially figured on the character's initial characteristics. However, every additional Champions recovery point bought should give a superworld conversion of 2 extra recharge points.

$2/3$ Extra Superworld Hit Points = Extra Champions Stun

This refers to extra Champions Stun points, bought beyond those derived from BODY, CON, and STR. Each extra point paid for Champions Stun equals 1.5 extra hit points in Superworld.

Superworld Energy Supply/3 = Champions Endurance
1 level Superworld Energy = +2 Champions Endurance

Superworld Energy is much cheaper than Champions Endurance, but most Superworld powers use more Energy than Champions powers use END. The total Champions END derived from CON equals $1/3$ the corresponding Superworld hero's Energy.

Once the original allocation has been determined, every point of END possessed by the Champions character is equivalent to one level (10 Energy points) for the Superworld hero.

When translating from Superworld to Champions, first determine the Champions hero's CON, as shown above, then determine his natural Endurance. If this number mul-

tiplied by 3 is less than the Superworld hero's Energy, divide the difference by 10 to determine how many Champions Power Points were spent on levels of END.

1 level extra Superworld Hit Points = 2 extra Champions Physical Defense

1 level extra Superworld Hit Points = 2 extra Champions Energy Defense

There is no easy equivalent of Champions Physical Defense and Energy Defense in Superworld. Thus, if the Champions hero has extra PD or ED, then his Superworld equivalent should have extra hit points to compensate for the corresponding loss of protection.

When converting from Superworld to Champions, players have to decide whether to convert extra hit points to extra Stun or extra PD and ED. Remember, that the new Champions character, like all Champions heroes, gains PD and ED from his STR and CON.

Powers

Superworld SIZ 3 = Champions Shrink 1

Superworld SIZ 2 = Champions Shrink 2
Etc. Etc.

This equates levels of Champions Shrinking with corresponding levels of Superworld MicroSIZ. The MicroSIZ is assumed to be for both height and weight, since the Champions Shrinker loses mass as well as height. However if the Champions character does not lose mass for some reason, Superworld MicroSIZ could be for height alone.

Superworld SIZ as height 21+ = Champions Growth 1

Superworld SIZ as height 31+ = Champions Growth 2
Etc. Etc.

Since Champions Growth deals mostly with height and effects of giant-size on combat, it is equated with Superworld SIZ as height only.

Superworld SIZ as weight 21+ = Champions Density 1

Superworld SIZ as weight 31+ = Champions Density 2
Etc. Etc.

Since Champions Density deals mostly with weight and the effects of heaviness on defenses it is equated with Superworld SIZ as weight only.

OFFENSIVE POWERS

For most offensive powers, conversion is simple. The following table provides equivalent powers. In some cases, a

SUPERWORLD/CHAMPIONS CAMPAIGN COMPARISON TABLE

Low Power:

Superworld Offense = 3-6 levels/Protection = 0-8 K,E,R

Champions Offense = 4-7D6/Defense = 5-12 PD/ED

Medium Power:

Superworld Offense = 6-9 level/Protection = 5-20 K,E,R

Champions Offense = 6-12D6/Defense = 10-35 PD/ED

High Power:

Superworld Offense = 8-15 levels/Protection = 15-40 K,E,R

Champions Offense = 10-20D6/Defense = 15-45 PD/ED

further comment is provided in parentheses to demonstrate how a Champions power can be bought to duplicate the exact special effects of a Superworld power. Because of the differences in power level of most Champions and Superworld campaigns, no direct translation of levels of damage or effect is given. However most campaigns agree on the definitions provided in the Superworld/Champions campaign comparison table.

If a Superworld entry on one of the following tables says (New Power), it refers to a power described in the New Powers section of the *Superworld Companion*.

OFFENSIVE POWERS CONVERSION TABLE

SUPERWORLD	CHAMPIONS	SUPERWORLD	CHAMPIONS
Mind Blast	Ego Attack	Paralysis (New Power)	Mental Paralysis (+½, Ego based on CON)
Energy Protection	Energy Blast	Hypnosis or Mind Control	Mind Control
Energy Projection w/ Impale	Energy Blast w/ Armor Piercing	Gas Projection or Energy Projection with Ignore Protection (New Advantage)	No Normal Defense
Snare	Entangle	Damper	Neutralize (Champions III)
Dazzle	Flash (+½ one target)	Cancellation (New Power)	Power Destruction Champions III)
Poison	Killing Attack (+½ — not at all vs. Resistant Defense) (+½ — no STR damage addition)	Reduction	Power Drain
Energy Projection w/ Permanent Damage Advantage	Killing Attack, ranged or hand to hand	Siphon (New Power)	Power Transfer
Illusion Projection	Light Illusion	Gravity Projection or Telekinesis	Telekinesis
Mental Image (New Power)	Mental Illusion	Transform (New Power)	Transformation Attack (Champions III)

DEFENSIVE POWERS CONVERSION TABLE

SUPERWORLD	CHAMPIONS
Absorption	Absorption (w/Defense) (Champions III)
Adaptability	Life Support
Electrical and Radiation Armor/Force Field	Armor/Force Field Physical Defense
Kinetic Armor/Force Field	Armor/Force Field Energy Defense
Defense	Defensive Combat Value
Immunity (New Power)	No Power Equivalent
Mind Block	Ego Defense
Resistance	Damage Resistance or Damage Reduction
Wall (New Power)	Force Wall

MOVEMENT POWERS

When translating movement powers, the object is to have the translated character travel about the same distance through the same environment (air, earth, water, etc.) in the same amount of time as his counterpart in the other system.

DEFENSIVE POWERS

Defensive powers in Superworld and Champions have some common elements (Armor and Force Fields) and some elements which are quite different in application (Champions Damage Resistance and Superworld Absorption). Champions Defense and Superworld Protection have the same value, since damage in the two games can be very similar, though damage in Superworld is generally a bit less.

MOVEMENT POWERS CONVERSION TABLE

SUPERWORLD	CHAMPIONS
Burrowing	Tunnelling
Dimensional Shift	Teleport w/Extra Dimensions (+ 1 — no physical travel) Carry one extra person
+ 15 points	
120 meters/MR Flight	12" Flight
120 meters Glide	12" Glide
Hyperflight	FTL
Lightfoot (New Power)	Flight (+ 1/2 only flat surfaces)
Supermove	Running
Superswim	Swimming
Superspeed	2 x movement
Swing	Swing
Teleport (1/2 — No Quartermove)	Teleport
Teleport extra level	25" Combat Teleport + 5" or 2 x Distance
Wall Walking + 1 level	Cling + 5 points

SENSORY POWERS CONVERSION TABLE

SUPERWORLD	CHAMPIONS	SUPERWORLD	CHAMPIONS
Analyze	Detect (?) (Champions III)	See Invisible	Detect Invisible (Champions III)
Catseye	Ultraviolet Vision		
55% Dangersense + 5%	Danger Sense + 1	3 levels Sonar + 1 level	Active Sonar + 1 Perception
Empathy	Telepathy (+ 1 emotions only)	Special Senses (New Power)	N-Ray vision
Global Vision	360 Vision	Superhearing	Enhanced Hearing + 1
Infravision	Infrared Vision	4 levels Supersmell + 1 level	Tracking by Scent + two 3-point levels
Locate	Detect with Locate (Champions III)	Supertaste	Detect Taste (Champions III)
3 levels Microscopic Vision	Microscopic Vision	4 levels Supertouch	Passive Sonar
Mind Search	Mind Scan	3 levels Super Vision	Telescopic Vision
3 levels Radar + 3 levels	Radar + 5	1 level Telepathy	2D6 Telepathy
Radio Send and Receive	Radio + 1	1 level Ultrasonic Hearing + 2 levels	Ultrasonic Hearing + 1
Retrocognition	Retrocognition (Justice Inc.)	Ultraviolet Vision (New Power)	Ultraviolet Vision
		X-Ray Vision	X-Ray Vision

EXOTIC POWERS CONVERSION TABLE

SUPERWORLD	CHAMPIONS	SUPERWORLD	CHAMPIONS
1 level Darkness + 1 level	Darkness, 2" radius, no sight extra vision blocked	Mimic	Variable Power Pool (+ 1/2 no skills, + 1/2 specify source of power) (Champions III)
Astral Body	Desolid (many Limitations)		
Doppelganger	Duplication (Champions III)	Regenerate	Regenerate
Shape Change	Multiform (Champions III)	1 level Shape Change	Shape Shift (+1 Special thing)
Impersonate	Shape Shift (Champions III)	2 levels	+ 3/4
Animate	Telekinesis (+ 1/2 Animate Limitation) (Champions III)	3 levels	+ 1/2
		4 levels	+ 1/4
Fortune (only if POW not already high)	Luck	Sidekick	New Hero/Vehicle
Gestalt	Telepathy (+ 1 no thoughts)	Silence	Darkness vs. Sound
Gimmick	Gadget Pool	2 levels Stretching	1" Stretching + 1" running, 2 Physical Defense, 1 Energy Defense
Heal	Healing (+ 1 take damage) (Champions III)	if 2 x CON	Buy other abilities
Insubstantiality	Desolid (+ 1/2 – Energy still affects)	Tap	Power Transfer (+ 1 – must be willing target)
+ 1 level Insubstantiality	Regular Desolid	Transmute	Transformation Attack (no Stun) (Non-Organic) (Champions III)
Invisibility + 1 level	Invisibility (no Fringe) + 1 sense masked		

MARTIAL ARTS

SUPERWORLD	CHAMPIONS
1 level Martial Arts + 1 level	First level Martial Arts at + 1/2 damage + 1 5-pt level in Martial Arts

Skills

The Skills Comparison Table pairs skills from Champions, Champions II, and Champions III with equivalent Superworld skills. Skills that have the same name and basic definition, such as Acrobatics, are not listed. In addition, Superworld crafts are equivalent to Champions professions and Superworld Science is equivalent to Champions Sciences.

SKILLS COMPARISON TABLE

SUPERWORLD	CHAMPIONS
Knowledge	City Knowledge
Science — Computers	Computer Programming
Craft — Demolition	Demolitions
Idea Roll with Forensic Science	Detective Work
Drive Vehicle — Car	Driving
Craft — Escape Artist	Escape Artist
Invent	Gadgeteering
Spot Weakness	Find Weakness
First Aid	Paramedic
Drive Vehicle — Plane	Pilot
Fine Manipulation and Science — Security Systems	Security Systems
Hide and Move Quietly	Stealth
Streetwise	Streetwise
Compatible skill at 50%	Any at 11
Each + 10% Skill Increase	Each Skill Level + 1

ENERGY TYPES TABLE

SUPERWORLD	CHAMPIONS
Kinetic	Physical
Electric and Radiation	Energy

Success Chance Equivalencies

The Success Chance Equivalencies Table provides a method of translating a Superworld character's chance to succeed with a skill into (first) a Champions character's Offensive Combat value against a Defensive Combat Value of 7 and (second) an equivalent roll on 3D6 to succeed with a Champions skill with no opposition.

SUCCESS CHANCE EQUIVALENCIES TABLE

SUPERWORLD Percentile	CHAMPIONS OCV	CHAMPIONS 3D6
01	-1	3
05	0	4
05	1	5
05	2	6
10	3	7
20	4	8
30	5	9
40	6	10
50	7	11
60	8	12
70	9	13
80	10	14
90	11	15
95	12	16
100	13	17
120	14	18

SUPERWORLD Hero Sheet

SUPERWORLD Hero Sheet

Player _____

Hero's Secret Identity

Name _____

Occupation _____

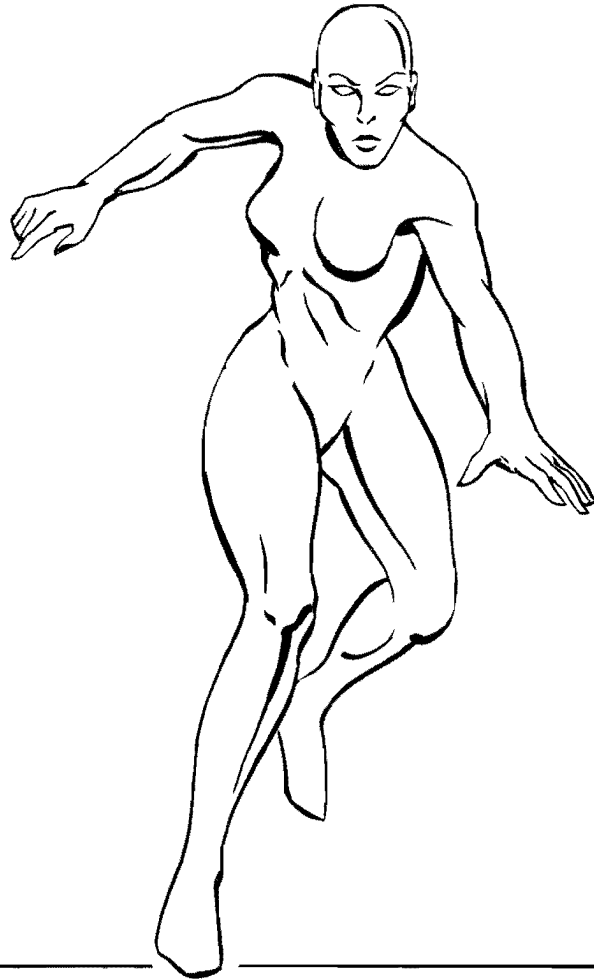
Income _____

Sex _____ Age _____

Origin/Power Source

Notes & Equipment

Hero Name _____



Campaign Notes

Hero Sheet

Hero Name

Player

Characteristics

Movement Rates

- Hero Points

<i>Rolled</i>	<i>Super</i>	<i>Total</i>	<i>Rolls</i>	<i>Base/MR</i>	<i>Total</i>	<i>AR</i>	<i>E. Use</i>	Characteristics _____
STR ____ + (____ x3) = ____				Walk (12m)	_____	_____	_____	Disadvantages _____
CON ____ + (____ x1) = ____				Run (24m)	_____	_____	_____	Handicaps _____
SIZ ____ + (____ x3) = ____				Climb (3m)	_____	_____	_____	Experience _____
INT ____ + (____ /3) = ____		Idea _____		Leap	_____	_____	_____	Total _____
POW ____ + (____ /3) = ____		Luck _____		Swim (10m)	_____	_____	_____	Unused Points _____
DEX ____ + (____ x1) = ____		Agility _____			_____	_____	_____	Exp. Roll = Total
APP ____ + (____ /2) = ____		Aura _____			_____	_____	_____	Hero Pts./2 _____

Handicaps

[illegible]

Damage Bonus

Action Ranks

Defense

Combat Skills & Weapons

Protection

<i>Weapon</i>	<i>Attack</i>	<i>Damage</i>	<i>Parry</i>	<i>Range</i>	<i>E. Cost</i>		<i>Force Field</i>	<i>Absorption</i>	<i>Armor</i>	<i>Resistance</i>
Fist (50%)	_____	_____	_____	_____	_____	Kinetic	_____	_____	_____	_____
Grapple (25%)	_____	_____	_____	_____	_____	Electric	_____	_____	_____	_____
Kick (25%)	_____	_____	_____	_____	_____	Radiation	_____	_____	_____	_____
Smash (25%)	_____	_____	_____	_____	_____		_____	_____	_____	_____
Throw (45%)	_____	_____	_____	_____	_____		_____	_____	_____	_____
_____	_____	_____	_____	_____	_____		_____	_____	_____	_____

Hit Points

Permanent Damage

Skills

Acrobatics (5%) _____	Fine Manip. (5%) _____	Persuade (5%) _____
Balance (5%) _____	First Aid (25%) _____	Science (0%) _____
Climb (55%) _____	Language (0%) _____	_____
Craft (5%) _____	_____	_____
_____	_____	Spot Hidden (25%) _____
_____	Hide (25%) _____	Streetwise (10%) _____
Criminology (5%) _____	Jump (45%) _____	Swim (25%) _____
Disguise (5%) _____	Knowledge (INT x 4%) _____	_____
Dodge (½ DEX) _____	Listen (45%) _____	_____
Drive Vehicle (25%) _____	Move Quietly (25%) _____	_____
Fast Talk (5%) _____	Observation (0%) _____	_____

Energy

[illegible]

SUPERWORLD Hero Sheet

SUPERWORLD Hero Sheet

Player _____

Hero's Secret Identity—

Name _____

Occupation _____

Income _____

Sex _____ Age _____

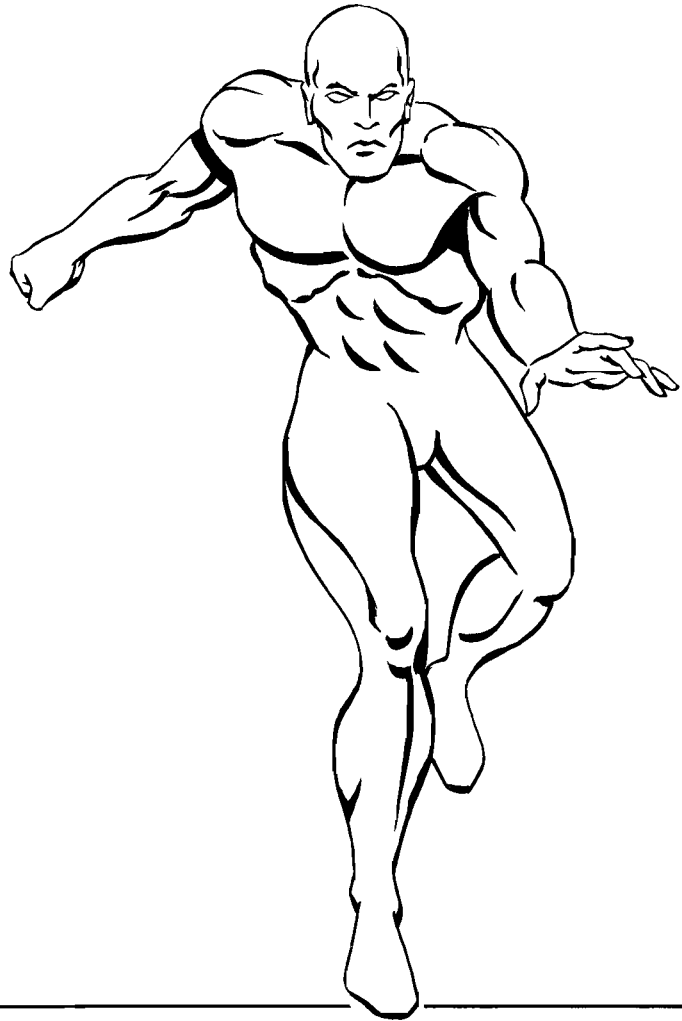
Origin/Power Source

Notes & Equipment

Campaign Notes

Campaign Notes

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Weather in Superworld

by William A. Barton

In Superworld, the effects of weather conditions on powers and heroes have heretofore not been explained. The new Weather Control power allows weather conditions and weather-manipulating heroes to play an important part in the game. Can Captain Thermometer slip away from the heroes under the cover of his fog bank? Can the Boomeranger survive the blinding Antarctic blizzard into which the arch-fiend Pest has dropped him? Will Fireball have his flames snuffed out every time he's caught in a thunderstorm?

This article describes the effects weather has on Superworld play, both conditions caused by weather controllers and natural conditions. The reader should also consult the new Weather Control power in the New Powers section of this book to learn the capabilities of weather controllers.

The weather effects described below are designed to be playable rather than to adhere to exact meteorological statistics. Wherever it is necessary to choose between comics playability and reality, playability has been chosen. People with advanced degrees in meteorology who disagree with any of the following figures may adjust them as they wish.

After the description of each condition is a section explaining how the condition may be manipulated by heroes using the Weather Control power.

Temperature Extremes

Heroes exposed to temperature extremes, either heat or cold, suffer temperature effects if not protected. The cold exposure table indicates the effect on a person without clothing or other protection.

COLD EXPOSURE TABLE

Centigrade temperature	hit points lost per hour
0 to -10	1
-11 to -20	1D3
-21 to -30	1D6
-31 to -40	1D10
-41 to -50	1D10+2
-51 to -60	1D10+4
-61 to -70	1D10+6
-71 to -80	1D10+8
-81 to -90	2D10+10
-91 to -100	3D10+15

For each additional 10 degrees of cold, subtract another 1D10+5 general hit points per hour.

If the exposed hero is also wet, subtract 20 from the temperature for purposes of the table. For each kilometer of wind speed over 5, subtract an additional degree from the effective temperature.

COLD PROTECTION TABLE

garment	protection
normal costume	1
heavy costume	2
parka	3
powered armor	4
full winter gear	4
military winter gear	6
eskimo-style clothing	10
Radiation Force Field	as normal
Resistance to Cold	as normal
Adaptability to Cold	complete protection

Treat costumes/clothing as armor against cold; regularly subtract its value from any rolled damage. Thus a hero wearing eskimo-style clothing will not take any cold damage unless the temperature is below -40 centigrade and then only if the die roll indicates over 10 points of damage.

OTHER EFFECTS OF COLD

Extreme cold slows down a hero. For every degree centigrade below -30, reduce DEX by 1 point. For protected heroes, reduce DEX by 1 point for every 5 points of exposure damage which gets through the protection.

Agility rolls and any skills that depend on DEX are reduced accordingly. The hero regains DEX at a rate of 1 point per full turn during which he is no longer exposed.

Ice reduces ground movement to one-quarter normal distance per melee round for heroes not kinetically insubstantial or possessing the new power of Lightfoot. Players of heroes moving across ice must make Agility rolls at one-half normal chance for the hero each action rank of movement or the hero falls down. A hero who falls down slides one-half the distance he would have moved if he hadn't fallen in the direction he would have moved. If the hero misses a Luck roll, he suffers 1D6 kinetic damage from the fall; normal kinetic protections do not help. A hero who has fallen must make a half-Agility roll to get up again on his next action rank. Getting up counts as a quarter-move.

Invisible heroes may be revealed to opponents in extremely cold conditions. An invisible hero without Adaptability to Cold or Insubstantiality to Heat Radiation reveals himself by his visible breath (unless he has an adaptability power which allows him not to breathe). Ranged attacks can hit an invisible hero at a -80 percentiles (5% minimum) and melee attacks have half their normal chance to hit, rather than the normal subtractions for invisibility.

HEAT

In temperatures of 40 degrees centigrade or more, each hero's player must succeed with a CON roll once per game hour or the hero collapses from heat, losing one hit point per hour thereafter unless properly attended.

For each degree centigrade over 40, subtract one percentile from the CON roll, and for each 10 degrees over 40, subtract 1 additional hit point hourly. If a player rolls a special failure when making his hero's CON roll, that hero immediately takes 2D10 damage and collapses, thereafter continuing to lose an additional hit point per hour as usual. Clothing subtracts percentiles from the hero's CON roll equal to its protection value against cold. Captain Behemoth may not be able to fight for long in the Mohave desert if he insists on wearing his powered armor.

Adaptability to Heat Radiation fully protects against heat exposure. Resistance to Heat/Radiation Force Fields protect by reducing effective heat as they reduce damage.

OTHER EFFECTS OF HEAT

Extreme heat reduces INT; it spoils a hero's ability to think and concentrate. Unprotected heroes lose 1 point of INT for every 10 degrees centigrade over 40. Protected heroes lose 1 point of INT for each 3 points of exposure damage that gets through their protection. Idea rolls and skills based on INT are reduced accordingly. If INT reaches 0, the hero passes out. A hero regains INT at a rate of 1 point per full turn he spends in a non-exposed condition.

Water boils at 100 degrees centigrade, releasing steam that reduces acute normal vision to a 15 meter range. Observation and Spot Hidden chances are cut in half. Infra vision is completely useless when the temperature is higher than 50 degrees. Other vision powers operate normally.

Invisible heroes are easily revealed to opponents in temperatures exceeding 40 degrees centigrade. Invisible heroes without Adaptability to Heat or Insubstantiality to Heat Radiation reveal themselves by their perspiration, unless a costume prevents this. In high heat, ranged attacks can hit an invisible hero at -80 percentiles (5% minimum) and melee attacks have half their normal chance to hit.

Weather Control Usage

A weather controller who has raised or lowered temperatures to appropriate degrees may designate additional levels to increase the special effect of DEX or INT loss against a specific target. Each additional level subtracts 1D6 additional points from the victim's characteristic.

Fog

Fog obscures vision and hinders ranged attacks and, if dense enough, even melee attacks. Light-sources remain visible in fog at half the range at which they can be seen in clear weather. Light-sources do not extend visual range; the fog disperses the light-beam. Damage from a light-radiation Energy-Projection is halved if the projection goes through a fog bank.

Heroes with special vulnerabilities to water take damage at one-half normal levels if surrounded by heavy or dense fog. Invisible heroes who are not kinetically insubstantial become visible (due to condensation on their bodies) in heavy or dense fog, allowing them to be attacked with the same modifiers for such heroes in extreme temperatures.

Weather Control Usage

Weather controllers who call up fog in an area reduce visual range by 1 meter per point of potency rolled. All



FOG EFFECTS TABLE

density of fog	vision range*	vision percentile reduction†	ranged attack percentile reduction	melee percentile reduction
light	20 meters	-25	-25	n/e
medium	15 meters	-50	-50	n/e
heavy	8 meters	-80	-80	n/e
dense	2 meters	-100	-100	-50

*Applies to acute use of normal vision, Super Vision, See Invisible, and Catseye. Other vision powers are unaffected.

† Applies to all normal vision, Spot Hidden, and Observation rolls.

modifiers shown in the Fog Effects Table apply under these conditions. Thus, if the controller reduces vision from 30 to 15 meters, he has created medium fog and modifiers for that level of fog. The precipitation level (see Temperature/Precipitation Table) must be at, or be raised to at least level 5 for fog to be used as a special effect of the Weather Control power.

Rain

Rain obscures certain senses and heavy rain puts out fires. Invisible heroes become slightly visible in rain unless they are kinetically insubstantial. The chance of hitting a semi-visible hero with ranged or hand-to-hand attacks is the same as it is with invisible heroes in extremes of temperature.

Clouds must be present in sufficient quantities for rain to occur at all.

Heroes with special vulnerability to water take damage at one-half normal levels in light rain and normally in normal or heavy rain.

RAIN EFFECTS TABLE

	light (mist)	normal	Heavy (monsoon)
fire out?*	10%	25%	50%
hail?†	none	10%	25%
Thunder†	10%	50%	75%

*percentage chance that a fire will be put out by the rain. Halve the chance if the fire is intense, double the chance if the rain hits the fire for a full turn without putting it out.

†percentage chance this phenomenon will accompany the rain.

Weather Control Usage

A weather controller who directs rain at a fire doubles the chance of the rain to put out the fire for that action rank only (maximum 95% chance). To direct rain, a weather controller's player must make a second Weather Control roll in addition to the normal roll, which is made during the bookkeeping phase of each melee round.

Weather controllers must use levels of special weather control to use thunder and hail special effects.

LEVELS OF CLOUD COVER AND PRECIPITATION

To describe weather conditions Superworld arranges cloud cover and precipitation into discreet levels.

The level of precipitation can never be greater than the level of cloud cover. Special weather effects can only be used under weather conditions conducive to their use. The effects of cloud cover on visibility are shown on the Cloud Cover Levels Table.

CLOUD COVER LEVELS TABLE

Level	cover	notes
1-2	clear	full visibility, full sunlight
3-4	clouds	full visibility
5-6	overcast	-10 percentiles to normal vision, Spot Hidden and Observation*
7-8	dense	-25 percentiles to normal vision, Spot Hidden and Observation*
9-10	dark	-50 percentiles to normal vision, Spot Hidden and Observation*

The forms taken by precipitation in various temperatures are shown on the temperature precipitation table.

Thunder

Thunder can stun. Normal thunder has a maximum stunning force of 6D6 potency against CON to anyone directly in the center of the thunderclap, 2D6 for anyone within 100 meters of the thunderclap and 1D6 between 100 meters and 1 kilometer away.

Kinetic absorption, armor, and resistance against sonic attacks reduce the potency of the thunder as long as the protection specifically protects hearing — helmets, super-tough eardrums, etc. Kinetic armor with a failure chance specified as an uncovered head does not offer any protection. Kinetic force fields provide no protection unless they are specified to block sound. Heroes who are within an area of silence caused by the Silence power are immune to the effects of thunder.

If a hero is enclosed in a structure or vehicle, thunder potency is reduced by the resistance value of the least resistant substance enclosing him. Thus, if in a house, resist-

TEMPERATURE PRECIPITATION TABLE

Precip. level	Temperature							
	-36 on down	-26 to -35	-11 to -25	0 to -10	1 to 7	8 to 12	13 to 20	21+
1-4	clear	clear	clear	clear	clear	clear	clear	clear
5-6	snow	snow	snow	snow	mist	mist	mist	mist
7-8	snow	snow	snow	snow	rain	rain	rain	rain
9-10	blizzard	blizzard	blizzard	blizzard	monsoon	monsoon	monsoon	monsoon

Notes: **clear** — all senses work normally.

snow/mist — -10 percentiles normal vision*, Spot Hidden and Observation; -25 percentiles Super Touch, Listen rolls.

snow/rain — -25 percentiles normal vision*, Spot Hidden and Observation; -50 percentiles Super Touch, listen rolls.

blizzard/monsoon — -50 percentiles normal vision*, Spot Hidden and Observation; no Super Touch or Super Hearing.

*includes Radar, Sonar, Super Vision, and See Invisible.

ance is based on the weaker glass, not the walls. Thunder cannot affect a hero in vacuum.

Heroes vulnerable to sonics or sound take normal damage when exposed to thunder.

If the CON against potency roll is successful, the thunder reduces all Listen rolls by 25 percentiles for one melee round. If the roll is unsuccessful the thunder reduces all Listen rolls by 25 percentiles for melee rounds equal to half the potency of the thunder.

Thunder is caused by electric discharge between oppositely charged clouds. It is usually accompanied by lightning. The chance of this sort of lightning actually hitting the ground is slim. Any hero within 100 meters of the point of origin of a thunderclap should make a Luck roll. If the roll is a fumble, the hero is struck by lightning. If more than one hero fumbles the luck roll, randomly determine the victim. A flying hero within 100 meters of the thunderclap is hit if he fails the luck roll. A lightning bolt does 10D6 electrical damage; electric protection works normally.

Weather Control Usage

Weather control can be used to generate thunder with 1D6 stunning potency per level purchased for the special effect. Lightning generated by the thunder has the same chance of hitting targets within range as normal lightning, and has a potency equal to the thunder potency.

Hail

Hail can fall in stunning intensity and hinders ground movement. Hail accompanying normal rain has 1D6 stunning potency applied once per melee round during which a hero is exposed. Hail accompanying heavy rain has (1D3+2)D6 stunning potency. There is a 50% chance that hail accompanying monsoon rains has a damage potency instead of stunning potency. When applied against non-living objects or structures, the rolled potency of stunning hail is counted as normal damage against the resistance of the substance hit. If the resistance is exceeded the object takes damage normally.

A hero moving on the ground in a hailstorm must make an Agility roll each action rank of movement to avoid slipping on the hail unless kinetically insubstantial or using the Lightfoot power. Heroes who fail the roll fall down at the start of the action rank. A second, successful, Agility roll allows them to stand up again, but take no additional action.

Invisible heroes become visible as if in extreme temperatures unless kinetically insubstantial. Effect on sensory powers are the same as for rain.

Weather Control Usage

Normal hail does not appear unless the precipitation level is at least 5, but a weather controller can create hail as long as the cloud cover is at level 5 or above.

Snow

Sufficient levels of cloud cover, precipitation levels and temperature (no higher than 0 degrees centigrade) must be present for snow to fall.

Snow obscures vision and hinders movement. Heroes attempting ground movement through accumulated snow are slowed. If the snow is 7 centimeters (about 3 inches) or less deep there is no movement penalty, though running heroes must make an Agility roll to avoid slipping, like the roll for hail. Snow depth between 7 and 15 centimeters (3 to 6 inches) reduces ground speed by 10% each melee round. There is an additional 10% reduction for a depth of 16 to 32 centimeters (7 to 11 inches). At 33 centimeters (1 foot) ground movement per melee round is halved. Each additional 33 centimeters of snow halves ground movement again until snow depth reaches 1 meter. Ground movement over snow that is more than 2 meters deep is impossible unless a hero has Burrowing (he travels twice as fast through snow as through loose earth) or Lightfoot, is kinetically insubstantial, or is a giant over SIZ as height of 40 (giants this large are restricted by snow as if the above guideline were multiplied by 10. Thus, 330 centimeters of snow halves their movement, etc).

Mechanical devices like shovels and snowplows allow movement through deep snow. Unless purchased as Bur-

rowing, shovelling through snow requires two melee rounds for each meter of progress for a hero with normal STR and DEX. For every 10 points of STR over 20 and every level of Superspeed a hero can double his shovelling speed. Snowshoes, unless purchased as the Lightfoot power, allow half-normal walking movement across any snow depth. Running is impossible in normal snowshoes.

Leap is unaffected by snow as long as the leaper has a cleared space to launch from; otherwise he must make an Agility roll or his distance is halved. He must also make an Agility or Acrobatics roll when landing or he slips.

Invisible characters become partly visible in a snowfall just as they do in temperature extremes unless kinetically insubstantial. Heroes with special vulnerabilities to cold take damage normally at the appropriate temperatures when trapped in snow. Heroes with special vulnerabilities to water take damage at normal levels in heavy snowfalls or when buried in snow.

SNOW EFFECTS TABLE

snow type	Light (flurries)	Normal	Heavy (blizzard)
ground cover accumulation*	1 cm/hour	2 cm/hour	12 cm/hour

*blizzard can also pile up drifts of three times normal depth in the same time frame.

Weather Control Usage

Weather controllers attempting to cause additional snowfall as a special effect can dump 1 centimeter of snow in the area of effect for every point of potency rolled. If the controller wishes to direct snowfall at a specific target or a smaller area (up to 2 meter radius), the amount of snowfall in that spot is doubled. Levels may be used to increase the radius of doubled snowfall by 2 meters per level expended for area instead of for extra accumulation. Any person in such a snowfall area may attempt to quarter-move out of the area of effect by making a successful Agility roll, blowing his next action rank.

Clouds

In addition to the visibility, Observation, and Spot Hidden penalties listed on the Cloud Cover Table for heroes under clouds, clouds block all normal vision and Super Vision for anyone above or below the clouds attempting to see anything inside the clouds or on the other side. Other Super Senses operate through clouds as through a dense fog. Clouds almost always accompany rain, hail, snow, or thunder.

Wind

Winds can be strong enough to cause a knockback effect — or at least to hinder forward movement. Winds at 15-50 KPH (10-30 MPH) speed have 1D3 knockback potency. Winds of 51-65 KPH (31-40 MPH) have 1D6 knockback potency. For every 15 KPH (10 MPH) of wind speed over 65 KPH, add 1D6 potency.

Wind potency is resisted by SIZ as weight to determine knockback. If a Hero is gripping a solid or stationary object when struck with winds, add STR to his SIZ as weight before making the resistance roll. Unless caused by a weather controller, wind potency is matched against a hero's SIZ once per melee round. If a hero lets go of an object on which he was bracing himself with his STR he immediately must resist the wind with SIZ as weight only.

Even if a wind is not strong enough to cause knockback, it can hinder a hero's forward movement if he is moving into the wind (unless he is kinetically insubstantial). For every point of wind potency greater than the hero's SIZ as weight, ground movement is decreased by 1 meter per action rank, and flight is decreased by 6 meters per melee round. If the wind is behind the moving hero, movement is increased by the same amount. Characters with the Glide power add the rolled potency of the wind in meters to their movement in the direction the wind is blowing. If fighting the wind, the wind's potency is subtracted from their normal movement. Natural wind direction is determined by the gamemaster. Winds summoned by a weather controller blow in the direction he wishes.



To determine if heavy winds cause damage to structures like buildings, trailers, etc., multiply the rolled potency of the wind by 4 and match the increased number against the building's SIZ on the resistance table. If the building is anchored, count the resistance of the anchoring material as STR and add it to the SIZ of the building. If the entire building is sunk into the ground or attached to a concrete slab or basement, count the resistance of the walls as STR.

EXAMPLE

A SIZ 80 trailer is anchored with four chains of resistance 15 each, a total value of 140. A 210 KPH (130 MPH) wind has a potency of 10D6, or an average of 35 points. We multiply 35 x 4 to get 140, so a 210 KPH wind has a 50% chance of uprooting the trailer and sending it flying 60 meters.

Weather Control Usage

Weather controllers must expend 1 level of the power for each 1D6 knockback potency of wind called up. Unless directed at a specific target or a smaller area, winds affect everyone in the area of effect, including the controller.

Sand & Dust Storms

Winds in appropriate locations — the Sahara desert, the High Plains, etc. — cause sand or dust storms. All visibility roll are modified as for heavy fog during dust storms and as for dense fog during sand storms. Radar, Sonar, and Super Touch function at half-normal effectiveness in dust storms and do not work at all in sand storms due to interference from the flying sand.

Sand storms add 1D3 points of knockback potency to every 15 KPH of wind speed more than 80 KPH (50 MPH).

Heroes exposed to heavy sand storms take 1D6 sandblast damage per 15 KPH of wind, after 80 KPH, per turn exposed. Kinetic protection is effective. Sand or dust storms may blind unprotected heroes like a Dazzle attack. A hero caught in a sand or dust storm must make a successful luck roll once per melee round or be subjected to a kinetic Dazzle attack of wind (and sand, if applicable) potency against CON. Protective goggles stop the dazzling effect. Kinetic armor that does not cover the eyes does not protect from this Dazzle attack.

Tornadoes

Tornadoes are destructive whirlwinds with great lifting power — windspeeds from 300 KPH (200 MPH) to 800 KPH (500 MPH) have been recorded. Tornadoes have 1D6 lifting potency for every 15 KPH over 80 KPH. Thus a 300 KPH tornado has 15D6 of lifting power. Small tornadoes — whirlwinds or dust devils — have no more than 2D6 lifting power.

Tornadoes are violent thunderstorms with winds whirling inwards around a vertical axis, creating a center of low pressure in a funnel cloud. A cloud cover of level 5 or above must be present for a tornado to appear. Natural

tornadoes appear first as a pale cloud visible due to moisture condensation around the funnel, then darken from dust and debris gathered when the funnel touches the ground. A tornado blocks normal and Super vision. Other Super Vision, except X-ray Vision, operates at half normal efficiency due to debris and dust in the funnel. Super Touch, Radar, and Sonar are blocked by a tornado funnel. Super Hearing is useless in the vicinity of a twister, and all Listen rolls are at half normal effectiveness to hear and understand someone shouting (nothing else can be heard at all) at the listener. Ranged attacks through a tornado funnel or against a character caught in a funnel are at -50 percentiles to hit.

Natural tornadoes have an average ground speed of 90 KPH (about 60 MPH). Normal heroes cannot outrun them. Flying heroes, heroes with Superspeed and lots of ground movement, or heroes in vehicles may be able to outrace a tornado. Attempts to dodge out of the way of a tornado are at half the normal chance for nonflying heroes, and blow the heroes' next action rank. The hero must make a successful Luck roll to be able to dodge the tornado at all; luck determines how close the hero is to the edge of the tornado.

Despite the Wizard of Oz, it is highly unlikely that a building larger than an outhouse could actually be picked up intact and moved by a tornado. Instead, tornadoes damage structures, sometimes destroying them totally. Multiply the potency of the tornado by 10 and match it against the resistance of the structure on the resistance table. If the tornado's potency overcomes the structure's SIZ, the structure is demolished.

A hero caught in a structure destroyed by a tornado must make an Agility roll to avoid being buried. If successful, the hero has 1 action rank, taken immediately, to escape the building. Damage from falling debris is determined by the gamemaster, based on the material from which the building is constructed. If the tornado fails to destroy the building, the gamemaster should determine the extent of the damage to the structure — at the very least, all the windows are blown out by the suction of the twister.

Natural tornadoes normally last for only a few kilometers after touching down. Then the funnel recedes into the clouds, dropping whatever it has picked up. Gamemasters must determine how high a hero is when dropped by a tornado to determine damage from falling.

Heroes picked up by a tornado take damage from being buffeted by debris. Each melee round a hero spends caught within a twister, his player must make a successful luck roll or the hero is hit for (1D6)D6 of damage. This does not occur in a weather controlled tornado unless it has been in existence for at least a half hour — enough time to pick up debris.

Tornadoes over bodies of water are called waterspouts and are permeated by water. Heroes trapped in a waterspout who have no Adaptability to Water must try to avoid asphyxiation, as described in the Superworld rules.

Weather Control Usage

A tornado created by a weather controller has 1D6 lifting potency per level expended to create the tornado. Weather-controlled tornadoes must be directed toward a target



to affect it. Otherwise the tornado affects random targets in the controller's area of effect, including the controller.

A tornado summoned by a weather controller moves as he directs, provided he makes an agility roll. The tornado lasts as long as the weather controller expends energy to keep it going; heroes caught in these tornadoes drop when the controller stops maintaining the tornado, from a height determined by the controller.

Hurricanes

Hurricanes are severe cyclonic tropical storms with winds in excess of 100 KPH and heavy rainfall. A hurricane extends over 150-300 kilometers, becoming increasingly violent near the center. A calm eye with a diameter of 8 to

40 kilometers lies at the center of the hurricane; a momentary respite from the strength of the storm. Hurricanes travel at speeds of from 25 to 80 KPH. In Superworld, the effects of hurricanes combine those of winds and heavy rain. Only the most powerful of weather controllers could create a hurricane, even on a small scale.

Other Weather Effects

Various other types of weather and specific storms can be created by combining and extrapolating from the information here. Gamemasters should note that described effects are averages, and that weather effects can vary wildly in different times of the year. Feel free to alter the numbers presented here to vary the strength of the storms.

A Consolidated Powers List

The following list includes both the original Superworld power list and new powers from this book, indicated by an asterisk (*). In some cases powers will be in more than one category. For example, Mind Blast is listed both as an offensive power and as a mental power.

OFFENSIVE POWERS

Dazzle
Cancellation*
Emotion Control
Energy Projection
Gas Projection
Gravity Projection
Hex*
Hypnosis
Illusion Projection
Infection*
Mental Image*
Mind Blast
Mind Control
Paralysis*
Poison
Possession*
Quake*
Reduction
Siphon*
Snare Projection*
Transform*

SUPER SENSES

Analyze
Catseye
Clairvoyance*
Cosmic Consciousness*
Dangersense
Empathy
Global Vision
Infravision
Locate
Microscopic Vision*
Mind Search
Power Sense*
Radar

Radio
Retrocognition
See Invisibility
Sonar
Special Sense*
Super Hearing
Super Smell
Super Taste
Super Touch
Super Vision
Telepathy
Ultrasonic Vision
Ultraviolet Vision*
Verification*
X-Ray Vision

DEFENSIVE POWERS

Absorption
Adaptability
Armor
Aura Defense*
Defense
Extra Hit Points
Force Field
Immunity*
Mind Block
Resistance
Shield*
Wall*

MENTAL POWERS

Astral Body
Clairvoyance*
Cosmic Consciousness*
Emotion Control
Empathy
Gestalt
Hypnosis

Mental Image*
Mind Blast
Mind Block
Mind Control
Mind Search
Possession*
Tap
Telepathy

SUPER CHARACTERISTICS

Aura Enhancement*
MicroSIZ
Super APP
Super CON
Super DEX
Super INT
Super POW
Super SIZ
Super STR

TRANSFORMATION POWERS

Cancellation*
Hex*
Mimic
Paralysis*
Reduction
Siphon*
Transform*
Transmute

MOVEMENT

Burrowing
Dimension Shift
Flight
Glide

Hyperflight
Leap
Lightfoot*
Supermove
Superswim
Swing
Teleport
Wall Walking

OTHER

Animate
Astral Body
Damper
Darkness
Doppelganger
Energy Supply
Fortune
Gestalt
Gimmick
Heal
Impersonate
Insubstantiality
Invisibility
Mimic
Recharge
Regeneration
Resurrection*
Shape Change
Sidekick
Silence
Stretching
Tap
Telekinesis
Tongues*
Transmute*
Weather Control*

Translating Superworld

This article provides a method of conversion between Fantasy Games Unlimited's *Villains and Vigilantes* and Chaosium Inc.'s *Superworld*.

Exact translation of powers is very difficult because of different philosophies used in each game's design.

COMPATABILITY

In *Superworld*, every power must be purchased with hero points which are based on the hero's rolled characteristics, plus his disadvantages and handicaps. In *Villains and Vigilantes* players roll randomly for character powers — in that system there is no need to engage in calculations to balance a character.

The way damage is done is also incompatible. Most V&V powers cause specific damage, ranging from a D6 to a D20. If the same power is rolled twice when creating the character, this damage roll may be increased. In *Superworld*, the player determines how much damage a power does. The damage is only limited by the hero points available to the hero and the player's preference.

Because the two systems are so incompatible, the translator of a V&V hero must establish the average pro-

jection damage in the *Superworld* campaign, then assign that many dice to the translated character's projection. If the V&V character received a double roll, then the power of the energy projection should be increased to an amount close to the maximum for campaign characters.

Translating from *Superworld* is less difficult. If a hero has an Energy Projection of average value, then he is given the *Villains & Vigilantes* equivalent. If his projection was powerful in the campaign, he should receive two rolls for the power.

Powers in each system should be compared with similar powers in the other. Both systems have methods of combining effects. For example, a V&V character with Lightning Control is virtually invulnerable to Lightning Control attacks. The *Superworld* translation must therefore include excellent Resistance, Force Field, Armor, or another form of protection from lightning attacks.

Similarly, the *Superworld* Stretching power includes protection from kinetic and electric attacks. The V&V Stretching Power has some effect against these attacks, but not enough. The translator must decide whether the V&V hero should have some form of Invulnerability.

Similar Powers Table

VILLAINS & VIGILANTES

SUPERWORLD

Absorptions (standard)	Absorption, Mimic, Reduction, or Syphon
Armor	Resistance, Shield
Astral Projection	Astral Projection
Bionics	whatever fits
Body Power	whatever fits
Chemical Power	whatever fits
Cosmic Awareness	Cosmic Consciousness
Darkness Control	Darkness
Death Touch	Poison
Disintegration Ray	Transmute, Energy Projection
Devitalization Ray	Reduction
Dimensional Travel	Dimension Shift
Diminished Senses	Physical Problem Handicap
Weakness	
Emotion Control	Emotion Control
Flame Power (1)	Energy Projection
Flame Power (2)	Energy Projection, Force Field, Flight
Flight	Flight
Force Field (1)	Wall
Force Field (2)	Energy Projection
Gravity Control	Gravity Projection
Heightened Agility	SuperDEX
Heightened Attack	Impaling Advantage

V&V

Heightened Charisma
Heightened Defense
Heightened Endurance
Heightened Expertise
Heightened Intelligence
Heightened Senses
Heightened Speed
Heightened Strength
Ice Powers

Illusions (A)
Illusions (B)

Invisibility

Invulnerability
Life Support
Light Control

Lightning Control

Lowered Intelligence
Weakness

Low Self-Control
Weakness

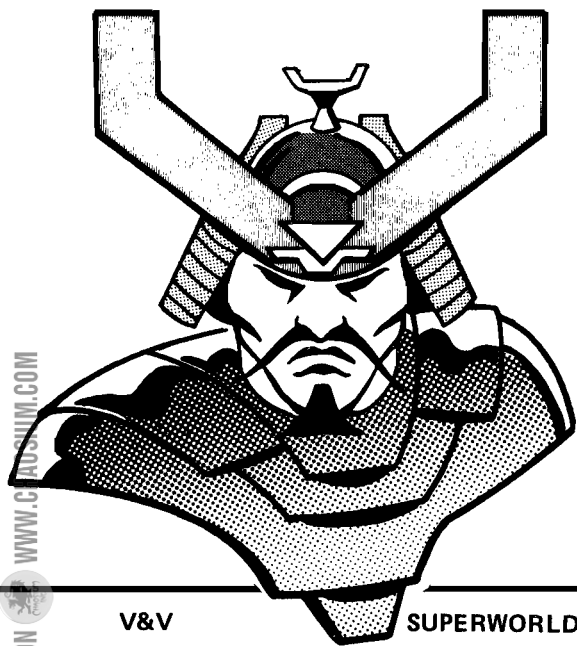
SUPERWORLD

SuperAPP
20% Defense
SuperCON
Skill Increase
SuperINT
Super Senses
Supermove
SuperSTR
Kinetic Projection, combined with snare projection
Forming -- wall, Armor
Illusion Projection
Energy Projection with various Energy Field Forming Advantages
Normal Invisibility, still visible to other senses
Armor
Adaptability
Energy Projection, Dazzle, Force Field
Energy Projection, Resistance to Electricity
Lowered Characteristic Handicap
Failure Chance (Power disadvantage or Psychological Problem — Berserk Handicap)

d to V&V

by Steve Perrin

The Similar Powers Table pairs *Villains and Vigilantes* powers with similar *Superworld* powers. The Characteristics conversion table converts roughly equivalent characteristics in *Superworld* and *Villains and Vigilantes*.



Characteristics Conversion Table

V&V	SUPERWORLD
Strength	STR *
Endurance	CON
Carrying Capacity	STR
Hit Points	(CON+SIZ)/2
Weight	SIZ
Intelligence	INT
none	POW
Agility/3	DEX/2†
Charisma	APP
Power Points	Energy/5
Power Points	Hit Points

*Use only for converting *Superworld* to V&V.

†Take V&V Agility, divide by 3, then multiply by 2 to get Superworld DEX. Thus, a character with a 15 V&V Agility would have a 10 Superworld DEX. A character with a 24 Superworld DEX would have a 36 V&V Agility.

V&V	SUPERWORLD
Magical Spells	whatever fits
Magnetic Powers	Telekinesis, Energy Projection — Electric, Electric Force Field or Resistance
Mind Control	Mind Control
Mutant Power	whatever fits
Mute Weakness	Physical Disability Handicap
Natural Weaponry	Energy Projection — No range
Non-Corporeality	Insubstantiality
Paralysis Ray	Paralysis*
Pet	Sidekick
Phobia/Psychosis Weakness	Phobia Handicap
Physical Handicap	Physical Handicap
Poison/Venom	Poison/Gas Projection
Power Blast	Energy Projection
Prejudice Weakness	Psychosocial Problem Handicap
Psionics	whatever fits
Reduced Agility Weakness	Lowered Characteristic Handicap
Reduced Charisma Weakness	Lowered Characteristic Handicap
Reduced Endurance Weakness	Lowered Characteristic Handicap
Reduced Strength Weakness	Lowered Characteristic Handicap
Regeneration	Regeneration
Revivification	Resurrection*
Robotic Body	whatever fits

V&V	SUPERWORLD
Size Change	SuperSIZ and MicroSIZ
Sonic Abilities	Energy Projection, Force Field
Speed Bonus	Supermove or Superspeed
Special Requirement Weakness	Assorted Power Disadvantages
Special Weapon	whatever fits
Stretching Powers	Stretching
Telekinesis	Telekinesis, Energy Projection
Telepathy	Telepath, Mind Search, Mind Block
Teleportation	Teleport
Transformation	Shape Change, Impersonate
Transmutation	Transmute
Vehicle	Movement powers as vulnerable Devices, plus Sidekick abilities
Vulnerability Weakness	Added Damage Handicap or Special Vulnerability Handicap
Vibratory Powers	Energy Projection, Force Field, Insubstantiality
Weakness Detection	Spot Weakness skill
Water Breathing	Adaptability to Underwater
Weather Control	Energy Projection, Darkness, Flight, etc.
Willpower (A)	Meditation, Self Awareness*
Willpower (B)	Mind Block, other
Wings	Flight with Vulnerable Device

Handicaping Superheroes

by John Sullivan & Steve Perrin

Handicaps are used to balance the power of heroes with weaknesses, obligations and personal problems. Mega-heroes who can laugh at bullets and energy blasts require handicaps to make them interesting and to give their opponents a chance.

Handicaps provide roleplaying opportunities to the players. Personal Problems oblige heroes to worry about more than beating up on muggers. The nagging lover/spouse, the nefarious archenemy, the nosey reporter, or the time-devouring job all help to develop the personality of the hero. Superworld is a roleplaying game and should involve more than punching out the badguys.

Handicaps should be carefully chosen and agreed upon by the player and the gamemaster. The following provides guidelines to help both player and gamemaster, and provides numbers to players without a gamemaster handy who will assign campaign values for most common handicaps.

Some handicaps need little more discussion than that in the *Superpowers Book* and in the Superworld Variants chapter in this book. Bad Luck, Clumsiness, Energy Limit, Low Characteristic, Non-Super Secret ID, Permanent Powers, Physical Disability, Skill Limit, and Special Vulnerability are well-explained in Superworld and elsewhere in this volume. Some handicaps need more discussion.

ADDED DAMAGE

Added Damage returns between 3 and 6 hero points for each 1 extra damage point taken per D6 of normal damage from a particular type of attack. Heroes are given 3 points per level of Added Damage from rare attacks such as silver weapons and 6 points for a level of Added Damage from common attacks, such as fire.

Values depend on the particular campaign, and should be decided upon by the gamemaster. If the villains in a campaign carry guns, then fire is not as common an attack

as it might be in another campaign. A character with added damage from fire in an all-gun campaign could receive 3 points per level, or the gamemaster could decide to allow 4 or 5 points, since fire is still a fairly common phenomenon. The Added Damage Handicap Table provides guidelines valid for most campaigns.

ADDED DAMAGE HANDICAP TABLE

Sample Damage Source	Handicap Points
Any damaging attack	+10
Any kinetic attack	+ 6
Any electric attack	+ 6
Any radiation attack	+ 6
Any magical attack	+ 6
Any mechanical attack	+ 6
Any mutated attack	+ 6
Any impaling kinetic attack	+ 5
Any fire/heat attack	+ 5
Any cold attack	+ 5
Any laser attack	+ 5
Any sonic attack	+ 5
Any magical-radiation attack	+ 5
Any mechanical electric attack	+ 5
Any gas/poison attack	+ 5
Any fist attack	+ 5
Any hard radiation attack	+ 4
Any bullet attack	+ 4
Any sword attack	+ 3
Any magical fire attack	+ 3
etc.	etc.

BAD HABIT

Late in the development of Superworld, the category of psychosocial problems was subdivided into psychosocial, psychological, phobias, and bad habits. The published distinctions between the categories are confusing.

A Bad Habit is a personal handicap which harms no one but which soils the hero in the eyes of others.

BAD HABIT TABLE

Bad Habit	Handicap Points
picking nose	1: no more than
belching	3 uses per hero
biting fingernails	
insult politicians	3: no more than
chase opposite sex	3 uses per hero
chain-smoking	
public drunkenness	5: no more than
racial baiting	2 uses per hero
loud & obnoxious	
insults everyone	10: no more than
habitual drug use	2 uses per hero
misuses powers	

IMPERCEPTIVE

Idea rolls are often used to determine if a hero has made a deduction that his player may or may not have made — most heroes have occasional flashes of brilliance such as, “If he knew about the killing, then he must have witnessed it.” Imperceptive heroes seldom recognize clues. If the player of an Imperceptive hero suddenly realizes the significance of a clue, the player must make an Idea roll to determine if the hero comes to the same realization. If the roll is unsuccessful the player must keep his realization secret because his hero has not yet understood.

Idea rolls are useful when the gamemaster needs the heroes to know something to continue the scenario, but the players seem incapable of discovering the information. While the heroes may be detectives, the players usually are not, and if a clue is vital to the scenario, the gamemaster can bring it to light using Idea rolls. This can be futile if all the heroes are Imperceptive.

LOW CHARACTERISTIC ROLLS

Imperceptive, and the similar handicaps of Bad Luck and Clumsiness, reduce characteristic rolls to below the characteristic times 5. Scenarios sometimes call, for example for an Agility roll of DEX x 1 or 2 or 3, instead of the normal DEX x 5. What happens if the hero has reduced his normal characteristic roll to below his characteristic x 5?

The gamemaster should alter the roll required to reflect the reduced base roll. If Captain Clumsy, with a DEX of 19, would normally have an Agility roll of 95, but his player bought 10 handicaps points by reducing the Captain's Agility roll to 65, then a call for a DEX x 3 roll should not give a needed roll of 57 (3/5 of 95) but of 39 (3/5 of 65). If the Clod has an INT of 11 but an Idea roll of 13 because his player gained 14 handicap points by taking Imperceptive, then an INT x 1 roll for poor Clod is 1/5 of 13: 3 or less on D100.

PERSONAL PROBLEMS

Personal Problems are situations over which the hero has no immediate control. A hero can work to overcome Bad Habits or Psychological Problems, but aside from telling his girlfriend, or mother, he's a superhero, how can a hero explain his constant disappearances? Once the significant person knows he is a superhero, innumerable problems will be engendered. Can the hero trust the person? Is the person now endangered by knowing the hero's identity? Does anyone know that the person knows?

Since personal Problems take several forms, let's look at some of the most common and see how they affect play.

Enemies

Superheroes always have enemies; it's a fact of the heroic life. As a handicap Enemies are worth 5 or 10 points, but how do you decide if the Mob or the Interstellar Tarlon Empire is a 5 or 10 point enemy? The Mob is omnipresent and can pop up anytime; the Interstellar Empire is far more powerful, but less likely to appear. Should the hero get points for likelihood of appearance, for the enemy's power, or for the enemy's ability to do physical damage?



What if the hero is hunting the enemy, rather than the enemy hunting the hero? Seeker is constantly trailing Poltergeist, but Poltergeist never troubles himself to slay Seeker unless he has a clever opportunity. Seeker has Poltergeist as an enemy to hunt, but Poltergeist has Seeker as an enemy who persecutes him.

The previous range of 5 to 10 points is clearly inadequate in this case, so we have expanded the range to 20 points, and assigned the values shown in the Personal Problem — Enemy Handicap Points Table. Getting 20 points is impossible without gamemaster connivance, which is as it should be.

PERSONAL PROBLEM — ENEMY HANDICAP POINTS TABLE

Enemy	Handicap Points
Supervillain group, Interstellar Empire, etc.	10
Principal foe of the campaign	5
Single supervillain	5
Organization without major supervillain support (this can include newspapers, Sierra Club, oil companies, libraries, etc.)	5
Wants to hamper, not harm hero	0
Want to kill or damage hero	0
Attempts to show hero is a villain	5

Famous Secret Identity

Being a famous and much called-upon superhero makes it difficult to maintain a full-time job in civilian life. It is even harder when the civilian identity is also well-known.

For instance, Maestro is really internationally-known orchestra-conductor Jonathan Dark. It causes quite a problem if Maestro hears the call for super action while in the middle of conducting Beethoven's Fifth. Also, if Maestro rescues a famous violinist whom he has conducted a dozen times, Jonathan will have anxious moments while the rescuee looks him over and says to himself, "Hmm. Maestro looks a lot like Jonathan Dark. Could it be? Maybe . . . nah!"

A Personal Problem from the hero's secret identity need not be a problem with the secret identity's relative fame. As long as the secret identity might be tied down to his job when the hero needs to rush off, he has a 5 point Personal Problem. If the secret identity is a prominent person who might be recognized even when he is in costume, then the problem is worth 10 points.

Friends and Relatives

A hero's relatives can be troublesome. Heroes keep their civilian identities secret to protect their families and loved ones. Fury can hold her own against the minions of Dr. Dread, but her aged grandfather can't.

Usually, a relative or relation (friend, lover, etc.) is worth 5 points as a Personal Problem. This means occasionally the hero causes his relation to get in trouble, or vice versa. The hero must safeguard or rescue his relation, even if it means letting a villain get away.

The friend may not know the hero's secret identity ("Strangest thing, that Fury gal saved my hide again

today — what a coincidence!"), and might be involved with either the hero or the secret identity or both. For instance, Mike Rollins is a co-worker of Gabrielle Nikornos (Fury). He considers her a capable pilot but too withdrawn and aloof. In his spare time he makes Gabrielle's life miserable with constant practical jokes. But Mike adores Fury, considering her everything a woman should be. He constantly endangers himself to be at her side. In a way, Fury even likes him — until the next time she finds a plastic spider in her tea!

Friends and relatives may be fully knowledgeable helpers of the hero. For instance, Hunter is a special investigator whose secretary, Jean Marcos, is aware of both identities. She researches suspects and clues. Occasionally, she runs into the villain a long time before Hunter does.

Usually, friends and relatives are only worth the usual 5 points. Any more points taken for a friend or relative should be okayed by the gamemaster.

PHOBIA

It is common for players to take four Phobias for a quick 20 points. Some phobias are reasonable, such a light-user's fear of the dark, or a flame-user's fear of cold or water. Other uses of this handicap are frivolous. Fear of cats has been taken to gain an easy 10 points because it is a phobia and cats are common. But how often does a hero run into a situation where the presence of a cat is a problem? If the fear extends to common villains with cat-based powers, then the usage becomes more reasonable.

Gamemasters should not allow phobias against common and unthreatening objects like cats unless the hero reacts as described under Psychological Problem, below, or the circumstance occasionally occurs in the campaign. Imagine, if you will, a hero who has a fear of cats and a vendetta against a crime boss who keeps dozens of cats around as pets.

A hero with a phobia should be affected if the subject of his phobia is present. Commonly, the hero is so affected by the fear that he will not enter an area in which his phobia object is (such as a dark alley for a dark-fearer) and, if suddenly and unavoidably confronted with the object, the hero is reduced to half his normal percentage (including ones that normally operate automatically such as flight or Supermove) with any power for one melee round, then may attempt to recover as if recovering from a stun, but using his INT instead of his CON.

EXAMPLE

The Bloodhound is dropped into the Cat Pit by the fiendish Dr. Feline. He cannot climb from the Cat Pit for one melee round because he is shivering in fear and his Climb percentage is halved. On his next action rank he can make a roll of his INT X 1 or less to see if he can break his fear of the hissing and clawing alley cats. His player rolls a 32 — a failure. However, the Bloodhound's player also rolls a 15 on Bloodhound's Climb ability and the canine crimefighter is free, but all of his skills and powers are still at half normal until he makes an INT roll. Next action rank, his chance is INT x 2.

PSYCHOLOGICAL PROBLEM

This handicap should only be used when a problem causes a specific adverse reaction in the hero. If the hero is a megalomaniac or schizoid, but it doesn't affect his ability to function, then he has a Psychosocial Problem, a Phobia or a Bad Habit, not a Psychological Problem. A hero might bring on his psychological reaction himself; a Code Versus Killing might make the hero flee if he accidentally kills someone, etc. Reactions should be appropriate to the psychological problem. For instance, a character with a Code Versus Killing will not go berserk if he kills someone.

The following guidelines explain how to play the three possible reactions to psychological problems. In each case, if the situation changes after the first melee round, the player may make an INT roll for his character each melee round as if he were making CON rolls for a stunned character. The first roll is INT x 1, the next is INT x 2, etc. If successful, that specific object will not so bother him again for at least 24 hours. Having a psychological problem doesn't mean that a character is stupid!

Fleeing the Scene — If fleeing the scene, a hero gets the same chance each action rank after he is out of sight of the inciting incident. Once he recovers, he gets an Idea roll to not flee again. Since this reaction takes the hero to safety it is only worth 5 points — 10 if the inciting incident is common.

EXAMPLE

The Bloodhound's fear of cats extends to catlike supervillains. He flees at the sight of such a foe. While investigating Dr. Dread's latest plot, he is surprised by Demoncat, a catlike alien who works for Dr. Dread. Bloodhound immediately runs for his life, leaving the puzzled villain scratching his head.

Once Bloodhound can no longer see Demoncat, his player attempts to roll 'Hound's INT of 15 or less on D100. He rolls 42, and Bloodhound keeps running. At his next action rank, he needs a 30, and rolls 17. The roll is a success. 'Hound comes to his senses and reapproaches the secret base of the nefarious Doctor. He is again surprised by Demoncat, but because he has seen Demoncat before this evening and recovered, he gets an Idea roll of his INT x 5, or 75 or less. Bloodhound's player unfortunately rolls 82, and 'Hound is fleeing for his life once again. This is not a good night for sneaking up on Dr. Dread.

Going Berserk — The hero attacks the inciting factor using only his favorite attack until the target has fallen, the hero is stunned, or the hero is knocked unconscious. The hero will not be stunned by loss of hit points, though other types of stunning attacks affect him. The hero's CON is doubled to resist stun attacks and sleep poison/gas attacks. If his target falls, or the hero is stunned or knocked out, the player may attempt to roll the hero's INT x 1 roll as described above as soon as the hero is again capable of taking action. If successful, the hero is no longer berserk. If unsuccessful, the hero attacks the nearest person to him, whether friend or foe. On his next

action rank he may roll his INT x 2, but must continue the attack if the roll is failed. Since this Handicap can cause the hero to assault his friends or slay innocent bystanders, it is worth 10 points, 15 if the inciting incident is common in the campaign.

Going Comatose — The hero curls up into a ball and ignores any other events. He recovers in the same way that a character Fleeing the Scene does, but something must happen to him directly, like being attacked, having his best friend's body dropped on him, etc. Since this reaction makes the hero helpless for at least one attack against him, it is worth 10 points, 15 if the inciting incident is common.

Other Reactions — Other reactions include any reaction which causes the hero to drop out of the battle. The hero might stand in one place and lecture the depraved young woman wearing a mini-skirt, or weep at the memory of the long-lost dog, etc. If the psychologically-affected hero is attacked or notices a major event, such as a partner getting knocked out by a superfoe, his player may make Idea rolls for the hero to recover. Since this reaction will allow the hero to react to overt attacks, it is only worth 5 points — 10 if the inciting incident is common.

PSYCHOSOCIAL PROBLEMS

Psychosocial Problems are quirks which affect how a character interacts with the world. He might be bigoted, hate certain classes of people or situations ("I hate it when it rains!"). The hero could be reckless, fanatical (the gamemaster should always have a player specify what the hero is fanatical about), over-zealous (again, specify the object of this zeal) or over-emotional. Usually, these problems are worth 5 points.

Some players use this handicap four times to gain an easy 20 points. Gamemasters should require the players to specify the exact parameters of their psychosocial frailties and then exploit them fully. Is the hero a religious zealot, with a code against killing? Oppose him with a hostage-holding terrorist group of an enemy religion.

FINAL TIPS

Handicaps should be important in the campaign. If a hero has a handicap, the gamemaster should complicate the hero's life by means of the handicap. In many ways, having a handicap is like walking downtown with a big sign on your back saying "kick me." The gamemaster should keep a list of hero handicaps so that he can utilize handicaps fully in play. The gamemaster and player can work together to turn simple lines on a character sheet into opportunities for entertaining and suspenseful roleplaying.

EXAMPLES

Jean Marcos is late again. Hunter is ready to go, looking for her when she drives up. "Sorry I'm late, but I stopped to pick up a pizza. You weren't worried, were you?"

Captain Wonder hears a news report about a meteor splashdown in the middle of San Francisco bay. Is it the vanguard for a Scree invasion?

"Stormbolt costume? What Stormbolt costume? The one hanging up in my closet? Oh, you mean my Halloween costume."

Useful Tables

by Steve Perrin

The following tables are based on the Superworld rules — permission is granted to photocopy them for distribution to the players. These tables should help to speed rules referencing during Superworld play.

MOVEMENT SPEED TABLE

STR-SIZ (as weight)	meters per melee round	Supermove (m/AR)	horizontal standing jump (meters)	horizontal running jump (meters)
-121	-48	allows 1	none	none
-111	-42	allows 1	none	none
-101	-36	allows 1	none	none
-91	-30	allows 1	none	none
-81	-24	allows 1	none	none
-71	-18	allows 1	none	none
-61	-12	allows 1	none	none
-51	-6	allows 2	none	none
-41	6	adds 3	none	none
-31	12	adds 4	none	none
-21	18	adds 5	none	none
-20 to -11	24	adds 6	none	none
-11 to 0	24	adds 6	1	1.5
0 to 10	24	adds 6	2	3
11 to 20	24	adds 6	3	4.5
21 to 30	30	adds 6	4	6
31 to 40	36	adds 6	5	7.5
41 to 50	42	adds 6	6	9
51 to 60	48	adds 6	7	10.5
etc.	etc.	etc.	etc.	etc.



DISTANCE THROWN TABLE

<i>STR of Thrower minus SIZ of Object</i>	<i>Max/Min Distance Thrown</i>	
	<i>Balanced</i>	<i>Unbalanced</i>
3	3	1
6	6	2
9	9	3
12	12	4
15	15	5
18	18	6
21	21	7
24	24	8
27	27	9
30	30	10
33	33	11
36	36	12
39	39	13
42	42	14
etc.	etc.	etc.

HOW FAST IS THAT, REALLY?

Movement during a melee round is measured in meters per melee round (M/MR). How does this convert to MPH as used in the United States or KPH as used in the rest of the world? The following table sheds some light on the subject. In general, all the information is based on the following formula:

8 meters per melee round = 2.4 KPH = 1.5 Mph.

MOVEMENT CONVERSION TABLE

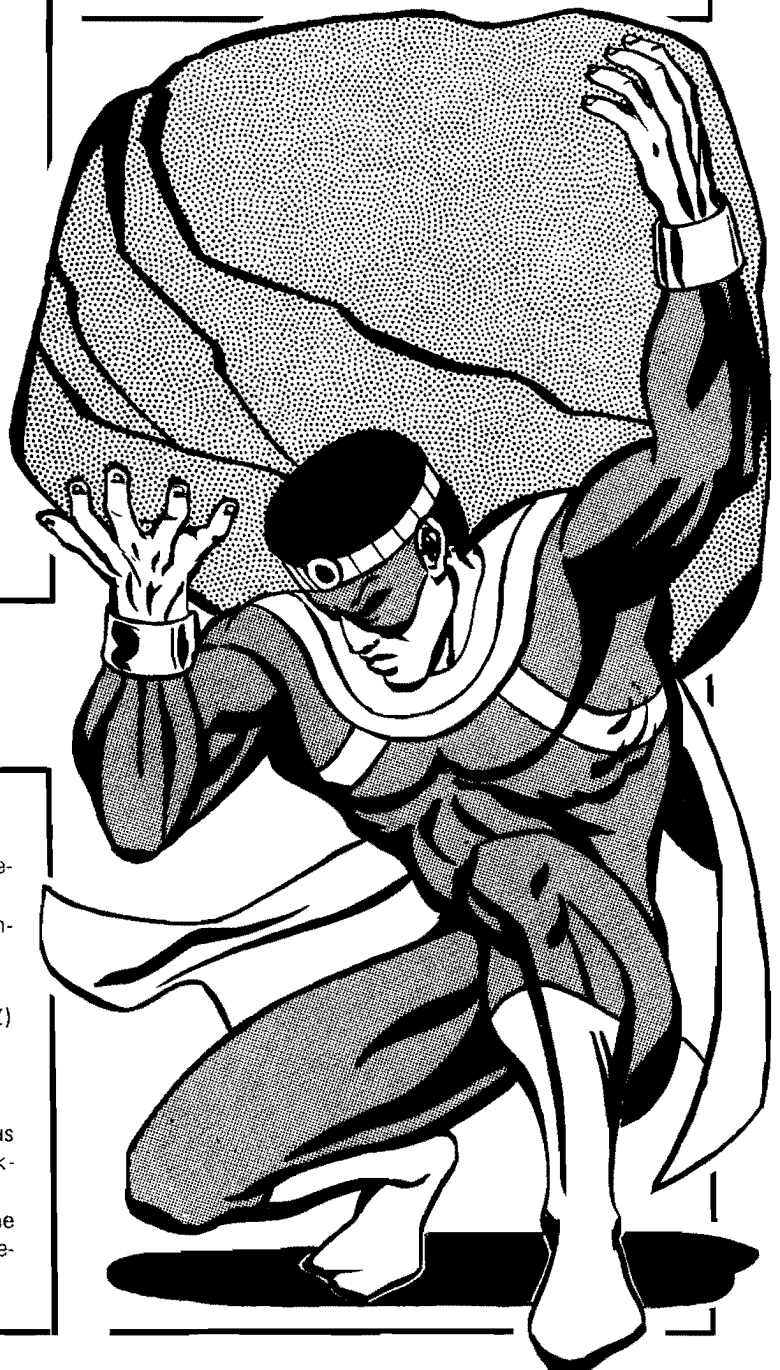
	meters per melee round	KPH	MPH
swim-basic	10	3	1.9
normal melee move	24	7.2	4.5
straight move	96	28.8	18
falling body	880	264	165
in-city car speed	160	48	30
highway speed limit	293	88	55
combat flight (a)	120	36	22.5
2 x combat flight	240	72	45
3 x combat flight	360	108	67.5
4 x combat flight	480	144	90
straight fly	600	180	112.5
2 x straight fly	1200	360	225
3 x straight fly	1800	540	337.5
4 x straight fly	2400	720	450
5 x straight fly	3000	900	562.5
teleport speed	200	60	37.5

(a) see Superpowers Book — Flight

(b) see Superpowers Book — Teleport

DAMAGE BONUS TABLE

STR + SIZ	D6 damage	energy cost
0-12	-1D6	—
13-24	—	—
25-34	1D6	3
35-44	2D6	6
45-54	3D6	9
55-64	4D6	12
65-74	5D6	15
75-84	6D6	18
85-94	7D6	21
95-104	8D6	24
105-114	9D6	27
115-124	10D6	30
125-134	11D6	33
135-144	12D6	36
etc.	etc.	etc.



KNOCKBACK

Knockback Resistance — Roll SIZ vs. damage done.

If Absorption or Martial Arts parry, roll SIZ vs. remaining damage.

If attack is impaling or Martial Arts, roll SIZ vs. damage points which actually cause loss of hit points.

If target is prepared, roll STR + SIZ vs. damage.

Knockback Distance — Kinetic/Electric = (damage - SIZ) in meters.

Radiation = (½ damage - SIZ) in meters.

Target in air = (2x damage - SIZ) in meters.

Target prepared with flight — subtract 1/12 of previous action rank's unused straight movement from knockback distance.

Target moving on the ground towards the origin of the knockback damage — subtract normal ground movement from knockback distance.

More Tables

WHAT STOPS WHAT AND BY HOW MUCH?

<i>OFFENSIVE POWERS</i>	<i>EFFECT OF 1 LEVEL</i>	<i>PROTECTION *</i>	<i>NOTES</i>
Dazzle	Dazzles target w/3 POT vs. CON	Radiation Armor Resistance	base 50%
Cancellation†	Cancels 1 power w/3 POT vs. Hero Points	Transformation Resistance	base 50%
Emotion Control	Controls Emotion w/3 POT vs. INT	Mind Block Mental Resistance	max .5 POW
Energy Projection	Does 1D6 Damage	Approp. Armor/FF Absorption/Resistance	base 50%
Gas Projection	Sleep or Kill w/1D6 POT vs. CON	Adaptability Gas Resistance	max .3 POW
Gravity Projection	Makes heavy w/+1D6 SIZ	Transformation Resistance	base 50%
Hex†	Reduces 5 percentiles	Transformation Resistance	base 50%
Hypnosis	Hypnotizes w/3 POT vs. INT	Mind Block Mental Resistance	max .5 POW
Illusion Projection	Makes pictures	INT x 5% roll	no damage
Infection†	Induces disease w/3 POT vs. CON	Kinetic Force Field, Gas Absorp./Resistance	max POW
Mental Image†	Mental Illusion w/3 POT vs. INT	Mind Block Mental Resistance	max .5 POW
Mind Blast	Stunning attack w/3 POT vs. POW	Mind Block Mental Resistance	max .5 POW
Mind Control	Controls acts w/3 POT vs. POW	Mind Block Mental Resistance	max .5 POW
Paralysis†	Freezes motion w/3 POT vs. (CON+POW)/2	Transformation Resistance	max .5 POW
Poison	Sleep or Kill w/1D6 POT vs. CON	Kinetic Armor or FF Gas Absorp/Resistance	max .3 POW
Possession†	Supplant mind w/3 POT vs. POW	Mind Block Mental Resistance	max .5 POW
Quake†	Shakes things w/1D6 POT vs. SIZ	None	only solids
Reduction	Reduces 2 Hero Points	Transformation Resist. any Force Field	base 50% special power
Siphon†	Steals 2 Hero Points	Transformation Resist. any Force Field	base 50% special power
Snare Projection	Ensnares w/1D6 POT vs. STR	None	max .5 POW
Transform†	Changes body w/3 POT vs. SIZ	Transformation Resistance	base 50%
Transmute	Chance 2 SIZ of things	Transformation Resistance	only inanimate

* FF – Force Field; Resist. – Resistance

† New Power

Influence of SIZ-as-Height on Defense, Ground Movement, and Reach

SIZ	defense against ranged	defense against hand-to- hand	movement per action rank (meters)	reach (meters)	hand-to- hand attack	visibility
-5	90%	45%	-11	—	—	-90%
-4	80%	40%	-10	—	—	-80%
-3	70%	35%	-9	—	—	-70%
-2	60%	30%	-8	—	—	-60%
-1	50%	25%	-7	—	—	-50%
0	40%	20%	-6	—	—	-40%
1	30%	15%	-5	—	—	-30%
2	20%	10%	-4	—	—	-20%
3	10%	05%	-3	—	—	-10%
4	0%	0%	-2	—	—	0
5	0%	0%	-1	—	—	0
6 to 20	0%	0%	0	—	—	0
21 to 30	-05%	-05%	+2	+1	+05%	+05%
31 to 40	-10%	-10%	+4	+2	+10%	+10%
41 to 50	-15%	-15%	+6	+3	+15%	+15%
51 to 60	-20%	-20%	+8	+4	+20%	+20%
61 to 70	-25%	-25%	+10	+5	+25%	+25%
71 to 80	-30%	-30%	+12	+6	+30%	+30%
81 to 90	-35%	-35%	+14	+7	+35%	+35%
91 to 100	-40%	-40%	+16	+8	+40%	+40%
101 to 110	-45%	-45%	+18	+9	+45%	+40%
111 to 120	-50%	-50%	+20	+10	+50%	+50%
121 to 126	-55%	-55%	+22	+11	+55%	+55%



Project Superhero

by John Sullivan & Steve Perrin

A Superhero Training Facility for Superworld and Champions

In a world where the superpowered population is suddenly burgeoning, both private and government agencies find it essential to establish their own groups of super-powered minions. Among these agencies are several within the United States government, many criminal organizations, and assorted private corporations.

Project Superhero is a superhero base representative of those established by these agencies — it doubles as a training facility and as a superhero base for the organization. The base can be used for a self-sufficient hero group, but it is designed to be a training facility created by an outside agency to develop the powers of superpowered people. The outside agency employs the heroes who use the base.

Project Superhero can have as many heroes as the gamemaster wishes. The heroes (or villains) at Project Superhero need not be beginners, just heroes who are either commanded to occupy the base or who work for the agency.

Non-powered personnel living at the base are described herein. They administrate, do research, oversee the danger rooms, etc. The gamemaster need not use these personalities if he feels others would be more appropriate.

Background

The organization which operates the base should be decided upon by the gamemaster. It can be a government agency, a superhero group from the campaign, a villain syndicate, a corporation, etc.

The sponsoring organization established Project Superhero to provide themselves with an easily-accessible group of superpowered agents. They felt that a group which lives together and trains together would make in any given situation superior tactical decisions to an unconnected group of individuals who might work for the organization but don't know each other's abilities well.

Responsibilities

After six months with the project, heroes are allowed to spend limited time off base, but must always carry a beeper. Once signing on, a hero is liable for a pre-specified term of service determined by the gamemaster (no less than 1 year). Heroes must train daily in the danger rooms, and perform missions organized by the sponsoring organization. Heroes must consult the project's management before engaging in any personal superpowered business, and can take the corresponding handicap (see New Handicaps elsewhere in this volume).

Using the Base

Player-character heroes living at the base should be allowed to use game time to poke around the project, gossip with the staff, work out in the gym and danger rooms, and take meals in the cafeteria. Use the base as the heroes' home, have them decorate their quarters, and they should begin to regard the base as their real home, becoming personally involved in it. The players should be given a copy of the map, and should be allowed to become familiar with it.

The People in Charge

Project Liaison: Col. Henry S. Carfield USAF (retired) keeps tabs on the project for the sponsoring agency. He monitors the training operations, though he has no part in the actual training. He tells the heroes what the sponsoring agency desires, and may give the heroes directions in the field.

Director of Operations: Dr. Rhiannon de Alvarac is head administrator. Dr. Alvarac's main qualification is her ability to use resources effectively, be they staff, equipment, or superheroes.

Science Director: Dr. Kirk Murdoch has studied superpowers, their origins and uses, since they first appeared to public view. He now ranks as the premier expert in the field. Dr. Murdoch recently directed a government project to create a super-soldier who could fight under conditions of high radioactivity. Of the 20 volunteers, 11 died instantly, 4 are still comatose and suffering from intense radiation sickness, 1, his son, Nickolas, is blind but otherwise unharmed, and the other four developed both amazing powers and dangerous psychoses. The identities of these four should be filled in from the gamemaster's list of villains or heroes.

Despite the tragedy, Dr. Murdoch was chosen to be chief scientist of the complex. He is a driven man, dedicated to creating superpowers on demand, but hesitant to risk any more lives on his quest.

Chief Engineer/Quartermaster: Michael McWilliams is a mechanical genius. If it can be built, he can build it. He heads a team of top-flight technicians and is responsible for all the sophisticated hardware needed by the project. He maintains the sophisticated computer and electronic-defense systems of the base. McWilliams is stocky and well-muscled, a Viet Nam combat veteran.

Scientists: The sponsoring organization usually has three to five scientists stationed at the project. The scientists pursue research pertaining to superpowers and monitor the heroes using the danger rooms.

Technicians/Lab Assistants: There are a varying number of technicians and lab assistants working at Project Superhero. The technicians assist Michael McWilliams with his engineering and maintenance duties. They keep the danger rooms in working order and repair the Project's vehicles. The lab assistants help the scientists with their experiments. They tally data, take care of experimental animals, and help monitor heroes using the danger rooms.

Security Agents: Security agents guard the base against minor intrusions. One agent is always stationed in the receiving area from the main elevator. Another (disguised as a mechanic) watches the garage from which the Project's vehicles exit. Other agents patrol the complex. The heroes are, of course, expected to participate in any major defensive action.

Maintenance/Kitchen Staff: The 10 maintenance officers keep the project clean, and keep the mundane systems, such as the fluorescent lights, the plumbing, and the movie-projector in the video room, running.

Champions

Colonel Henry S. Carfield (Champions)

VAL	CHA	Cost	Pts	Powers and Skills	END	50+	Disadvantages
13	STR	3	5	+10 Presence Defense		10	Belligerent
14	DEX	12	3	Bureaucratics, 12 or less		10	Loyal to Government
13	CON	6	3	Driving, 12 or less		12	Experience
9	BODY	-2	3	Paramedic, 13 or less			
19	INT	8	13	Martial Arts (4D6 Punch, 5D6+1 Kick)			
11	EGO	2	5	1D6 RKA (pistol, OAF) 6 Charges			
15	PRE	5	10	1 Overall Level			
10	COM	—					
3	PD	—					
3	ED	—					
3	SPD	6					
6	REC	—					
26	END	—					
23	STUN	—					
						OCV = 5	CHA Cost 40
						DCV = 5	Power Cost 37
						ECV = 4	Total 77
						PHA = 4,8,12	

Dr. Rhiannon DeAlvarac (Champions)

VAL	CHA	Cost	Pts	Powers and Skills	END	50+	Disadvantages
10	STR	—	5	Presence Defense, 10 points		5	Humanitarian
11	DEX	3	4	Administration, 13 or less		10	Code Against Killing
13	CON	6	5	Bureaucratics, 13 or less		6	Experience
9	BODY	-2	4	Management, 13 or less			
18	INT	8	3	Paramedic, 13 or less			
15	EGO	10	3	French			
13	PRE	3	3	Russian			
18	COM	4	3	Physics, 12 or less			
2	PD	—	10	1 Overall Level			
3	ED	—					
2	SPD	-1					
5	REC	—					
26	END	—					
21	STUN	—					
						OCV = 4	CHA Cost 31
						DCV = 6	Power Cost 40
						ECV = 5	Total 71
						PHA = 6,12	

Champions

Dr. Kirk Murdoch (Champions)

VAL	CHA	Cost	Pts	Powers and Skills	END	50+	Disadvantages
10	STR	—	3	Paramedic, 14 or less		20	Hunted by Sunburst, 8 or less
11	DEX	3	3	Scientist		3	Experience
11	CON	2	6	Physics, 15 or less			
12	BODY	4	5	Electronics, 15 or less			
23	INT	13	5	Biology, 15 or less			
14	EGO	8	5	Chemistry, 15 or less			
12	PRE	2	5	Biochemistry, 15 or less			
10	COM	—	5	Organic Chemistry, 15 or less			
2	PD	—	5	Presence Defense, 10 points			
2	ED	—					
2	SPD	—1				OCV = 4	CHA Cost 31
4	REC	—				DCV = 4	Power Cost 42
22	END	—				EVC = 5	Total 73
23	STUN	—				PHA = 6,12	

Michael McWilliams (Champions)

VAL	CHA	Cost	Pts	Powers and Skills	END	50+	Disadvantages
13	STR	3	13	Martial Arts (4D6 Punch, 5D6+1 Kick)		30	Hunted by VIPER, 8 or less
14	DEX	12	90	Gadget Points, 70-Point Gadget Pool		30	Hunted by Dr. Destroyer, 8 or less
13	CON	6	11	Gadgeteering, 16 or less		15	Fear of Confinement
10	BODY	—	12	Mechanical Engineering, Electrical Engineering, Electronics, and Computer Programming, all at 14 or less		41	Experience
18	INT	8	5	Vietnamese			
11	EGO	2	3	1 Skill Level with Rifle			
13	PRE	5					
10	COM	—					
3	PD	—					
3	ED	—					
3	SPD	—4				OCV = 5	CHA Cost 30
6	REC	—				DCV = 5	Power Cost 136
26	END	—				EVC = 4	Total 166
24	STUN	—				PHA = 6,12	

Security Agent (Champions)

VAL	CHA	Cost	Pts	Powers and Skills	END	100+	Disadvantages
15	STR*	3	17	7D6 EB — Blaster (16 Charges) †			
15	DEX*	10	15	Martial Arts			
13	CON*	4	12	+8 PD, +7 ED Armor (Act on 14 or less) *			
10	BODY	—	10	10" Flight ††	2		
10	INT	—	5	8 Points Flash Defense			
11	EGO	2	15	3 Levels with Guns *			
13	PRE*	2	7	Radio Hearing *			
10	COM	—	10	15 Points Life Support *			
6	PD*	2					
6	ED*	2					
3	SPD*	4		* OIF — Powered Armor		OCV = 5	CHA Cost 29
6	RED	—		† OAF — Blaster Pistol		DCV = 5	Power Cost 71
26	END	—		†† OIF — Jet Pack		ECV = 4	Total 100
25	STUN	—				PHA = 4,8,12	

Base Technicians (Champions)

VAL	CHA	Cost	Pts	Powers and Skills	END	50+	Disadvantages
10	STR	—	5	Paramedic, 15 or less		10	Curious
11	DEX	3	6	3 Sciences			
10	CON	—					
10	BODY	—					
18	INT	8					
11	EGO	2					
10	PRE	—					
12	COM	1					
2	PD	—					
2	ED	—					
2	SPD	—1				OCV = 4	CHA Cost 13
4	REC	—				DCV = 4	Power Cost 11
20	END	—				ECV = 4	Total 24
20	STUN	—				PHA = 6,12	

Champions

Project Staff (Champions)

VAL	CHA	Cost	Pts	Powers and Skills	END	50+	Disadvantages
10	STR	—	5	Professional Skill on 14			
11	DEX	—	5	Paramedic on 12			
10	CON	—	7	Armor (3 PD, 3 ED; OIF — coveralls)			
10	BODY	—					
10	INT	—					
8	EGO	—4					
10	PRE	—					
8	COM	—1					
3	PD	1					
2	ED	—					
3	SPD	9					
5	REC	2					
20	END	—					
25	STUN	5					

OCV = 4
 DCV = 4
 ECV = 3
 PHA = 4,8,12

CHA Cost 12
 Power Cost 17
 Total 29

Project Scientist (Champions)

VAL	CHA	Cost	Pts	Powers and Skills	END	50+	Disadvantages
8	STR	—2	3	Scientist			
10	DEX	—	7	Science Skill (different for each) on 16			
10	CON	—					
8	BODY	—4					
15	INT	5					
9	EGO	—2					
8	PRE	—2					
10	COM	—					
2	PD	—					
2	ED	—					
2	SPD	—	OCV = 3	CHA Cost —5			
4	REC	—	DCV = 3	Power Cost 10			
20	END	—	ECV = 3	Total 5			
17	STUN	—	PHA = 6,12				

Superworld

Colonel Henry S. Carfield (Superworld)

STR	12	Idea	70%
CON	13	Luck	65%
SIZ	13	Agility	60%
INT	14	Aura	12
POW	13		
DEX	12		
APP	11		

ACTION RANKS: 12/2
 MOVE (m/AR): Walk 12m
 DAMAGE BONUS: 1D6

WEAPON	Attack	Damage	Parry	Range	Energy
Fist	75%	1D3+2D6	85%	—	3
Light Pistol	75%	1D6 (impales)	—	30m	6 shots

HIT POINTS: 13

ENERGY: Personal (3) 26

SKILLS: Bureaucratics 50%, Command 80%, Drive Vehicle 65%, First Aid 40%, Listen 60%, Observation 55%, Spot Hidden 50%.

NOTE: Col. Carfield has 1 Level of Martial Arts.



Superworld

Dr. Rhiannon DeAlvarac (Superworld)

STR 10 Idea 90%
CON 13 Luck 80%
SIZ 10 Agility 55%
INT 18 Aura: 13
POW 16
DEX 11
APP 14

ACTION RANKS: 11/1
MOVE (m/AR): Walk 12
DAMAGE BONUS: 0

WEAPON	Attack	Damage	Parry	Range	Energy
Fist	50%	1D3	50%	---	---

HIT POINTS: 12

ENERGY: Personal (3) 39

SKILLS: Administration 85%, Bureaucratics 75%, Command 40%, First Aid 40%, French 55%, Management 75%, Observation 75%, Persuade 85%, Physics 85%, Russian 55%, Total Recall 80%.

Dr. Kirk Murdoch (Superworld)

STR 10 Idea 90%
CON 11 Luck 70%
SIZ 12 Agility 55%
INT 18 Aura 12
POW 14
DEX 11
APP 10

ACTION RANKS: 11/1
MOVE (m/AR): Walk 12
DAMAGE BONUS: 0

WEAPON	Attack	Damage	Parry	Range	Energy
Fist	50%	1D3	50%	---	---

HIT POINTS: 12

ENERGY: Personal (3) 26

SKILLS: Biochemistry 95%, Biology 95%, Chemistry 80%, Command 30%, Electronics 95%, First Aid 55%, Invent 95%, Observation 75%, Organic Chemistry 95%, Persuade 80%, Physics 95%, Total Recall 80%.

Michael McWilliams (Superworld)

STR 13 Idea 90%
CON 13 Luck 50%
SIZ 12 Agility 70%
INT 18 Aura 11
POW 10
DEX 14
APP 10

ACTION RANKS: 14/4
MOVE (m/AR): Walk 12

SUPERPOWERS	Level	Energy	Hero Pts.
Gimmick: 30 Points	15	---	45
Martial Arts	1	---	20

DAMAGE BONUS: 1D6

WEAPON	Attack	Damage	Parry	Range	Energy
Fist	75%	1D3+2D6	7	---	3
Gimmick	85%	varies	---	varies	varies

HIT POINTS: 13

ENERGY: Personal (2) 23

SKILLS: Computer Programming 90%, Electrical Engineering 90%, Electronics 90%, Invent 95%, Mechanical Engineering 95%, Observation 45%, Rifle 45%, Total Recall 85%, Vietnamese 60%.

NOTE: has no rifle.

Security Agents

STR 13 Idea 90% Disadvantages 65
CON 13 Luck 50% Handicaps 38
SIZ 12 Agility 75% Experience 0
INT 11 Aura 11 Used 103
POW 10 Available 0
DEX 15 Experience Roll 52%

ACTION RANKS: 15/5
MOVE (m/AR): Walk 12

SUPERPOWERS	Level	Energy	Hero Pts.
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Martial Arts	2	---	40
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Radio: 1 band	1	---	3
---------------	---	-----	---

Reduced Energy Cost	1	---	1
---------------------	---	-----	---

[D] Missing Effect: only 1 band			+1
---------------------------------	--	--	----

[D] Vulnerable Device: strapped-on helmet			+1
---	--	--	----

Energy Projection:

Radiation, Blaster 5D6	5	15	15
------------------------	---	----	----

Energy Supply: 150 pts			
------------------------	--	--	--

Blaster Clips	15	---	15
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[D] Vulnerable Device: ½			+15
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[D] Conditional Use: not in water: 1/3			+10
--	--	--	-----

Adaptability: Gas, Cold, Underwater	3	9hr	9
-------------------------------------	---	-----	---

[D] Vulnerable Device: 1/3 Mask			+3
---------------------------------	--	--	----

Armor: 10K, 5E/R	20	---	20
------------------	----	-----	----

[D] Vulnerable Device: suit 1/6			+3
---------------------------------	--	--	----

[D] Restricted Equipment: Agents			
----------------------------------	--	--	--

have a 50% chance of having their

equipment unless they are on

guard duty

			+32
--	--	--	-----

SPONSORSHIP: 40%			+8
------------------	--	--	----

PERSONAL PROBLEM: must obey

orders of Project heads

			+10
--	--	--	-----

NON-SUPER SECRET ID: No

powers without weapons

			+10
--	--	--	-----

PSYCHOSOCIAL PROBLEM: slightly paranoid

PSYCHOLOGICAL PROBLEM: devotion to

law and order

			+5
--	--	--	----

WEAPON	Attack	Damage	Parry	Range	Energy
--------	--------	--------	-------	-------	--------

Fist	75%	1D3+3D6	75%	nil	3
------	-----	---------	-----	-----	---

Blaster	75%	5D6	nil	nil	18
---------	-----	-----	-----	-----	----

Kick	45%	1D6+3D6	nil	nil	3
------	-----	---------	-----	-----	---

PROTECTION: 10K, 5E/R

HIT POINTS: 13

ENERGY: Personal 23, Battery 150

SKILLS: Dodge 25%, Drive Automobile 45%, First Aid 45%, Listen 60%, Observation 35%.

NOTES: none.

Project Scientist (Superworld)

STR 9 Idea 70%
CON 10 Luck 50%
SIZ 9 Agility 45%
INT 14 Aura 9
POW 10
DEX 9
APP 9

ACTION RANK: 9

MOVE (m/AR): Walk 24

WEAPON	Attack	Damage	Parry	Range	Energy
Fist	50%	1D3	50%	---	---

PROTECTION: none

HIT POINTS: 10

ENERGY: Personal (RECH. 2) 20

SKILLS: Listen 60%, Observation 70%, Science — Mutagenic

Biology (or other science useful to the project) 84%.

NOTES: Generally concerned for the work; no particular sympathy for the subjects; the heroes are lab animals, nothing more.

Accommodations

If there are more heroes living at the base than there are rooms in the heroes' quarters, the heroes bunk two to a room. Most security agents, lab assistants, maintenance staff, and engineering assistants bunk two to a room.

The Complex

Location

The project complex is hidden beneath the downtown section of an American city chosen by the gamemaster. The complex normally is entered through a building which once housed a public library. The public library relocated to a new, larger facility, and the city sold the old building to a "private investor" who actually fronts for the federal government or other sponsoring agency.

After the library's collection was removed, the new owner started months of ceaseless remodeling. When asked by neighborhood residents, the workmen said that they were working to make the old building structurally sound. The work seemed to take an inordinately long time, but the complex was built in relative secrecy.

The library houses documents and research materials belonging to the front organization. This enables the staff of the project and heroes in their secret IDs to come and go at will in the guise of researchers using the library.

Visitors are met at the front door of the library by a security agent. They are not allowed in unless carrying an access pass. Five security agents patrol the interior of the library, alert for intruders. In a back office, disguised as the door to a storeroom, is the elevator that descends to the Project. An agent is always stationed in this room.

The following descriptions are done in both Champions and Superworld terms. The format first describes the Superworld Segment SIZ, then the Champions Body, then gives Superworld Resistance and Champions Defense. For instance, a wall may have SIZ 20/Body 20, Resistance 16/Defense 8. Total SIZ for an object will be given separately, as Champions has no equivalent characteristic.

The exterior walls have a full SIZ of 100, SIZ 20/Body 20, Resistance 10/Defense 5. The interior walls are 25 full SIZ, Segment SIZ 8/Body 8, with Resistance of 10/Defense 5.

A half-mile away from the library stands the All-American Garage, advertising repairs for American vehicles of all makes and models. The garage is actually a front for the project's vehicle entrance. When the project was being built, neighbors were baffled by the full dump trucks exiting almost hourly from the garage — not only were there more vehicles than should fit in the garage at any given time, but trucks entered the garage empty and exited full. Fortunately for the Project, none of the neighbors was interested enough to pursue the mystery.

Callers wishing auto repair at the garage are put off by exorbitant prices, long waits for appointments, and surly

Base Technicians (Superworld)

STR	10	Idea	80%
CON	11	Luck	65%
SIZ	12	Agility	65%
INT	16	Aura	13
POW	13		
DEX	13		
APP	9		

ACTION RANKS: 13/3

MOVE (m/AR): Walk 12

DAMAGE BONUS: 0

WEAPONS	Attack	Damage	Parry	Range	Energy
Fist	50%	1D3	50%	—	—

HIT POINTS: 12

ENERGY: Personal (2) 24

Project Staff (Superworld)

STR	10	Idea	55%
CON	10	Luck	45%
SIZ	10	Agility	55%
INT	11	Aura	9
POW	9		
DEX	11		
APP	9		

ACTION RANKS: 11/1

MOVE (m/AR): Walk 12

DAMAGE BONUS: 0

WEAPON	Attack	Damage	Parry	Range	Energy
Fist	65%	1D3	65%	—	—
Pistol	75%	1D10+2	—	30m	7 shots

PROTECTION: Armor 3K, 3E, 3R — coveralls.

HIT POINTS: 10

ENERGY: Personal (RECH. 2) 19

SKILLS: Crafter (choose something from a list stretching from cooking to welding) 77%, First Aid 85%, Listen 65%, Observation 33%.

NOTES: Usually former military personnel. Tend to get along better with the subjects of the project than they do with the scientists who are working on the heroes. Most carry a pistol for security.

employees. To reach the project, drivers enter the garage, close the doors, and punch in a special code on an electronic signal device. If the code sequence is correct the garage floor gradually slants down, connecting with a ramp leading to the project. When the vehicle drives onto the ramp the garage floor returns to its original position.

The Elevator

The elevator at the end of the hall leads down to the lower level. Its interior is painted light blue, and the inside is continually monitored by a screen at the receptionist's desk, and occasionally watched from the Computer Room.

Complex Description

Walls and Ceilings

All ceilings in the complex are 4 meters high except in the Danger Rooms. The floors are tiled except in the Danger Rooms and the engineering area, where they are plasteel and concrete respectively. The lights always burn except in the living quarters where individual light controls have been installed. The walls and ceilings are painted light blue.

The outside walls have a Resistance/Defense of 30/15, full SIZ of 120 and a Segment SIZ/BODY of 30/30; if broken they reveal only earth. All but the shortest walls have a full SIZ of 50, Segment SIZ/BODY of 10/10, with a Resistance/Defense of 20/10. The halls are 2 meters wide.

The Complex

1. Elevator from Library
2. Reception Area
3. Briefing Room
4. Lounge A
5. Lounge B
6. Heroes' Quarters
7. Womens' Bathroom
8. Mens' Bathroom
9. General Storage
10. Dr. Murdoch's Office
11. Dr. DeAlverac's Office
12. Secretary's Office
13. Danger Rooms Override/Back-up Generator Room
14. Colonel Carfield's Office
15. Michael McWilliams Office
16. Engineering Storage Room
17. Heavy Equipment Storage
18. Engineering/Vechical Repair Shop
19. Generator Room
20. Garage Access Ramp
21. Copter/Park Access Tunnel
22. Prisoner Containment Facility
23. Cafeteria
24. Snack Bar
25. Kitchen
26. Freezer
27. Medi-Doc
28. Computers
29. Staff Quarters
30. Laundry/Storage
31. Colonel Carfield's Quarters
32. Dr. DeAlverac's Quarters
33. Dr. Murdoch's Quarters
34. Michael McWilliams' Quarters
35. Labs (A-P)
36. Danger Room I Control
37. Danger Room I
38. Danger Room II Control
39. Danger Room II

Descriptions

1. Elevator From Library: the elevator is not disguised at this level. To operate the elevator requires a special key. The elevator opens into the reception area.

The elevator takes approximately 12 seconds to ascend or descend a full level. The walls, floor, and ceiling are SIX/BODY 10/10 with Resistance/Defense 8/4. There is a hatch in the ceiling through which a person smaller than SIZ/BODY 16/20 can squeeze to reach the elevator shaft.

Inside the elevator are hidden cameras to monitor the interior (minus 20% to Spot Hidden or -3 on Perception

INCORPORATING ESTABLISHED HEROES

Gamemasters who wish to use Project Superhero in their campaigns must decide how superheroes already established with the campaign become involved with the project. Since it is a secret installation, the governing organization does not advertise the Project's existence. Still, there are ways to involve existing heroes.

There are usually a number of heroes living at the project who are new to their powers. Existing heroes may be discreetly approached by the organization with offers of gainful employment, training the novices. Even the most experienced hero might like to take such a job just for the opportunity to practice in the project's danger rooms.

Campaign heroes may follow new heroes who have been spotted around town, flying about, doing good, or causing a public nuisance. The new heroes call the base home, and the following heroes may be convinced to stay on and work for the project.

Heroes might be assisted in a battle by a group of previously unknown heroes — the ones from the project. The unknowns recruit the existing heroes into a new organization with superior facilities.

rolls in Champions to notice them). The guard in the reception room can override the controls on the elevator to stop it, or cause it to ascend or descend. Elevator riders can stop the override with a successful Electronics (science) roll.

If someone tries to force open the elevator doors, at the top or bottom, his player must roll DEXx4 or less (DEX roll -3 in Champions) for him and make a successful resistance of the hero's STR against the doors STR of 15. In Champions a character must do 4 BODY or more in damage (by STR or telekinesis) to open the doors. The shaft is 40 meters long.

2. Reception Room: the reception area is sparsely furnished. Directly in front of the elevator on the far wall is the receiving desk. At the desk sits a security agent. To the direct left of the desk is the only other exit from the reception room. Wall-sized photographs of heroic exploits by the heroes cover the walls. Behind the agent's desk hang photos of all the current participants in the project. The only other lounge furniture in the room are a small couch, two lounge chairs, and a small table with a few magazines on top.

Staff can enter and leave freely, visitors must wait for an appropriate guide to take them where they are desired. If an unauthorized person enters the complex, the agent sets off an alarm which alerts everyone in the complex and seals the doors. The guard attempts to halt the intruder(s); if he (they) surrender, the guard silences the alarm. If not, 1 to 10 security agents can reach the sealed door in 10-12 seconds. In the reception room there are hidden cameras like those in the elevator. The viewing screens for these are on the walls behind the interior door. Security agents use these to determine their tactics for entering the reception room. The seals on the doors are one-way and add Resistance/Defense 10/5 to the doors.



5 10 15 20 25 30
meters



Complex Map

Passageway to Jetcopter

Holding
Cells

Ramp to
Garage

Engineering
Area

Generator
Room

Danger Room 2

Heavy
Equipment
Storage

Control/Observation Room

Engineering
Storage

Danger Room 1

McWilliams'
Office

Lab A	Lab B	Lab C	Lab D
Lab E	Lab F	Lab G	Lab H

Carfield's
Office

Control/Observation Room

Secre-
tary

Over-
ride

Computers

Lab I	Lab J	Lab K	Lab L
Lab M	Lab N	Lab O	Lab P

DeAlverac's
Office

Murdoch's
Office

Medi-Doc

Staff
Quarters

McWilliams'
Quarters

Carfield's
Quarters

Staff
Quarters

DeAlverac's
Quarters

Murdoch's
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Quarters

Laundry Room

Freezer

Kitchen

Snack
Bar

Cafeteria

Men's
Restroom

Women's
Restroom

Storage

Briefing
Room

Lounge B

Lounge A

Reception Room

Elevator to
Library

3. Briefing Room: this is a conference and briefing room. It resembles a college lecture hall. Tiers of seats descend from the wide rear of the room toward a stage area from which the leader of the briefing can speak. The Briefing Room is equipped for all manner of audio-visual presentations — slides, movies, videos, holoshows, etc. The Briefing Room seats up to 100 people, but has never been used by that many. Unless there is a meeting in progress, guests are ushered into this room to wait for their hosts.

The presentation equipment is stored under the stage, and in the small room behind the stage.

4. Lounge A: the lounge is open to all personnel living at or visiting the complex. The first thing noticed when a character walks in is the well-stuffed couch and other leisure furniture. It also has a wide-screen television, a video cassette recorder with a well-stocked library of movies, and a state-of-the-art stereo system with its speakers mounted in each corner.

5. Lounge B: Lounge B is open to all personnel living in or visiting the complex. Lounge B has a foos-ball table, ping-pong table, video games, and a pool table. It also has pop machines (with beer), candy machines, popcorn makers, and a stereo system similar to that found in Lounge A.

6. Heroes' Quarters: the 12 rooms along the south wall of the complex house the heroes. Heroes are encouraged to decorate and personalize their living quarters to make them more homey and comfortable. Minor environmental changes can be made; humidity can be increased or decreased, temperature can be raised or lowered, special lighting can be installed. The walls can be disguised to look like a jungle, a cave, or a spaceship, according to a hero's individual taste. Each room is fully equipped with private bath, computer terminal, television, and video recorder.

7. Womens' Bathroom: the Womens' Bathroom can be entered through either the south or north doors. There is a step-in alcove with another door which must be passed to enter the Bathroom. The Bathroom has four stalls on the west side. Set in the south wall is a three-sink cabinet with a huge mirror above and storage for bathroom supplies below.

8. Mens' Bathroom: the Mens' bathroom is entered in the same manner as the Womens'. The Mens' Bathroom has five stalls on the east wall. The west wall has two urinals in the corner with the sink cabinet beside them.

9. General Storage: general storage holds all the soap and paper goods for the rest rooms, as well as the complex's cleaning equipment.

10. Dr. Murdoch's Office: though Dr. Murdoch has succeeded in project after project, he is still haunted by his super-soldier failure. His office is lined with material on that project, as he tries desperately to determine the cause of that terrible failure. Otherwise Dr. Murdoch keeps a neat office. Photos of his wife, now deceased, and his son, Nickolas (before he was blinded by the super-soldier project), are framed on Murdoch's desk.

Unlike the other administration staff members, Dr. Murdoch does not have a direct tie-in to the main computer. Instead he has direct access to the medical computer in the medi-doc/hospital. Dr. Murdoch spends much time

in his office, trying to isolate the failure in the super-soldier project.

11. Dr. DeAlverac's Office: in strong contrast to her quarters (see 33) Dr. DeAlverac's office is very modern. Her desk, file cabinets, and chairs are manufactured from chrome, aluminum, and black fabric. Dr. DeAlverac takes a business-like approach to running Project Superhero. Her office is hung with efficiency graphs, and inventory sheets, all of which she keeps constantly up to date. In addition to her administrative duties, Dr. DeAlverac maintains several research projects; she spends as much time in the labs as in her office.

12. Secretary's Office: the Secretary's Office holds Rosa Delgado, secretary to Dr. Murdoch, Dr. DeAlverac, Col. Carfield, and McWilliams. On each wall of the office is a door. The only door that is locked is the north-wall door which leads to the danger rooms override/back-up generator room. The room has a desk with a micro-computer set up for word-processing, a large file cabinet used for personnel records, Rosa's chair and a couple of chrome-and-canvas chairs for visitors waiting for a director.

13. Danger Rooms Override/Back-up Generator Room: this room has a small control panel with video circuit which is able to override either of the Danger Rooms' control rooms. There is also a generator that has enough power, if everything were shut down, to continue powering the Medi-doc, lights, elevator, and life support.

14. Colonel Carfield's Office: Colonel Carfield's Office reflects an organized, disciplined career officer. Photos of every president he has served under decorate one wall (including corporate presidents if the project is run by a corporation). Colonel Carfield is a modest man; none of his many decorations or commendations are in sight.

15. McWilliams' Office: McWilliams rarely uses his office. When McWilliams is present he's there just long enough to type in his reports on his computer. Then he takes off to work on his current project. There is a secret door in the wall opposite from the corridor that gives McWilliams access to the Danger Room machinery.

16. Engineering Storage: all of the necessary spare parts for the engineering shop are stored here, along with some extra lab equipment. McWilliams set up a small darkroom in the back, complete with enlarger, trays, and sink.

17. Heavy Equipment Storage: a variety of large devices and vehicles are stored here. Most are in crates. A forklift is nearby to assist with any lifting required.

18. Engineering/Vehicle Repair Shop: this is where McWilliams and his crew of technicians work. The Shop is equipped with state-of-the-art tools and machinery, allowing McWilliams and his crew to build or repair practically anything. A huge case holds thousands of tools of all descriptions. This is where the project's vehicles are maintained, and where all the equipment broken by the Project's heroes is restored.

McWilliams can throw together simple devices within 6D6 minutes if the gamemaster makes a successful Invent/Gadgeteering roll for him.

In the garage are 2 forklifts, 6 sedans, 1 sportscar, 4 large open trucks, 1 semi-cab, and 4 high-performance motorcycles. These are taken up the ramp (see 20) and through the All-American Garage into the city's streets.

Any vehicle can be checked out by a hero with permission from McWilliams.

An electric-powered, railed carrier that seats seven people (12 could crowd into it) is stored under the ramp for use in the Copter/Park Access Tunnel (see 21) to take heroes to a secret exit point in one melee round and a hanger at a small local airport in two melee rounds.

19. Generator Room: in the Generator Room is the machinery that supplies power to the entire complex. The Generator Room is separated from the Engineering Room, and otherwise, are detained here. Two security agents always remain present if a prisoner is in custody. The hold-

20. Garage Access Ramp: this leads to the All-American Garage entrance/exit. The same code sequence is used to exit the complex that is used to enter. The garage floor never moves if the garage doors are open. The garage access ramp is watched by a sentry through cameras and sensors that allow him a 50% Observation, and a 50% Spot Hidden (normal Champions Perception roll). The cameras have a catseye mode and also see ultraviolet, infrared, and normally-visible frequencies.

21. Copter/Park Access Tunnel: this passageway holds a mini-train that leads first to a small platform with a hydraulic open-sided lift. The lift takes up to three riders at a time to a camouflaged spot in a rocky outcropping in a nearby park. This takes one melee round. The rock formation is extensively posted with signs warning people away because of unsafe conditions. The heroes use this as an exit without giving away the location of the base.

The tunnel also leads to a hanger at a small airport another mile away. In the hanger is a gyro-jetcopter used for longer distance travel. McWilliams often acts as pilot for the jetcopter.

22. Prisoner Containment Facility: captured foes, super and otherwise are detained here. Two security agents always remain present if a prisoner is in custody. The holding area consists of three single-person cells (Superworld Resistance 30, Champions Defense 15) which can be activated to drain the vitality of the prisoner. This vitality drain acts as Reduction of 30 points of energy per melee round (Champions — 6D6 Endurance Drain per turn), and Reduces 15 points of Recharge (Champions — 3D6 Recovery Drain). The vitality-drain only operates as long as the Project's main generators remain in operation. Supertypes are detained in these cells to prevent super-powered escape.

The cells are not intended to hold prisoners for a great length of time. If the base is a government installation and a villain is confined, a lawyer is informed immediately and brought to the villain without knowing where he has been taken. As soon as possible, the villain is transferred to a federal holding facility. If the sponsors are corporate, the government is informed and the prisoner is transferred.

23. Cafeteria: the cafeteria comfortably holds 25 people at any one time. Since the complex was planned to function twenty-four hours a day, usually no more than that many are ever found there. Since the cafeteria is always open, patrons can drop by for a meal when they wish; from 2-3 to 20-25 are present at any one time. The daily menu is standard around the clock, and there is a daily special. Exotic foods for heroes and special orders can be pre-ordered. One eats here or in his room or office.

24. Snack Bar: this area sports a grill and a microwave with supplies for people who want to work on their own culinary concoctions.

25. Kitchen: the kitchen is a standard industrial kitchen with the ability to make virtually any sort of meal. This kitchen allows for to-go items as well as quality foods and baked goods. The kitchen itself is advanced for the times thus requiring less preparation time for superior foods.

26. Freezer: the freezer contains everything from meat to ice cream in its frozen food housing. If somehow someone gets trapped in here (which is difficult because the door can't be locked) refer to the Weather rules elsewhere in this book.

27. Medi-Doc: in the medi-doc hospital, diagnostic equipment and some basic prescription drugs are available for treating injured personnel. After every danger room workout the heroes are brought here for examination by Dr. Murdoch. Six hospital beds line the wall, and movable partitions allow a semblance of privacy for examinations.

In emergencies, the injured can be helped here. If a doctor is successful with a Knowledge roll, the injured person receives a 6D6 percentile addition to a Luck roll to see if he is revived. Any character under treatment and resting in the medi-doc/hospital regains 1 permanent hit point per day.

28. Computer Center: the computer center contains all the computer equipment that runs the complex and the danger rooms. Almost all the Project Superhero terminals access one of the mainframe computers here. There is always at least one technician working with the equipment in this room. The computers here have access to most of the sponsoring organization's files, but special codes are required to reach secret files. Even Dr. DeAlverac and Colonel Carfield do not have all the codes.

29. Staff Quarters: 22 rooms are used by standard staff members. Some of the staff-members bunk two in a room. Each room has a computer terminal, a television, video recorder, and a fully equipped bath. Staff members are allowed to modify their room's environments, but they seldom have such exotic taste as the heroes.

30. Laundry/Storage: this area is equipped for use as a general laundromat as well as storage of fresh sheets and other linens.

31. Colonel Carfield's Quarters: Colonel Henry S. Carfield was an Air Force career man, and his room reflects that image. The room is painted Air Force blue. The floor is covered in linoleum instead of carpet. The Colonel sleeps on a regulation bunk and stows his gear in two footlockers. One wall is decked with his merits and commendations, another with photos of every type of craft he has piloted.

Carfield maintains a house with his wife on the surface, but he is often detained at the Project overnight. Despite his continual criticism of the heroes in the Project (he calls them undisciplined, spoiled prima donnas), Carfield has clipped out every article and story ever published about the heroes associated with the project — they're stowed in the bottom drawer of his old Air Force desk.

32. Michael McWilliams Quarters: when Michael was in the service he was stationed in various Asian countries. There he learned about Asian artistic styles, and has decorated his room in them. He sleeps on a futon, lying length-



wise against one wall. A home entertainment center hides behind an oriental curtain.

McWilliams has a desk which always has interesting gadgets lying about on top of it, and some automated do-nothing machines which move and make noise.

33. DeAlverac's Quarters: Rhiannon DeAlverac has taken great care with her quarters, decorating the room in Art Nouveau style, totally different from that in her office, employing many antiques. Entering her room is like stepping into the past. Her computer terminal is kept hidden in her antique rolltop desk unless she is using it.

Dr. DeAlverac's greatest love is reading. Her full-wall bookcase is well-stocked. A telephone com-link is built into her nightstand; she uses an antique telephone which is wired into the com-link.

34. Dr. Murdoch's Quarters: Dr. Murdoch is a workaholic, and spends little time in his quarters. His room is furnished with floor-to-ceiling bookshelves, a decrepit rolltop desk (the rolltop doesn't function), a double bed and an oak chest of drawers. The room has a solid Old-World feel. Photos of his wife (now deceased) and his son Nickolas (from before and after the accident) line one wall.

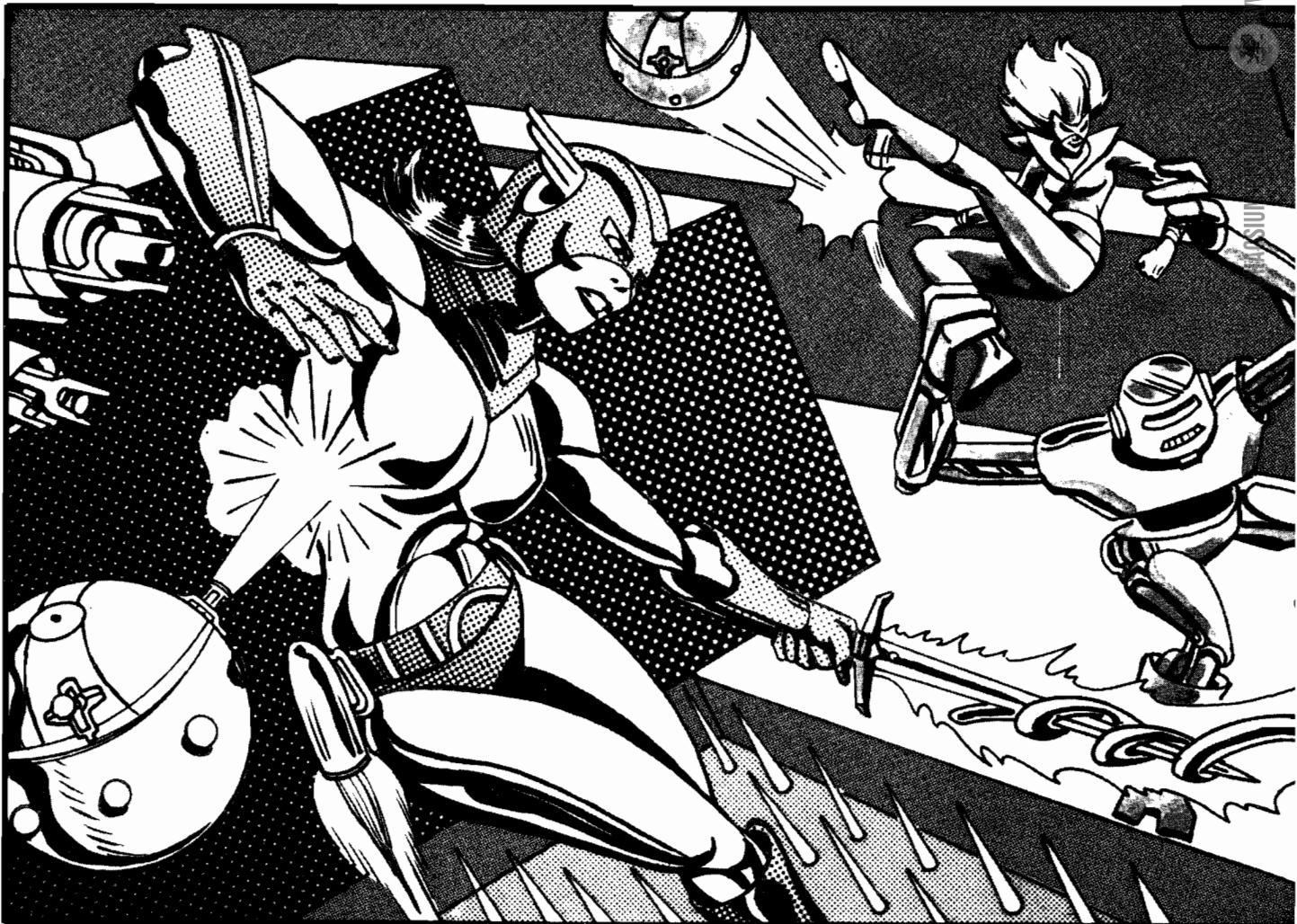
35. Labs (A-P): here, extensive testing and experimentation is performed under the watchful eyes of Dr. Murdoch and Dr. DeAlverac.

Anyone using the labs can use their science skills with the following bonuses: Chemistry and Physics experiments can be performed at plus 20%, Botany, Biology, and Zoology can be performed at 10%/+1; and other sciences gain 5%/0. The labs are divided into rooms dedicated to particular experiments or scientific disciplines. Despite the amount of work done in the laboratories, they're kept scrupulously clean.

The lab is divided into sixteen rooms which are identified by letters matching those on the accompanying map: (A) Biochemistry; (B) Chemistry; (C) Toxic Effects I; (D) Toxic Effects II; (E) Animal Storage I; (F) Cybernetics I; (G) Cybernetics II; (H) Cybernetics III; (I) Animal Storage II; (J) Nucleonics; (K) Super Soldier Research; (L) Lab Storage I; (M) Lab Storage II; (N) Aerodynamics Modeling I; Aerodynamics Modeling II; (P) Radio-Electronics.

36. Control/Viewing Room for Danger Room I: this room contains the controls, overrides and instrumentation for danger room I. From here the heroes can be monitored while undergoing training in the danger room. Sensors allow communication between the danger room and the control room. This room has computer access, and a direct communications line to the medi-lab. The entire north-east wall of this room is transparent plasteel (Resistance/Defense 40/20, Segment SIZ/BODY of 10/10).

The danger room sequences are programmed from the control room.



37. Danger Room I: this is a training room where the heroes of the Project hone their powers, skills and abilities. The room can be switched to a gymnasium mode, providing weights, gymnastic bars, and rings. Heroes are not allowed to use the danger room without supervision unless the room is on gymnasium mode and even then it is preferred that another person be present.

This danger room is designed for novice heroes. The blasters are set for stun only, and the traps are set to snare or immobilize, without harming the target. The wall are plasteel with a Resistance/Defense of 30/15 and Segment SIZ/BODY of 20/20.

The danger room is a great dome-shaped structure, held up by four massive steel-and-concrete arches (Resistance/Defense 50/25). If a hero does any significant damage to one of the arches, the danger sequence is halted and the room is closed for repairs. The apex of the dome is 25 meters from floor level.

Surrounding the danger room dome is a massive tangle of machinery, traversable only by catwalks. By Michael McWilliams' order, no one may enter the machinery area when the danger room is in use. There is some suspicion that McWilliams breaks his own rule.

38. Control/Viewing Room for Danger Room II: From this room Danger Room II is monitored. This control/viewing room is similar to the other but it controls more systems. Sensors allow communication between the con-

trol room and danger room II and there is a direct communications link to the medi-lab. The entire west wall of this room is transparent plasteel (Resistance/Defense 50/25, Segment SIZ/BODY 15/15).

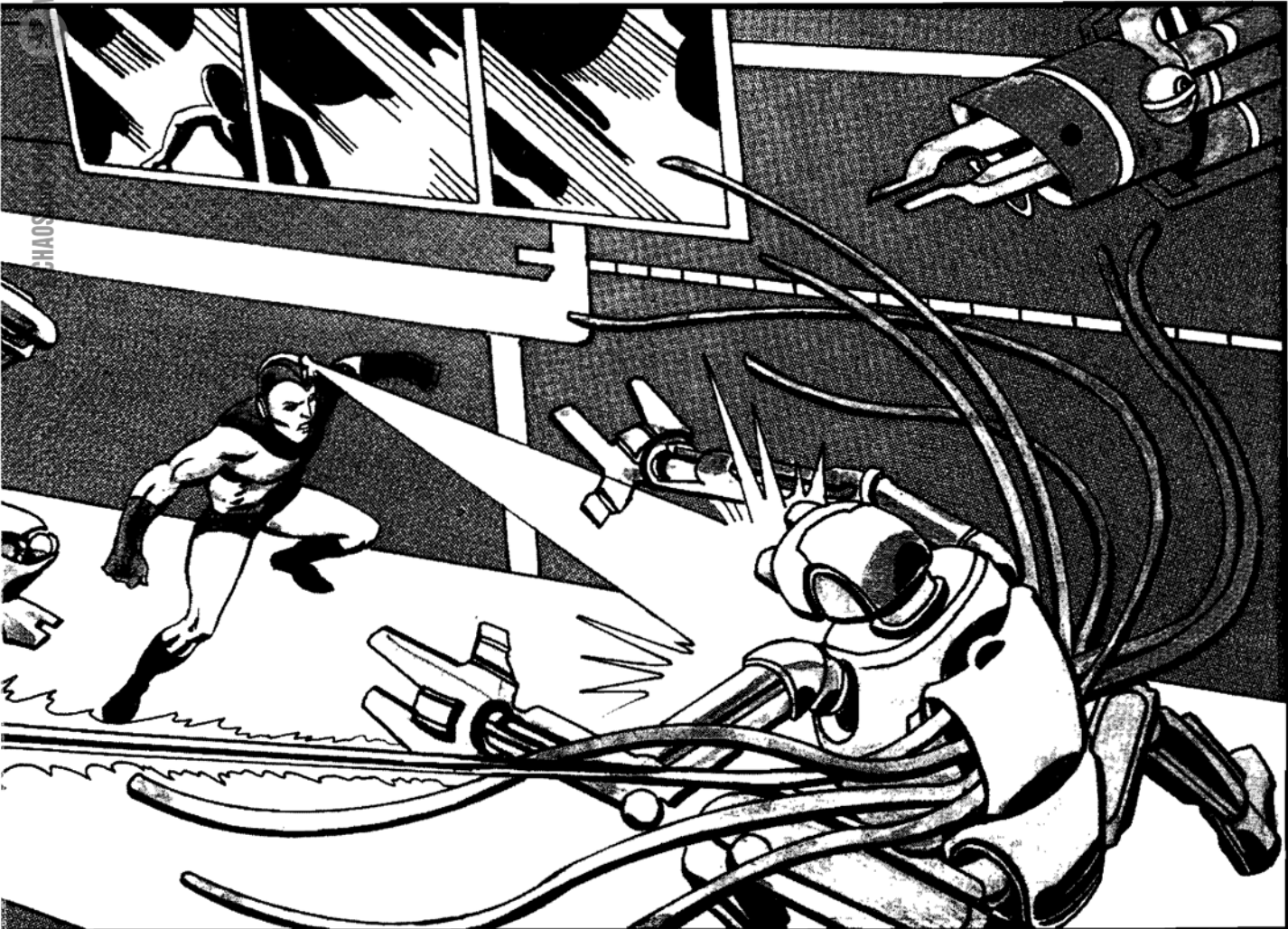
39. Danger Room II: similar to danger room I, but more complex. Both danger rooms have domes which have a Resistance/Defense of 50/25, but this danger room also generates a 10K/10E/10R force field (10PD/10ED Force Wall) along the walls and arches.

Like danger room I, this danger room is a great dome-shaped structure, held up by four massive steel-and-concrete arches (Resistance/Defense 50/25, Segment SIZ/BODY 35/35). If a hero does any significant damage to one of the arches, the danger sequence is halted and the room is closed for repairs. The apex of the dome is 25 meters above floor level.

When this danger room is in use, two technicians monitor the session. The gamemaster should assume that almost any environment can be recreated here for training purposes.

Using the Danger Rooms

Project Superhero superheroes must be in the best of physical condition. To maintain their conditions, the Project uses the complex's danger rooms. The danger rooms



can duplicate hazardous situations and environments. Conflict simulations can range from blasters to actual opponents (either robots or other heroes and agents).

Each hero at the Project is required to work out for at least an hour in danger room I every day, under close observation. Immediately after, each hero is debriefed on his or her performance, and on how well the heroes responded to the danger sequence as a team.

The project uses three formats for danger room sequences; they can be used separately or in any combination. The first is weaponry built into the room itself. The second is robotic opponents programmed to simulate several types of superpowered opponents. The third format is to split the heroes into two opposing teams with separate goals to achieve. Usually a sequence is set up to include elements of all three of these formats.

The danger rooms can recreate or simulate most attack forms, using computer controlled limbs and advanced circuitry. The rooms were devised by Dr. Murdoch and Michael McWilliams.

Danger room I and danger room II are similar but the equipment in danger room I is always set for stun only.

BUILT-IN DANGER ROOM ATTACKS

The danger rooms have the following powers as attacks:

1. Dazzle
2. Energy Projection (Kinetic/Electrical/Radiation)
3. Gas Projection
4. Gravity Projections
5. Snare
6. Reduction attacks

Each attack is usually set at a 50% chance to hit, but all attacks can be set as high as 95%. The attacks come from vulnerable devices, usually consisting of barrels protruding from openings in the danger room walls. The attack devices are set on complex track systems, and can be programmed to protrude from the wall in any location. The Resistance of the weapons is determined by whether or not they are easily accessible (robotic extensions) or partially covered by a wall. If the weapon is out in the open, its Resistance should equal its hero point cost.

The hero point cost of a weapon first depends on how many levels it projects. Each level costs 3 hero points. Since the Project's generators power the devices, the weapons need no batteries. Each 5% increment to hit after 50% adds 1 hero point. Finally, each time after the first that the device fires each melee round adds 5 hero points. No danger room weapon fires more than three times per melee round. The hit points of the weapon are equal to its SIZ, which can be anything from 1 to 5. If the weapon is protected by a wall, the wall's Resistance/Defense is subtracted from damage before an attack can reach the weapon. A successful Spot Weakness can be used to ignore the wall armor.

EXAMPLE

A blaster that does six levels of Electrical damage, with a 75% chance to hit, which fires twice per melee round, costs 28 hero points, figures as $(6 \times 3) + 5 + 5 = 28$. This is the Resistance of the weapon.

The attack weapon's special effect may include anything from a blaster rifle attached to the wall to a grenade launcher spitting Dazzle grenades at the heroes.

The danger room can project obstacles. Obstacles can be as simple as walls which rise from the floor or project from the dome, or as advanced as a ram set to punch out flying heroes.

Use the walls as obstacles, the gamemaster should plan them before each danger room session, or place them randomly during the sequence.

A danger room can do twelve things each melee round. It can fire twelve weapons or fire six weapons and also put up six walls, etc. Danger room actions can occur at any point during the melee round DEX count, as long as no more than twelve actions are completed before the end of the melee round. The room can be set to take an action every three counts starting at 36; thus the room performs an action on 36, 33, 30, etc.

Normally, projected walls should be treated as solid objects with preset Resistance/Defense and specific SIZ/BODY which must be exceeded before the wall can be breached. The walls can also have armor. Heroes using danger rooms must be prepared for all eventualities. Heroes might be surprised by a wall that appears solid but is actually sticky (a Snare). Or by a wall that is actually a holographic projection.

Environmental conditions within the danger room can be altered as part of the sequence. The gravity in the room can be adjusted from zero (-1 to -15 SIZ per person) to 20 gees (+1 to +100 SIZ per person). Heavy gravity hampers flying heroes as shown in the Gravity Projection power description. The lighting in the room can be altered. The battle can be fought in absolute darkness, in light intense enough to act as a low-grade dazzle, reducing the heroes skills by 20%, or in reduced or increased temperatures, with results described in the chapter on Weather.

The danger rooms have sensors which monitor everything which occurs during a sequence. The sensors monitor the combatants, keeping track of each hero's heartbeat, respiration, and other vital signs. Using the sensors, those watching from the control room can determine if a hero has been hurt and, if so, how badly. The room is equipped with a wide range of detection sensors, including Infrared, Ultraviolet, Catseye, Sonar, and Radar. The robots are keyed into these sensors, allowing them to find their opponents. Neither the weapons nor the robots use energy like a hero does. Instead, the danger rooms have a limited amount of total energy they can use each melee round. Danger room I can draw up to 200 energy points, and danger room II can draw up to 400 points every melee round.

THE ROBOTS

Like the weapons in the danger rooms, the robots are powered from the control rooms, and have no personal or battery energy. Each time a robot acts, it uses one of the room's melee round actions. Thus, if there are four robots who act on 12 and 2, for all to act requires 6 actions, leaving the room six actions during that melee round.

The robots are built using the sidekick rules. Danger room I has 200 hero points available for sidekicks, and



danger room II has 400. These points may only be applied to robots, and can be used on as many as possible or as few as one. The number of robots is not significant, just the number of sidekick points used.

The robots are programmed with a sequence of simple actions before each danger room sequence. They can perform as many actions in a sequence as they have points of INT. Most robots have an INT of 6. The usual list of actions consists of:

1. move
2. Attack (major Attack)
3. Dodge
4. Fist Attack
5. Converge (upon an opponent)
6. Retreat

The sequence repeats as many times as necessary until the danger room sequence ends. Other commands can be programmed into the robots but the above sequence is the one they usually follow.

The robots can be remote-controlled by a person in the control/observation room, allowing the robot to perform any action in any sequence. Remote controlled robots act one phase slower. Thus a DEX 12 robot acts on 11 and 1 when being controlled from the control/observation room. A separate person is required to operate each remote-controlled robot.

Project Superhero uses five different types of robots. Danger room I uses only the first three types.

Player-Against-Player Combat In the Danger Room

Another frequently used method of training at Project Superhero is to match up living opponents in the danger rooms.

The hero group is divided randomly or deliberately to determine tactics against special foes. For example, how effective is the martial artist Fury against the brawler Snowmane. If the sides in a conflict are uneven (three heroes against two, for example), the weaker side should get one or two security agents.

Using the Danger Rooms in Play

The training in the danger rooms is as close to real combat as a simulation can get. The danger room provides a training ground in which heroes can improve their powers.

If the danger room is used as the only combat in a game session, treat all skill rolls and characteristic rolls normally for experience purposes. Also, because the heroes train every day, allow each hero a skill gain roll for one specific skill per game week. The skill should be chosen by the gamemaster to reflect what he thinks the hero would be most likely to improve. This skill roll applies regardless of which skills are used successfully during play. All danger room experience rolls should be made at the beginning of each adventure, provided the hero has worked out in the danger room for at least a full week between adventures.

Once per game month, heroes who have been working out in the danger rooms receive a hero point gain roll. This roll is due to continued training over the month. The new hero points should be allocated to improved characteristics or skills, not increased powers.

Heroes can practice maneuvers in the danger room which require them to each use a skill. For example, a hero throws another hero, who lands high on one of the supporting arches and entangles a nearby scanner camera. The first hero's weekly skill increase should be Throw, and the second hero's roll should be for Snare Projection. Maneuvers like this should be encouraged because they allow a hero team to work together as a more effective force — fulfilling the intention of danger room design.

Superworld

Type I Robot, Code Name DARTER (Superworld)

STR	1-1=0	Hero Point Cost:	28
CON	1+6=7	Idea	0
SIZ	1-1=0	Luck	0
INT	1+5=6	Agility	65%
POW	1-1=0	Aura	0
DEX	1+12=13		
APP	1-1=0		

ACTION RANKS: 13/3

MOVE (m/AR): Walk 7, Fly 80

SUPERPOWERS

	Level	Energy	Hero Pts.
Super CON, INT, DEX	23	---	33
Micro SIZ	1	---	1
Adaptability: Underwater, Gas	2	6 (A)	6
Infravision	1	---	2
Defense: 20%	12	---	12
Energy Projection 6D6, Sonic (d) Stun Only (+1/3)	6	18*	18
Flight	2	2*	2
Global Vision (affect Infravision)	1	---	2
Skill: Project Energy +25%	5	---	5
Radio	1	1*	3

DAMAGE BONUS: 0

WEAPON	Attack	Damage	Parry	Range	Energy
Sonic Blast	75%	6D6	---	30m	---

PROTECTION: Defense 60%

HIT POINTS: 4

ENERGY: none needed

NOTE: Darter looks like a small sphere with a glowing band of lights running around it.

Type II Robot, Code Name POUNDER (Superworld)

STR	1+39=40	Hero Point Cost:	39
CON	1+13=14	Idea	0
SIZ	1+15=16	Luck	0
INT	1+5=6	Agility	60%
POW	1-1=0	Aura	5
DEX	1+11=12		
APP	1-1=0		

ACTION RANKS: 12/2

MOVE (m/AR): Walk 24

SUPERPOWERS

	Level	Energy	Sidekick Pts.
Super STR, CON, SIZ, INT, DEX	47	---	57
Armor 10K, 10E, 10R	30	---	30
Extra Hit Points	5	---	5
Infravision	1	---	2
Radio	1	1*	3
Resistance 10K, 5E, 5R	4	---	12
Supermove: +12 m/AR	2	2*	2
Skill: Fist +25 percentiles	5	---	5

DAMAGE BONUS: 4D6

WEAPON	Attack	Damage	Parry	Range	Energy
Fist	75%	1D3+4D6	75%	---	---
Kick	25%	1D6+4D6	---	---	---
Grapple	25%	varies	25%	---	---

PROTECTION: Armor 10K, 10E, 10R; Resistance 10K, 5E, 5R

HIT POINTS: 25

ENERGY: none needed

NOTE: Pounder is a humanoid robot, with long ape-like arms.

Superworld

Type III Robot, Code Name TANGLER (Superworld)

STR 1 Hero Point Cost: 31
 CON 1 +10=11 Idea 0
 SIZ 1 +9=10 Luck 0
 INT 1 +5= 6 Agility 80%
 POW 1-1= 0 Aura 3
 DEX 1 +15=16
 APP 1-1=0

ACTION RANKS: 16/6
 MOVE (m/AR): Walk 24

SUPERPOWERS

	Level	Energy	Sidekick Pts.
Super CON, SIZ, INT, DEX	33	---	43
Forcefield 10K, 10E, 10R	15	15 (A)*	15
Extra Hit Points: +10	5	---	5
Infravision	1	---	2
Radio	1	1*	3
Supermove: +12 m/AR	2	2*	2
Snare: 6D6 SIZ	6	18*	18
Skill: Snare Projection +30 percentiles	6	---	6

DAMAGE BONUS: none

WEAPON	Attack	Damage	Parry	Range	Energy
Snare	80%	6D6 SIZ	---	30m	---
Fist	50%	1D3	50%	---	---

PROTECTION: 10K, 10E, 10R

HIT POINTS: 21

ENERGY: none needed

NOTE: Tangler is humanoid, with steel cables extruding from a loader on its back.

Type IV Robot, Code Name SKIRMISHER (Superworld)

STR 1 +9=10 Hero Point Cost: 48
 CON 1 +13=14 Idea 0
 SIZ 1 +9=10 Luck 0
 INT 1 +5=6 Agility 75%
 POW 1-1=0 Aura 3
 DEX 1 +14=15
 APP 1-1=0

ACTION RANKS: 15/5
 MOVE (m/AR): Walk 24

SUPERPOWERS

	Level	Energy	Sidekick Pts.
Super STR, CON, SIZ, INT, DEX	38	---	48
Armor 10K, 10E, 10R	30	---	30
Extra Hit Points: +8	4	---	4
Infravision	1	---	2
Radio	1	1	3
Supermove: +12 m/AR	2	2	2
Forcefield: 6K, 6E, 6R	9	9 (A)	9
Energy Projection: 7D6 Electrical (D) Vul. Device: Blaster Rifle	7 (1/2)	21 (1/2)	21 +11

Adaptability: Underwater, Gases 2 6 (A) 6
 Defense: +15 percentiles 15 --- 15
 Skill: Project Energy +25 percentiles 5 --- 5

DAMAGE BONUS: 0

WEAPON	Attack	Damage	Parry	Range	Energy
Blaster Rifle	75%	7D6	---	30m	---
Fist	50%	1D3	50%	---	---

PROTECTION: Armor 10K, 10E, 10R; Forcefield 6K, 6E, 6R;
 Defense +15 percentiles.

HIT POINTS: 20

ENERGY: none needed

NOTE: Skirmisher was designed to represent an operative-level thug, or possibly an agent-type opponent.

Type V Robot, Code Name PUNISHER (Superworld)

STR 1 +60=61 Hero Point Cost: 60
 CON 1 +14=15 Idea 0
 SIZ 1 +24=19(25) Luck 0
 INT 1 + 5= 6 Agility 95%
 POW 1- 1= 0 Aura 6
 DEX 1 +20=21
 APP 1-1= 1

ACTION RANKS: 21/11/1

MOVE (m/AR): Walk 24

SUPERPOWERS

	Level	Energy	Sidekick Pts.
Super STR, CON, SIZ, INT, DEX	67	---	77
Armor 15K, 15E, 15R	45	---	45
Extra Hit Points: +10	5	---	5
Infravision	1	---	2
Radio	1	1	3
Supermove: +12 m/AR	2	2	2
Forcefield 4K, 4E, 4R	6	6 (A)	6
Adaptability: Underwater, Gas	2	6 (A)	6
Energy Projection: 7D6 Electrical	7	21	21
Skills: Fist +25 percentiles, Project Energy +35 percentiles	12	---	12

DAMAGE BONUS: 7D6

WEAPON	Attack	Damage	Parry	Range	Energy
Electro-Prod	85%	7D6	---	30m	---
Fist	75%	1D3+7D6	75%	---	---

PROTECTION: Armor 15K, 15E, 15R; Forcefield 4K, 4E, 4R

HIT POINTS: 30

ENERGY: none needed

NOTES: Punisher is a massive humanoid robot with a third limb protruding from its back and arching over its head. This third limb contains the deadly electro-prod.

Type I Robot, Code Name DARTER (Champions)

VAL	CHA	Cost	Pts.	Powers and Skills	END	Programs
0	STR	—	35	Shrinking, 4 Levels, 0 End. always on		Attack At Range
27	DEX	40	7	Life Support, 15 Points		Sensor Search
7	CON	3	6	Audio Sensor		[Type I has enough Intelligence to choose between the two programs.]
1	BODY	1	4	Visual Sensor		
6	INT	3	24	Flight, 24"		
0	EGO	—	10	360-Degree Vision		
0	PRE	—	2	Infrared Vision		
0	COM	—	1	Radio Hearing		
0	PD	—	20	4D6, NND, Sonic Attack. Defense: Ear Pads,		
0	ED	—		20 Points of Life Support or Sonic Powers		
3	SPD	—4				OCV = 9
0	REC	—				CHA Cost 43
0	END	—				DCV = 17
0	STUN	—				ECV = 0
						PHA = 4,8,12
						Power Cost 109
						Total 152

Champions

Champions

Type II Robot, Code Name POUNDER (Champions)

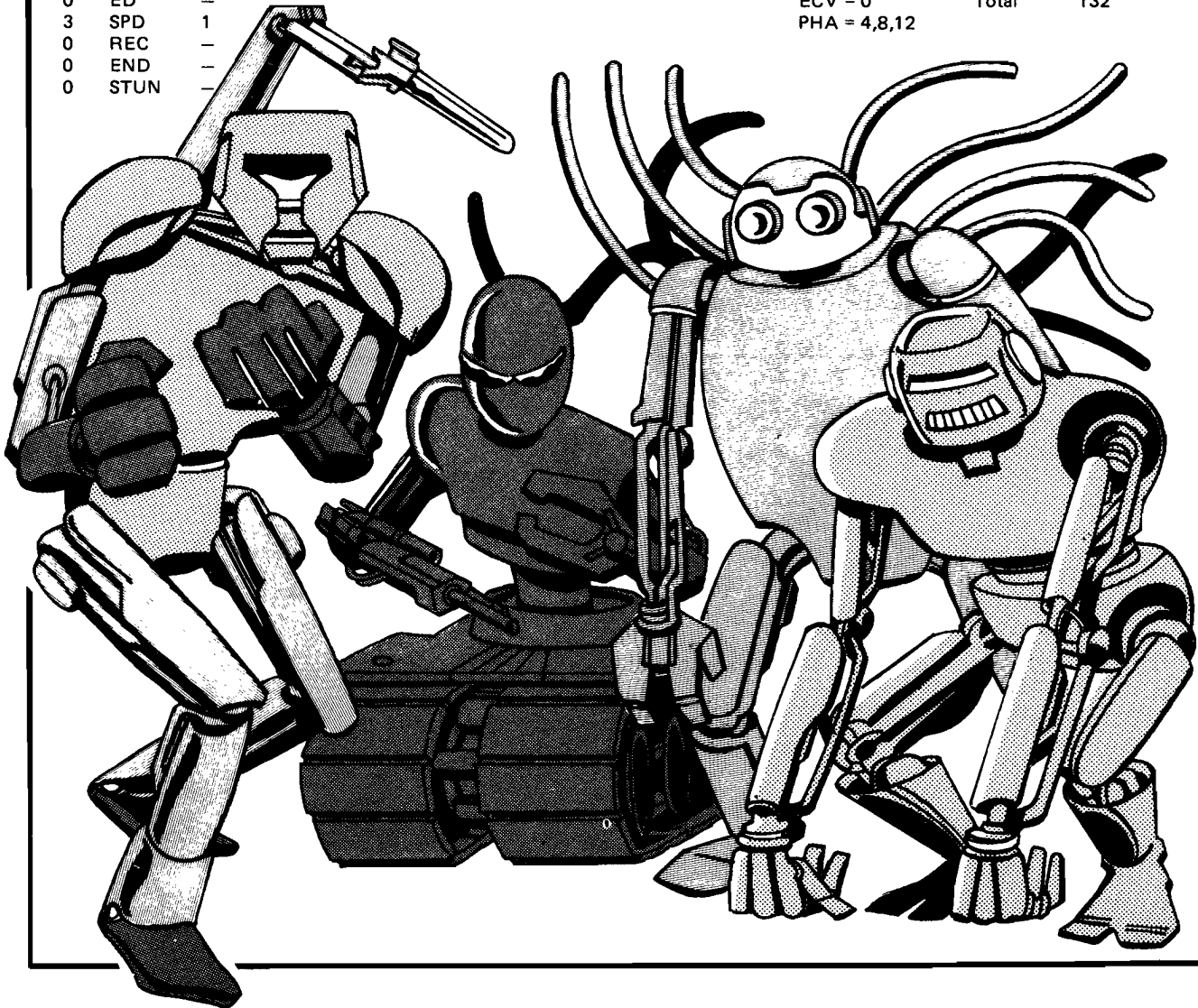
VAL	CHA	Cost	Pts.	Powers and Skills	END	Programs
30	STR	15	4	Audio Sensors		Attack Hand-to-Hand
20	DEX	15	6	Visual Sensors		Sensor Search
14	CON	4	20	Extra Limbs (Arms)		[Type II has enough Intelligence to choose between the two programs.]
10	BODY	62	35	Armor, 15PD, 15ED		
6	INT	3	2	Infrared Vision		
0	EGO	—	2	Radio		
0	PRE	—	9	9" Running		
0	COM	—	5	2 Levels Hand-to-Hand Combat		
0	PD	—				
0	ED	—				
3	SPD	—				
0	REC	—				
0	END	—				
0	STUN	—				

OCV = 7 CHA Cost 99
 DCV = 7 Power Cost 83
 ECV = 0 Total 182
 PHA = 4,8,12

Type III Robot, Code Name TANTLER (Champions)

VAL	CHA	Cost	Pts.	Powers and Skills	END	Programs
10	STR	5	20	Extra Limbs (Arms)		Attack Hand-to-Hand
17	DEX	10	4	Audio Sensors		Attack At Range
11	CON	11	6	Visual Sensors		Sensor Search
7	BODY	22	2	Radio		Capture
12	INT	6	2	Infrared Vision		[Type III has enough Intelligence to choose between these four programs.]
0	EGO	—	9	9" Running		
0	PRE	—	15	Force Field, 15PD 15ED		
0	COM	—	15	Entangle, 3D6		
0	PD	—	3	3 Skill Levels with Entangle		
0	ED	—				
3	SPD	1				
0	REC	—				
0	END	—				
0	STUN	—				

OCV = 6 CHA Cost 55
 DCV = 6 Power Cost 77
 ECV = 0 Total 132
 PHA = 4,8,12



Champions

Type IV Robot, Code Name SKIRMISHER (Champions)

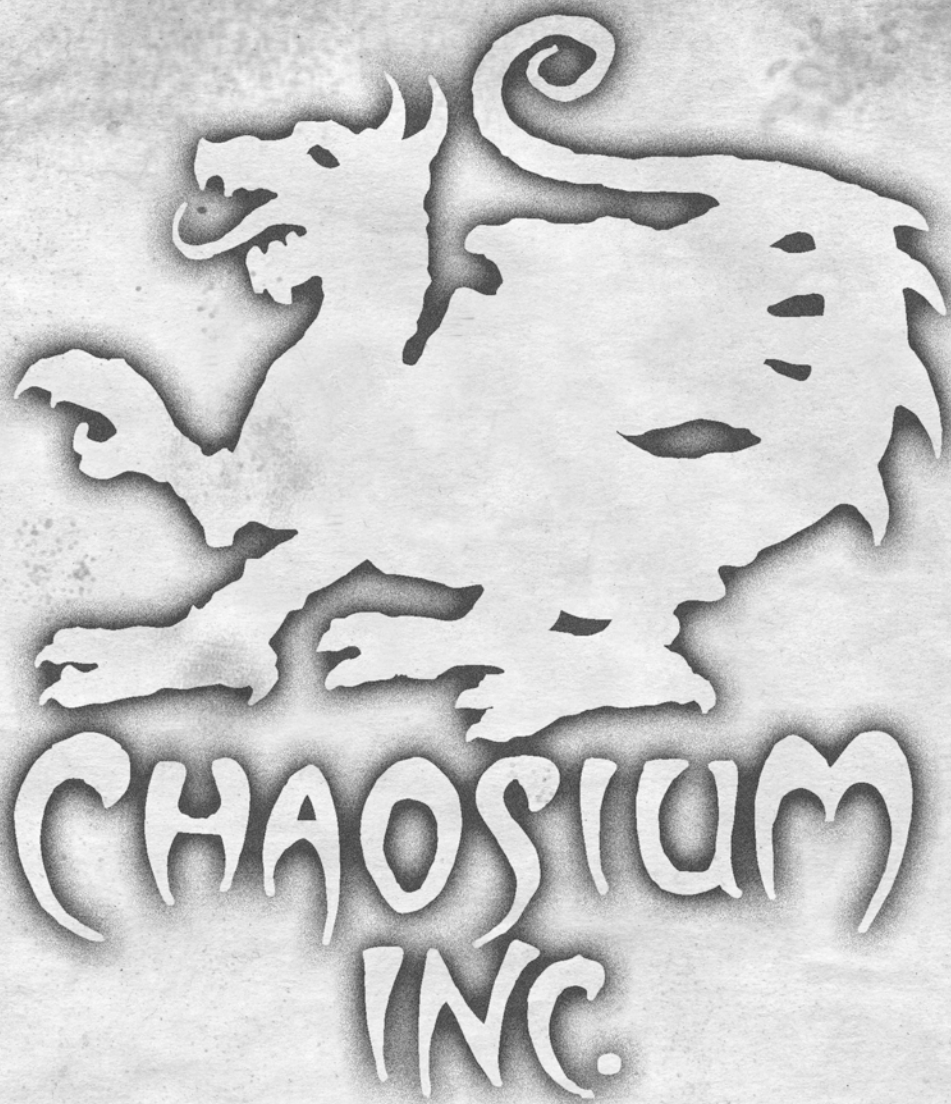
VAL	CHA	Cost	Pts	Powers and Skills	END	Programs
10	STR	5	4	Audio Sensors		Attack Hand-to-Hand
20	DEX	15	6	Visual Sensors		Attack At Range
14	CON	14	2	Radio		Sensor Search
7	BODY	22	2	Infrared Vision		Guard
12	INT	6	9	9" Running		[Type IV has enough Intelligence to choose between these four programs.]
0	EGO	—	20	2 Extra Limbs (Arms)		
0	PRE	—	5	Force Field, 5PD, 5ED		
0	COM	—	5	Armor, 3PD, 3ED		
0	PD	—	7	Life Support, 15 Points		
0	ED	—	10	Energy Blast, Blaster, 8D6; OAF — 16 Charges		
4	SPD	5	4	3 Skill Levels with Blaster		
0	REC	—				OCV = 7
0	END	—				DCV = 7
0	STUN	—				ECV = 0
						PHA = 3,6,9,12
						CHA Cost 67
						Power Cost 74
						Total 141

NOTES: It is recommended that any robot with Force Field have the Force Field put on an x8 Endurance Battery. This gives the battery 16 Endurance. Although the Danger Room can power the Force Field as well as the rest of the robot's systems (movement, sensors, weaponry), this makes robots with Force Fields even harder to defeat although, in some testings, this may be exactly what Dr. DeAlverac desires.

Type V Robot, Code Name PUNISHER (Champions)

VAL	CHA	Cost	Pts	Powers and Skills	END	Programs
45	STR	20	4	Audio Sensors		Attack Hand-to-Hand
20	DEX	15	6	Visual Sensors		Attack At Range
20	CON	15	2	Radio		Sensor Search
8	BODY	22	2	Infrared Vision		Capture (Grab Target)
12	INT	6	9	9" Running		[Type IV has enough Intelligence to choose between these four programs.]
0	EGO	—	30	3 Extra Limbs (2 Arms, 1 Electro-Prod over from the Back)		
0	PRE	—	15	Armor +9 PD, +9 ED		
0	COM	—	10	Force Field +10 PD, +10 ED		
3	PD	—	7	Life Support, 15 Points		
3	PD	—	25	Energy Blast, 10D6, Electro-Blast (ED)		
4	SPD	5	7	1 Level Density, 0 Endurance, always on		
0	REC	—	5	2 Levels Hand-to-Hand Combat		
0	END	—	3	2 Levels Electro-Prod		
0	STUN	—				
						OCV = 8
						DCV = 7
						ECV = 0
						PHA = 3,6,9,12
						CHA Cost 83
						Power Cost 125
						Total 208

NOTES: It is recommended that any robot with Force Field have the Force Field put on an x8 Endurance Battery. This gives the battery 16 Endurance. Although the Danger Room can power the Force Field as well as the rest of the robot's systems (movement, sensors, weaponry), this makes robots with Force Fields even harder to defeat although, in some testings, this may be exactly what Dr. DeAlverac desires.





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