

CODENAME: SPANDEX



THE SUPERS RETRO-CLONE

VORN

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4 INTRODUCTION

WELCOME, HERO!

Welcome to Codename: Spandex, a table-top role-playing game of super powered costumed heroes! Superheroes have been part of popular culture for long enough that they need no introduction here, but role-playing games might.

WHAT IS A ROLE-PLAYING GAME?

Table-top role-playing games have been around since the mid 1970's. When they first started, they had their roots in war-gaming (moving model armies around in simulations of historical battles) and descriptions of role-playing games would have used those war games, along with such childhood games as "Cops and Robbers" and "Cowboys and Indians" as reference points.

However, now that we're in the second decade of the 21st century, times - and cultural reference points - have changed.

For most people today, the term "role playing game" is usually found abbreviated to "RPG" and is usually preceded by the letters "C" (becoming "CRPG" or "Computer Role Playing Game") or "MMO" (becoming "MMORPG" or "Massively Multiplayer Online Role Playing Game").

In this genre of computer games, the player takes on the role of a character in an ongoing storyline - usually the main protagonist of the story.

The game consists of trying to get the story to progress towards its climax, often involving combat and problem solving.

Table-top role-playing games like Codename: Spandex have a similar basis, except that the game is controlled by a human game master rather than by a computer, and rather than the action taking place on a computer screen the action takes place in the imaginations of the players.

While this may sound like a step backwards at first glance, it is much more flexible and adaptable. In a CRPG, you are limited to telling the single story that the game designers wrote. You can't go "off the map" so to speak. In a table-top role-playing game, however, you are not limited to fixed stories. The game master and the players can between them create an infinite number of stories, limited only by their imaginations.

The game master can create whatever scenarios and situations they want to, and the players are not constrained to only doing what has been anticipated.

If they want their characters to do something, they don't have to simply hope that some designer wrote it into the game. They simply tell the game master what their character is trying to do and the game master can improvise in a way that a computer never could (although the rules and guidelines in this book cover most common situations so that they can be handled in a consistent manner).

The other main difference between a table-top role-playing game and a CRPG is the social aspect. Although many CRPGs allow the player to control a whole party of characters rather than just a single one, they are still largely solitary affairs.

Table-top role-playing games, on the other hand, are generally designed for groups of players to play together and Codename: Spandex is no exception.

Although it can be played with only a single player and a game master, it plays best with 2-6 players playing together, each controlling a single character.

Interaction between the characters controlled by the different players, as well as unscripted interaction between the characters who are controlled by players and characters controlled by the game master, is one of the chief elements of a table-top role-playing game.

How Do You Play?

Before starting, one person will decide to be the game master. That person is responsible for establishing a setting for the game (either creating their own or using a published one).

The other players create characters that live in that setting. The characters have a set of abilities which represent their capabilities; for example how strong they are or what sort of super powers they have.

Then, normal game play consists of the game master describing the situation that the characters find themselves in, and the players responding by telling the game master what their characters are doing. In many situations, this is all that is required, but to provide structure and consistency to the game, this book provides rules covering what characters can do in various situations.

Additionally, many situations involve random factors, where a character has a chance of successfully doing something (which may vary depending on their abilities) rather than being automatically successful or relying on the game master's whim; for example, when fighting. In these situations, the rules tell you when to roll dice and how to interpret the results.



THE GUARDIAN'S STORY

Throughout these rules you will see boxes like this one that refer to the guardian's story.

The guardian is a character that Lisa is creating and playing in a Codename: Spandex campaign being run by James, and her creation and ongoing story will be used to illustrate examples as we go through the rules.

DICE

In Codename: Spandex, dice will be needed to resolve a lot of situations where the whims of fortune have an effect on the outcome of a situation.

As well as the traditional cubic dice numbered from one to six, the game uses a variety of other dice of different shapes. Since these each have different numbers of sides, they are often called polyhedral dice.

If you have already played other roll playing games, you may already own some of these dice. If not, you can buy them at your friendly local game store or online.

In order to distinguish between the different types of die that you can use, Codename: Spandex uses a standard terminology throughout.

TYPES OF DIE

Each die is referred to using the letter 'd' followed by the number of sides that the die has. For example, a regular die with six sides is referred to as a 'd6', whereas a die with twenty sides is referred to as a 'd20'.

A normal set of polyhedral dice comes with a four sided die, a six sided die, an eight sided die, one or two ten sided dice, a twelve sided die, and a twenty sided die-or, to use Codename: Spandex's terminology (which is also the standard terminology used in most table-top role-playing games), a d4, a d6, a d8, one or two d10s, a d12 and a d20.

Therefore, when the rules say that you roll a d20 for something, they mean that you should roll the die with twenty sides. If they say that you roll a d10 for something, they mean that you should roll the die with eight sides. If they say that you roll a d6 for something, they mean that you should roll the die with six sides.

These three are actually the only three types of die that you need to play. You will not need a d8 or a d12 to play this game, so you may wish to buy just the dice you need rather than a full set.

There is another type of roll you will sometimes be asked to make, which doesn't correspond to any of the dice. This is a d100 roll.

To "roll" a d100, take two d10s that are easily distinguished and roll them both. Read one of them as the tens digit and the other as the units digit, although if both roll '0' then the result is always treated as 100 rather than 00.

Sometimes, particularly with older dice sets, the two d10s will be different colours-in which case you need to say which will be tens and which will be units before rolling. Most new dice sets include a special d10 which has tens already marked on it, so this always counts as the tens die.

If you only have one d10, simply roll it twice with the first roll counting as the tens and the second roll counting as the units.

MULTIPLE DICE

Often, you will need to roll more than one die at the same time. In this case, there will be a number before the 'd' as well as after it. The number before the 'd' shows how many dice must be rolled. If this number is one then it is sometimes skipped.

When rolling multiple dice in this way, simply add the numbers rolled on each die together in order to generate a single result.

Therefore if you are told to roll "3d6", you should roll three six sided dice and add the numbers rolled together. If you are told to roll "2d8", you should roll two eight sided dice and add the numbers rolled together. If you are told to roll "d4", then this is exactly the same as being told to roll "1d4", and you should roll a single four sided die.

DICE MODIFIERS

Sometimes your rolls will have additional modifiers. These are straightforward and are simply added or subtracted from the total rolled.

For example, if instructed to roll "2d6+4", roll two six sided dice and add the numbers rolled together; and then add four to the result. If instructed to roll "1d8-1", roll a single eight sided die and subtract one from the number rolled.

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CHARACTER ABILITIES

All characters in Codename: Spandex, whether they be heroes, villains or simply extras, have a number of attributes in common.

The first of these is a set of four ability scores. These give a concrete measure as to how strong and tough (both mentally and physically) the character is.

Most characters will also have a bunch of secondary characteristics that show how the character will fare in a fight - this being a superhero game, fights happen with surprising regularity.

Characters may also have a variety of super powers, of course; and finally player characters have a personal profile consisting of a number of ratings that show their social and psychological status.

CREATING A HERO

Creating a hero is done in four stages. Firstly you determine your initial powers. Secondly you generate a set of ability scores to accompany the powers. Thirdly you come up with a back-story for how your character gained those powers and tidy the initial

list in the process, maybe swapping one or more for perks that fit your back-story. Then you finish off your character by calculating their secondary characteristics and personal profile.

STEP 1 - INITIAL POWERS

Each hero in Codename: Spandex has eight power slots, each of which is initially assigned a power.

Some powers only ever take up a single slot - either you have the power or you don't. Others may take up multiple slots and have increased effectiveness the more slots you fill with them.

The effectiveness of a power is measured in ranks. Usually each slot that is assigned a power means that you have a rank in the power, but this is not always the case (see the rules below about improving powers).

Go through your power slots in turn, and for each one assign a power to it according to the following rules:

- ◇ For each slot, you may choose to roll a d100 and look on the power list below in order to assign a random power to the slot.

Power Table (Roll d100)		
Roll	Power	Max Ranks
01-02	Accuracy	2
03-05	Acrobatics	2
06-09	Armour	3
10	Camouflage	1
11	Claws	1
12-14	Cybernetics*	1
15	Danger Sense	1
16	Density Control (Other)	1
17	Density Control (Self)	1
18	Duplication	1
19	Elasticity	2
20-27	Energy Blast*	4
28	Energy Reflect*	1
29	Environmental Control*	1
30-34	Flight	4
35-36	Forcefield*	1
37	Growth	1
38	Immunity*	1
39	Impervious	1
40	Invisibility	1
41	Larger	∞
42	Luck	1
43-44	Magic*	3

Power Table (Roll d100)		
Roll	Power	Max Ranks
45-49	Martial Arts*	3
50	Phasing	2
51-52	Psychic ability*	3
53-54	Reactions	1
55-56	Shapechange*	1
57	Shrinking	1
58	Sidekick	3
59-62	Skills*	1
63	Snare	2
64-65	Super Endurance	∞
66-67	Super Health*	1
68-69	Super Leap	2
70-71	Super Senses*	1
72-73	Super Speed	∞
74-79	Super Strength	∞
80	Stunning Attack	1
81-82	Teleport	3
83-86	Toughness	4
87	Vehicle	1
88	Wallcrawling	1
89-94	Weapon Mastery*	3
95	Weather Control	3
96-00	Free choice or upgrade	

- ◇ The list below shows the maximum number of ranks (Max ranks) that each power may have. If you roll a power and you already have that number of ranks in it then you must re-roll. Powers with a maximum number of ranks listed as '∞' have no maximum. You may have as many ranks in the power as you are able to get.
- ◇ Powers marked with an asterisk (*) contain a number of sub-powers or flavours. If you roll one of these powers, see the power's full description in the powers section for the flavours that are available. The flavours for each power must be determined before you move on to the next power slot.
- ◇ In the case of powers with sub-powers or flavours, if you roll the power a second time you may choose to either increase the rank of the flavour or sub-power you already have (to no greater than its max ranks, obviously) or gain a new flavour or sub-power.
- ◇ Instead of rolling, you may choose to improve an existing power by one rank. The first time you do this for a power it takes a single slot.

Choosing to improve the same power a second time takes two slots for a single rank increase. It is not possible to choose to improve the same power a third time. To get rank 4 or above in a power the power must be rolled at least twice.

- ◇ If you roll (or choose) either the magic power or the psychic ability power and wish to keep it when making your back-story, you will be required to take the mystic training perk. This will mean that you will have to drop a power rank of a different power to pay for that perk. If you roll (or choose) both of those powers then you will have to take the mystic training perk twice, once for each power.
- ◇ If you roll a 96-00, you may choose any power. In all respects this counts as if you have rolled that power, and you can choose a power you already have in order to increase its rank without this counting as if you had opted to increase the power instead of rolling.

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THE GUARDIAN'S STORY

Lisa's first roll is an 06: armour. Because this is her first slot spent on armour, she has armour rank 1.

Her second roll is a 77: super strength. Again, because she doesn't already have the power she gains rank 1 in it.

Her third roll is a 71: super senses. Because this is marked with a *, Lisa looks at the description of super senses in the powers section and discovers that she has to roll to see what type of super sense her hero will have. Following the instructions there, she discovers that she has radar sense.

Her fourth roll is an 08: armour again. Her armour increases to rank 2.

For her fifth slot, Lisa decides not to roll the dice, and instead chooses to increase her armour to rank 3. She has not already increased her armour without rolling (the previous increase was due to a roll) so it only costs her one power slot to do this.

For her sixth slot, Lisa again decides not to roll the dice, and this time chooses to increase her strength to rank 2. Again this costs her only one slot, because although she's already increased her armour rank in this manner she hasn't increased her strength in this way yet.

Lisa now only has two slots left. She considers forgoing both rolls to increase her strength again, but decides she'd rather see if she can get more versatility than just walking around hitting things, so she rolls the dice again.

Her roll is a 44: magic. She gains this at rank 1, and follows the instructions in the powers section to see what type of magic she can use. She gets astral projection (her speciality spell), eldritch bolt and hypnosis.

For her final remaining slot, she rolls again and gets an 88: wallcrawling.

Lisa's hero has the following powers:

Armour (Rank 3)
Radar Sense
Super Strength (Rank 2)
Magic (Rank 1)
Wallcrawling

STEP 2 - ABILITY SCORES

Every character in Codename: Spandex has four ability scores. These are: strength, agility, will and endurance. For normal people, each of these is rated on a scale of 1-10, with the average adult having a score somewhere between 3 and 8 in each ability.

Heroes, of course, are made of stronger stuff. As a costumed hero, your character will usually have ability scores ranging from 3 to 18, but they will tend towards the higher end of that range. In the case of strength and endurance, your character may have a score much higher than 18 due to the effect of powers (e.g. super strength, larger, etc.)

STRENGTH

A character's strength score is an indication of how strong they are. A high strength score lets you lift and throw heavier things, and provides a bonus to the amount of damage you can do when hitting people. A particularly high strength also improves your armour or toughness.

The bonuses for strength are listed below. For further details about how damage and dividers work, see the combat section. In the case of a particularly low strength, the bonus to damage might be negative and actually reduce the amount of damage done.

Strength Table		
Strength	Damage Bonus	Divider Modifier
60+	(Strength-15)	H/+1, S/+3
40-59	(Strength-15)	H/+1, S/+2
19-39	(Strength-15)	H/+1, S/+1
16-18	(Strength-15)	-
6-15	-	-
1-5	(Strength-6)	-

AGILITY

A character's agility score is an indication of how dextrous and agile they are. Having a high agility score makes most combat easier. Your character has a single agility bonus which contributes to a variety of different combat bonuses.

Agility Table	
Agility	Agility Bonus
16+	(Agility-15)
6-15	-
1-5	(Agility-6)

Will

A character's will score is an indication of their strength of personality. Will is important for using magic and psychic powers, and also for resisting them. Unlike the other ability scores, will does not have a bonus associated with it. Instead, the score itself is used in a variety of situations.

Endurance

A character's endurance score is an indication of how tough they are and how much they can keep going through pain and injury. Naturally, like strength this can be much higher for costumed heroes than for normal people. Costumed heroes can often take hits from tank shells without going down.

Your endurance score directly influences how much health and stamina you have. See the section on secondary abilities for more information on these values.

Additionally, your endurance score affects the rate at which you recover from injury. A high endurance means that each time you recover some stamina or health you recover more than you would otherwise. Conversely a low endurance makes you recover less.

Endurance Table	
Endurance	Recovery Rate Bonus
26+	+3
21-25	+2
16-20	+1
6-15	-
1-5	-1

Rolling Ability Scores

To determine the value of your hero's ability scores, draw a small 4x4 grid on a piece of scrap paper and then go through each of the sixteen squares in the grid and fill it with a number from 3 to 18 generated by rolling 3d6.

When you have done this, you should have a 4x4 grid of numbers.

Choose one line, column or major diagonal from the grid and use that line of numbers (read in either direction, but kept in order) for your strength, agility, will and endurance respectively.

Don't add any bonuses that your powers may give you to your strength or endurance just yet unless

you are absolutely sure that you are keeping those powers, as you still have chance to drop one or two of your powers during the next stage of character generation.

STEP 3 - BACK-STORY & PERKS

Now that you have a set of numbers, it is time to flesh them out by providing a back-story for your hero.

Your back-story can be anything you like, providing it fits in to the games master's setting (there's no use deciding to be an alien if the game master has decided that their setting doesn't have any aliens, for example). The back-story doesn't need to be too complicated - we're not writing essays for school here - but it should include a bit of history for who your character is and why they have the powers that they have.

In particular, the back-story must be able to justify all the powers that your hero has. If your character can fly and shoot lasers, it's not enough to have their back story talk about how they stole an experimental laser gun while leaving the fact that they can fly completely unexplained.

Any power that you cannot justify must be dropped. However, each power rank that is dropped may be replaced by a perk from the list of perks below.

Actually, if you particularly want a specific perk for your hero then you can always voluntarily drop a power rank in exchange for it. You are not limited to doing so only with powers that you cannot justify as part of your back-story.

Naturally, perks have to be justified as part of your character's back-story too. This is generally much easier to do than it is with powers, particularly since many of the perks can contribute heavily to that back-story and can themselves help to provide the justification for the powers that your hero has.

You can take as many perks as you like (providing you pay for them by dropping a power rank for each one) although taking the same perk more than once will often not make sense.

The list of perks is as follows:

Boffin

Your character is a brilliant inventor in their field. This may be an applied science like electronics or engineering, or it may be a harder science like physics, chemistry or genetic engineering. Whatever

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THE GUARDIAN'S STORY

Lisa draws a 4x4 grid on a piece of paper and fills each square in with the result of a 3d6 roll, getting the following:

14	9	9	15
12	17	11	13
7	5	8	14
8	13	15	11

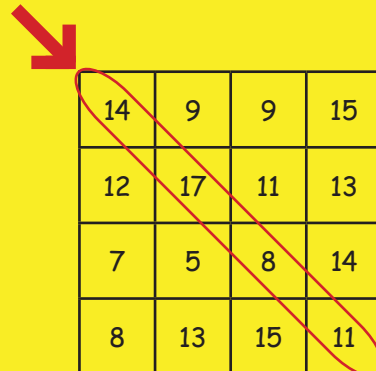
It's now decision time. Although she doesn't yet have to work out her hero's back-story, she considers her options.

With her initial set of powers, she could be a magic oriented hero (wearing magical armour perhaps?) or she could drop the magic and be a technological hero in a battle-suit, or she could come up with something else that results in the powers she rolled.

Lisa decides that astral projection doesn't really fit with the other powers and the energy strike will be a bit redundant since she will be so strong, so she decides that she will be dropping the magic power in the next stage and her back-story (which she hasn't come up with the details of yet) will involve her acquiring a technological battle-suit of some kind instead.

Because she's going to drop the magic, her will score isn't going to be that important. Similarly, her extremely good armour to protect her from injury means that she doesn't have to worry too much about her endurance score. Instead she should concentrate on having a high strength and agility - the first two ability scores in the list.

Looking at the grid, Lisa decides to use the first major diagonal for her four scores, reading from the top left to the bottom right.



14	9	9	15
12	17	11	13
7	5	8	14
8	13	15	11

This means that Lisa's hero will have the following ability scores:

Strength: 14
Agility: 17
Will: 8
Endurance: 11

Even though she knows that her hero's strength will increase due to her three ranks in super strength, Lisa does not add that extra strength yet, just in case she changes her mind while she is fleshing out her hero's back-story.

you choose your field of speciality to be, it is likely that your powers are a direct (but not necessarily deliberate) result of your research. You may choose to be well known to others working in your field or you may choose to be a lone genius working in your basement.

In either case, your character will start the game with a material resources rank of 8. See the section on personal profiles for more details on material resources.

BUSINESS HIGH-FLYER

Your character is an incredibly wealthy business person, owning their own business (or more likely string of businesses). This makes your character (or at least their secret identity) a publicly known and respected figure, likely to crop up in the financial

papers regularly. It is up to you what sort of business your character runs.

Your character will start the game with a financial resources rank of 8. See the section on personal profiles for more details on financial resources.

CONTACTS

Your character has many contacts in a particular field. You may choose the field for these contacts from the following list, or invent a new field (with game master approval):

- ◇ Academia
- ◇ Criminals
- ◇ Government
- ◇ Media
- ◇ Military



THE GUARDIAN'S STORY

Lisa has already had the idea that her hero is going to be someone who uses a suit of hi-tech powered armour, and that she is going to drop the magic power that she has acquired.

Looking at the other powers her hero possesses, Lisa decides that the powers all come from an experimental mountain and cave rescue suit. The suit is heavily armoured for going into dangerous situations, and enhances the user's strength to enable them to shift rubble and if necessary dig themselves out of cave-ins. The suit is equipped with radar sensors for finding trapped people in situations of low visibility, and with climbing pads on the hands and feet for reaching otherwise inaccessible places.

This accounts for all of her rolled superpowers except for the magic - which Lisa is intending to swap for a perk anyway.

Looking through the perks for inspiration about why her hero would be wearing this suit (and why it never went into production), Lisa thinks that she doesn't want her character to be the actual boffin who invented the suit, so decides that the suit was invented by her character's parents.

Unfortunately, as a mountain/cave rescue suit it was a failure. It never got past the prototype stage because it was too expensive to mass produce and required too much training to use. Maria (the name Lisa has just invented for her character) was trained in how to use it for demonstration purposes when her parents tried to find funding to continue their project.

Unfortunately, Maria's parents borrowed much money from some shady individuals to try to keep their project afloat, and when it was apparent that they couldn't pay the money back the enforcers employed by the debt collectors burned down their house and laboratory in retaliation.

Maria was able to use the experimental suit to escape, but her parents both died in the blaze.

Maria wished to declare vengeance on all organised criminals, but after failing to inherit from her parents (all their estate was sold off to cover their extensive debts) she had no means with which to do so. The power suit languished in a cupboard in her home, nothing more than a memento to remind her of her parents' fate.

Instead, Maria devoted her time to becoming an investigative journalist. If she couldn't fight crime, she could at least investigate it and report it to those who could. Maria's drive to succeed and her bravery when going undercover soon established her as one of the country's best reporters.

It is now the tenth anniversary of her parents' death, and thanks to her flourishing media career Maria has the funds to refurbish the old power suit, redesign and repaint the exterior so it is not recognisable, and use it - and her journalistic skills and contacts - to start rooting out criminals for herself and fulfil the legacy she promised her parents so long ago...

...The Guardian has arrived!

To accompany this back-story, Lisa trades in her character's magic power for the contacts perk; choosing to have extensive media contacts.

- ◇ Police
- ◇ Secret service

These contacts are often able to pass you information or help you out in minor ways. Wherever your contacts are, your character will start the game with a contacts rank of 10. See the section on personal profiles for more details on contacts.

IDLE RICH

Your character is one of the idle rich. Whether they have inherited their money, won "the big one" on a lottery, or gained their money through some other channel, your character is fantastically wealthy and

gains enough of a steady income through investments, trust funds, and the like that they need not work. However, the down side to this is that your character will be a favourite of the paparazzi, and will attract much attention wherever they go.

Your character will get an extra downtime point per week, and will start the game with a financial resources rank of 8. See the section on personal profiles for more details on financial resources.

MYSTIC TRAINING

Your character has been trained in the mystic arts, and is able to use either magic or psychic power.

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This may have been some kind of formal training under a master, or your character may have studied the mystical arts by themselves.

Even characters whose back-stories include the "innate" ability to use magic or psychic power of some kind must still take this perk. In this case it covers your character's self-taught or mentor guided study to master their natural abilities.

This perk conveys no bonus to your character, but you must take it if you have either the magic power or the psychic ability power. If you have both of those powers then you must take this perk twice, once for each of them.

Obviously, you only need to take this perk if you wish to keep the magic or psychic power. If you decide to drop the power in exchange for a different perk you do not also have to take this perk.

POSITION OF POWER

Your character holds a prestigious title. They may be minor royalty (or major royalty of a small foreign country), or have other important diplomatic status that can get them out of - or occasionally into - trouble.

In addition, your character starts the game with a financial resources rank of 6 and has a staff of aides that can carry out work for them. See the

section on personal profiles for more details on financial resources.

SPECIALIST TRAINING

Your character has had specialist physical or mental training. This could have been S.A.S. or Navy Seal training, or could have involved training with a secret order of mystics or under a wise old kung fu master, or anything else that you think appropriate.

Regardless of what form the training took, the result is that you can add +2 to one of your character's ability scores or add +1 to each of two of your character's ability scores.

UNEARTHLY BEING

Your character isn't even remotely human. They could be an alien with bizarre biology, an android or golem, or a divine creature such as an angel, a guardian spirit, or a pagan god. Naturally you will need to talk to the game master before deciding to be anything too outlandish, as some types of creature may not exist in your game master's campaign setting.

Whatever your character's form, they are immortal and will neither age nor suffer from disease. However, this does not stop your character from dying from unnatural causes such as being killed in battle or dying in some fiendish death trap that they have been forced into.

STEP 4 - FILLING IN THE BLANKS

You are now in a position to start filling in the character sheet for your hero. You will need to carefully read through the descriptions of your powers as you work through the sheet, as many powers modify one or more of these values.

Some parts of the character sheet, such as your hero's name and powers, are self-explanatory. The other values that need to go on the sheet are explained in the following text.

EQUIPMENT

Your character will start with any equipment that their powers rely on. For example a character with the weapon mastery power will begin with one or more suitable weapons, and so forth.

If this means that your character starts with fewer than three pieces of equipment, then you may make

the number up to three by adding items from the following list:

- ◇ A grappling gun for swinging/climbing.
- ◇ A padded or lightly armoured costume (which provides you with armour class 'E' rather than the normal armour class 'F' for a standard costume).
- ◇ A costume made of morphic fabric, that alters itself along with you when you use self-altering powers.
- ◇ An earpiece radio/mic that transmits on an encrypted protocol.
- ◇ A tracking device that can be surreptitiously attached to something or someone you wish to follow.
- ◇ A vehicle (with no special powers).

More mundane items like standard mobile phones and computing devices do not count towards the three-item limit. You can simply assume that your character owns items such as these (providing your financial resources level is high enough - see later in this step).



FINAL ABILITY SCORES

You should copy these from those that you generated in step 2, but be sure to remember any modifiers to them that you gained from your powers or perks.

Remember that they have to be copied in the order that you chose in step 2. You can't swap the order

of them around when transferring them to your character sheet.

DAMAGE BONUS

Your damage bonus is the amount of extra damage you do in physical combat due to high strength. This is derived from your strength score according to the table in step 2.

KNOCKBACK THRESHOLD

Costumed heroes and their enemies can often hit hard enough to send their opponents flying through the air. Your knockback threshold is a measure of how difficult it is for foes to knock you backwards in this manner. How this works is explained further in the combat section.

Your knockback threshold will normally be 20, but some powers may modify this value.

STRIKE BONUS

Your strike bonus is the bonus that you have when attacking people in combat (and also when parrying attacks or performing judo throws). This bonus is based on your agility bonus (as calculated in step 2) but it is listed separately on the character sheet because it tends to get additional modifiers from different sources. See the combat section and the individual descriptions of your character's powers for more details about modifiers to your strike bonus.

DODGE BONUS

Your dodge bonus is the bonus that you have when dodging incoming attacks. This will depend on how well armoured you are. In particular, many heavily armoured characters cannot dodge at all. See the combat section for more details about how dodging works.

PANELS PER PAGE

When a fight breaks out, time is measured using the comic-book conventions of pages and panels. This is described in more detail in the combat section. For now, simply note that your character has 4 panels per page. Most heroes and villains have this number, and it will only be different if you are using the character sheet for details of a sidekick - in which case the number of panels per page will depend on the sidekick's rank.

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HEALTH & STAMINA

Your health indicates the amount of damage that you can take before dying, and your stamina indicates the amount of damage you can take before being knocked unconscious.

Each of these scores are generated separately from each other and both are derived from your endurance score. Roll a d6 per point of endurance to find out your health, and repeat the process for your stamina.

In the case of your health, then divide the rolled value by ten to get your battered value. This is the point at which you are so badly injured that you will need hospital treatment to recover.

Similarly, divide your rolled stamina by five to get your dazed value and by ten to get your stunned value. These are the points at which you are reeling from the damage you have taken and are almost unconscious.

Your health and stamina each have a divider associated with them. Incoming damage of each type is divided by the relevant divider as you take it. You will not normally have damage dividers unless you are granted them by powers. If you have a particularly high strength score then you may get a bonus to these dividers, but such a bonus from strength can only enhance existing dividers provided by powers. It can't provide a divider if you do not already have one.

Finally, you have a recovery rate for each of the two. Normally your recovery rate for health is 1d6 points per hour of rest, and your recovery rate for stamina is 1d6 points per page of rest. Each of these rates is modified by your endurance score, and each may also be modified by your powers.

MOVEMENT SPEED

Your movement speed is determined by adding together your strength, agility and endurance (the original rolled values, not the values after they've been modified by powers or perks) and dividing by six. The result is the number of metres you can move in a single panel of movement.

ATTACKS

Heroes will normally have a fist/foot attack which is strike class 2 and does 2d6S/1d6-6H damage, plus the character's damage bonus. The damage bonus may be added to the stamina or health dam-

age, or split between them - you choose this each time you make an attack - but is not added to both simultaneously. See the combat section for more details about how strike class and damage work.

Your powers may provide you with more attacks than this basic one. If so, the descriptions of those powers will give you the details of the other types of attack that you can make.

PERSONAL PROFILE

Your character's personal profile is a set of fifteen measures of how they are doing in terms of their state of mind, relationship with the public, and investigative work. These fifteen measures are summarised as three values: popularity, investigation and confidence.

Your character's personal profile will change during the course of the campaign, and its values will affect other aspects of your character, such as hero points and downtime points. The personal profile section has much more detail about how personal profiles work.

For your starting character, you will need to go through the personal profile section of this book with the game master in order to determine your character's initial values in each of these fifteen ratings. Most of them are simply derived from your back-story, but some may be influenced by which powers and perks you have.

HERO POINTS

Hero points represent the way that people who are confident and feel good about themselves seem to attract "good luck" and succeed more than people who have a more pessimistic outlook. They are gained by having a high confidence score (see the personal profile section for more information about this).

Hero points are points that can be spent to re-roll the dice. Each hero point spent will allow you to re-roll the dice after making any roll, and take either the original result of the re-rolled one, whichever is more favourable.

This applies to rolls made by the game master too, but only those that directly affect your character. You may make the game master re-roll the dice and use whichever result is more favourable to your character. You can use more than one hero point on the same roll to get multiple re-rolls if you wish.

Hero points are gone once used, but will refresh back up to their normal value at the start of each adventure.

If your campaign involves ongoing overlapping plots rather than discrete adventures, your game master will need to let you know when they refresh. Generally it will be at a time when your character gets a few days of rest and relaxation.

Your character will almost certainly start the game with no hero points, as their initial confidence won't be high enough to grant them any. If it does, you will have found this out while filling in your personal profile.

RESOURCES AND DOWNTIME POINTS

Resources (which are split into two ratings - material resources and financial resources) indicate how well equipped and well off your character is. Each is measured on a 1-10 scale.

Unless you have a perk that says otherwise, your character will start with a material resources level of 4 (that means you've a basement or shed and access to power tools, but no specialised science lab or anything like that) and a financial resources level of 5 (that means you're comfortably off in a

rented flat and have access to a second hand car or a motorbike).

If it fits your back-story better then you can freely start with resource levels lower than this; but to start with resources higher than this requires perks.

Downtime points are what you spend to get better. Unless you have a perk that says otherwise, you will almost certainly get 7 per week (it's possible to have less than 7 per week if your confidence is particularly low, but that's unlikely to be the case for a starting character).

Each downtime point roughly translates to a day's worth of free time (outside the hours of your hero's "day job"), but they are not usually measured on an hour by hour basis.

As the campaign progresses, you will spend your free time (and therefore your downtime points) doing various activities ranging from practising in the use of your powers to patrolling the streets to social/charity work and sorting your social life out. As you spend downtime points on these things they will affect your personal profile and your powers.

Resources and downtime points are discussed in more detail in the advancement section.





THE GUARDIAN'S STORY

Lisa already has a name for her character - The Guardian - and has already decided that her secret identity is a journalist called Maria. As she starts to fill in the character sheet, she decides on d'Angelo as a surname for Maria.

The Guardian starts with her battlesuit, so she can have another two pieces of equipment. She goes for a radio earpiece/mic and asks the game master if she can have a smartphone with internet access built into her suit. Since this would normally be a mundane thing if not built in to the suit, the game master approves the item.

Her ability scores are mostly just copied across, as none of her powers or perks affect her agility, will or endurance. However, her super strength will affect her strength score.

The Guardian's super strength increases her strength by $10+1d10$ points per rank. Lisa rolls the dice and gets a 2 and a 9. Therefore her total strength is $14+(10+2)+(10+9) = 45$.

Her damage bonus is equal to her strength-15, so it is +30.

The Guardian's knockback threshold is the default 20, since none of her powers modify that; although she makes a note in her list of powers that her super strength gives her a +10 bonus to this when bracing herself against an attack.

Lisa then moves on to her agility, noting that she has a strike bonus of +2 from her high agility, but that her armour power prevents her from dodging.

Like most other heroes, The Guardian gets 4 panels per page.

The Guardian's movement speed is based on her $(\text{Strength}+\text{Agility}+\text{Endurance})/6$, counting her original strength without the modifications for her powers. This works out at $(14+17+11)/6 = 7$.

Rolling for her health score, Lisa now rolls 11d6 because The Guardian has an endurance of 11, getting 3, 5, 1, 4, 2, 2, 6, 2, 3, 6, 1 for a total of 35. This gives her a battered value of $35/10=4$.

For her stamina, she rolls 5, 6, 1, 3, 1, 6, 3, 5, 3, 2, 1 for a total of 36. This gives her a dazed value of $36/5=7$ and a stunned value of $36/10=4$.

The Guardian's armour power gives her damage dividers of H/5 and S/4. She adds the bonus to those dividers from her high strength (H/+1, S/+2) giving her total dividers of H/6, S/6.

Her endurance is average, so her recovery rates are both set at the standard 1d6.

The Guardian's powers do not give her any special attacks, so she has only the standard fist/foot attack. However, with her extreme strength she can do impressive damage nonetheless.

Lisa goes through The Guardian's back-story with the game master and between them they establish the initial values for his personal profile (that process is described in more detail in the "The Guardian's Story" boxes in the personal profile section). After doing that, Lisa sees that The Guardian's confidence is not high enough to give her any hero points, so she marks those down as zero.

Similarly, there is nothing in The Guardian's back-story to indicate that she is particularly poor, but neither has she any perks that give her extra financial resources or material resources. Therefore she starts with the default values for those of 4 and 5 respectively. If she wants to be able to keep her battlesuit in tip-top form and maybe even upgrade it she's going to have to spend some downtime points.

Speaking of downtime points, The Guardian has no perks that would change the amount she gets, and her confidence isn't low enough to reduce them, so she gets the default 7 per week.

Lisa's character is now finished, and is ready to start play. While she waits for the other players to finish off their characters, Lisa adds some more biographical information to her back-story.

She decides that Maria d'Angelo is 5'8" tall, with long black hair. Maria is slim enough that The Guardian battlesuit which was originally designed to be unisex does not give away her gender while she is wearing it, and she asks the game master for permission to have the battlesuit disguise Maria's voice while she is wearing it so that she is not recognised. The game master allows this.

As a trade-off for the voice disguise, the game master decides that since the battlesuit provides armour class 'B', it is likely to be too big to fit under Maria's clothing. She is going to have to carry it in a holdall or similar and find somewhere to change when she wishes to wear it.

CHARACTER CREATION 17

NAME: The Guardian

SECRET IDENTITY: Maria d'Angelo

STRENGTH 45

Damage Bonus: +30

Knockback Threshold: 20

AGILITY 17

Strike Bonus: +2

Dodge Bonus: Can't!

WILL 8

Panels Per Page: 4

Magic/Psychic/Energy: n/a

ENDURANCE 11

Armour Class: B

Movement Speed: 7

POWERS & PERKS

Armour rank B (No damage from SC0 or SC1 attacks, or any bullets or knives)

Super strength rank 2 (+10 KT when bracing)

Radar sense

Wallcrawling

Contacts (Media)

EQUIPMENT

Battlesuit

Radio mic/Earpiece

Smartphone (in suit)

HEALTH: 35

H Divider: 6

Battered: 4

Recovery Rate: 1d6/hour

STAMINA: 36

S Divider: 6

Dazed: 7

Stunned: 4

Recovery Rate: 1d6/page

HERO POINTS: 0

Material Resources: 4

Financial Resources: 5

Downtime Pts / Week: 7

ATTACK	STRIKE CLASS	DAMAGE	NOTES
Fist/Foot	2	2d6S/1d6-6H	gets +30 damage bonus

Backing: 3

Heroism: 3

Identification: 2

Public Relations: 3

Competence: 1

POPULARITY: 36

Methods: 3

Approachability: 4

Fame: 3

Power Use: 1

Contacts: 10

INVESTIGATION: 63

Conscience: 3

Social Circle: 0

Success Rate: 2

Public Response: 3

Security: 5

CONFIDENCE: 39

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PERSONAL PROFILE SUMMARY

Your personal profile is a set of values that indicate how well adjusted your character is and how they relate to the public and themselves.

It consists of three categories:

- ◇ Popularity
- ◇ Investigation
- ◇ Confidence

In each of these categories you have five attributes. Four of these are measured on a 1-5 scale, and the fifth is measured on a 1-10 scale. Therefore when added together, they give a number between 5 and 30.

In each category, this total is then tripled (to give it a score from 15-90) and used as a value for the category. The category values never change independently. They are always dependent on their constituent scores and only change if and when those constituent scores change.

The constituent scores themselves often change due to the changing circumstances of your character, whether through plot related reasons over the course of the campaign or through determined effort (and the spending of downtime points) on your character's part.

Details of how to use downtime points to improve your character's personal profile is given in the advancement section of this book.

Additionally, your character has a financial resources level and a material resources level. These values are also measured on a 1-10 scale but are independent of the three categories.

POPULARITY

Your popularity is a measure of how the public react to you. It combines both how famous you are and how popular you are into a single measure.

If you are trying to intimidate petty (non-super-powered) criminals or trying to influence bystanders then you can succeed by rolling this value or less on a d100.

Generally you can influence people more strongly the higher your score is. The table below shows who you can try to influence based on your score. If you are trying to give someone persuasive advice rather than ordering them around, you can gener-

ally influence people as if your popularity was one category higher than its actual value.

Similarly, if circumstances dictate, the game master may give you a penalty or bonus to your roll. Persuading people to leave a dangerous area is easier than persuading them to follow you into danger, for example.

In any case, rolling your popularity should not be used as a sledgehammer tactic to constantly order people around. If you overuse it, the game master might ask you to lower your character's public relations score since your character is presenting themselves as an arrogant bully rather than as a charismatic hero.

Status	Reaction	Influence
15-30	"Who are you?"	Criminals
31-45	Resented	Criminals
46-60	Accepted	Bystanders
61-75	Liked	Bystanders
76-87	Wildly popular	Police
88-90	A legend	Government/Army

Your popularity is composed of triple the total of the following scores:

- ◇ Backing (from 1-5)
- ◇ Heroism (from 1-5)
- ◇ Identification (from 1-5)
- ◇ Public relations (from 1-5)
- ◇ Competence (from 1-10)

BACKING

Your backing is an indication of the level of support you have. Heroes who work alone tend to be less popular than those who have approval from the police or even the government. Obviously, your backing score only counts the people or organisations that will publicly endorse you. Being a secret military agent with full government backing doesn't help people trust you if they don't know about it.

The possible values for backing are:

- 1 = No known backing
- 2 = Local community support
- 3 = Tacit police support or endorsement from a political or pressure group
- 4 = Official police endorsement or support from a respected philanthropist or a commercial organisation
- 5 = Official government approval and/or military rank (honorary or otherwise)

Starting characters will normally begin with a backing score of 3, but depending on their back-story

the game master may give them an initial backing score anywhere from 1 to 4.

HEROISM

Your heroism is an indication of how you behave. Are you a paragon of virtue or a low-life little better than the criminals you fight?

As with backing, it is the public's perception of you that is the important factor here. If the tabloids decide to have a field day with you, you might find that your heroism is lower than you might expect given your actual behaviour. Similarly, with a good publicist you can be seen to be more heroic than you actually are.

The possible values for heroism are:

- 1 = No better than your enemies
- 2 = The lesser evil
- 3 = Slightly suspicious
- 4 = Decent and honest
- 5 = A complete boy/girl scout

Starting heroes will normally begin with a score of 3, since (unless their back-story indicates otherwise) they will be previously unknown and therefore slightly suspicious.

IDENTIFICATION

Your identification indicates how different you appear to be to normal people.

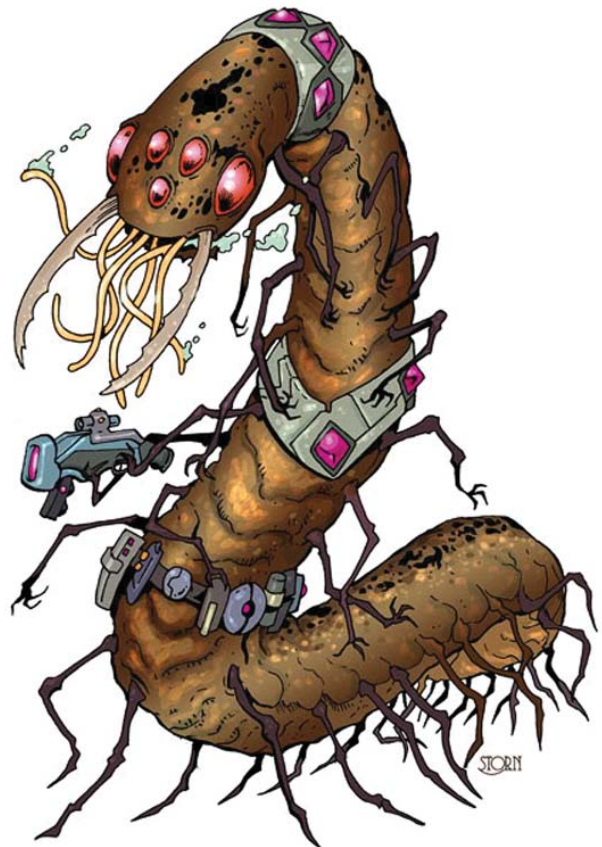
Naturally, as a costumed hero you are likely to be thought of as a bit peculiar anyway, but if you have an outlandish appearance or powers then you can seem very alien to the common folk (whether you actually are alien or not!)

As with heroism, identification is often influenced by press - both good and bad. While many heroes are loathe to give out any kind of personal information, those more prepared to do interviews and who come across as normal people (albeit celebrities) rather than arrogant freaks with delusions of godhood find that their identification is better than that of their more reticent colleagues.

The possible values for identification are:

- 1 = The freak show's in town
- 2 = There's something strange about you
- 3 = Typical celebrity
- 4 = Refreshingly down to earth
- 5 = The boy/girl next door

Starting heroes will normally begin with a identification somewhere between 1 and 3. If the hero appears to be relatively normal (albeit stronger and more agile, or using technological devices) then they will start with a score of 3. If they have more outlandish powers such as the ability to fly or throw energy bolts around, they will start with a score of 2. If they appear to be alien, monstrous or robotic in nature; or otherwise non-human, they will start with a score of 1.



PUBLIC RELATIONS

Your public relations is an indication of how well you actually get on with members of the public and with authorities.

Unlike most of the other popularity components, public relations rarely changes due to factors outside your control. Any changes are more likely to derive directly from the way that you role-play your character.

If you're aloof and stand-offish, or outright dismissive of the "mundanes" then your score will drop, but if you are helpful and seem to genuinely enjoy interacting with people then your score will rise.

It is possible to devote downtime points to trying to improve this score, but improving it in this way

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is difficult because spending time doing charity work (for example) is all very well but if you clearly despise the people you're helping then you'll just come across as cynically using them to further your career and reputation rather than genuinely desiring to help them.

Generally, once it has settled onto a value based on how you have decided to play your character, it won't change during the campaign unless you start consistently playing your character in a noticeably different way.

The possible values for public relations are:

- 1 = You hate the mundanes
- 2 = You ignore the mundanes
- 3 = Average
- 4 = Friendly and courteous
- 5 = You go the extra mile

Starting heroes will normally begin with a public relations score of 3, as the public don't yet know what to expect, but it will quickly change depending on their behaviour.

COMPETENCE

Your competence score is an indication of how successful your activities are. Once again, this is based on public perception. If you save the world and no-one knows about it then your competence score won't change.

Unlike the other components of your popularity, your competence score is rated from 1-10 rather than 1-5. It is also less subjectively measured than those other component scores.

Each scenario, plot or event that your hero is known to be involved with is given a competence rating from 1-10 depending on its size and scope. If you succeed in a scenario or mission that has a higher competence level than your current level the public's faith in your abilities increases and you may increase your competence score by half the difference between your current score and the score of the scenario. Round any fractions down unless the competence score of the scenario was only a single point above your own.

Similarly, if you fail in a mission or scenario that has a competence score lower than your own competence score, the public will lose faith in you and you must decrease your competence score by half the difference between your current score and the score of the scenario. Again you should round any fractions down unless the competence score of the scenario was only a single point lower than your own.



THE GUARDIAN'S STORY

Lisa is checking the starting values of her new hero's popularity scores, ready for the guardian to make her first appearance in the campaign.

Since she has nothing in her back-story to suggest otherwise, her backing starts at a score of 3.

Similarly, her heroism also starts at 3 since there is nothing to indicate otherwise.

The game master decides that because the guardian wears a full-body battlesuit which prevents anyone from looking her in the eye, and this is compounded by the presence of a voice-changer in the suit, she seems very impersonal and "other" when dealing with the public.

Because of this, the guardian only starts with a score of 2 in her identification.

However, until Lisa starts playing the character, there's no reason for her to have anything other than a 3 in public relations.

Finally, since the guardian has so far done nothing except appear in public, she starts with a competence of 1.

Therefore, the guardian's final popularity is:

$$(3 + 3 + 2 + 3 + 1) \times 3 = 36$$

This barely puts her into the "Resented" category, and means that she's only going to have a 36% chance of being able to intimidate lesser non-powered criminals or influence bystanders, and even then she's only going to be able to make suggestions to bystanders. They're not going to take orders from some weirdo in a costume that hasn't proven herself yet.

Similarly, until she's a bit more well known she's unlikely to get much co-operation from the police. For all they know she could be some new villain who's trying to trap them or distract them for some nefarious reason.

Lisa decides that she definitely needs to start spending downtime points in order to increase her popularity as soon as she has them available.

Failing a scenario with a competence score equal to or higher than your own does not lose you anything, since the public never expected you to be able to succeed in such a scenario anyway. Similarly, succeeding in a scenario with a competence score equal to or lower than your own does not gain you anything because the public always had faith that you'd manage it.

Obviously, it is up to the game master to determine exactly what qualifies as a "success" or "failure" in the eyes of the public, although a good (or bad) relationship with the media can sometimes skew their perception.

The possible competence scores for scenarios are:

- 10 = Save the world
- 9 = Save the country
- 8 = Save the city
- 7 = Fight a major villain with a team of normal villains
- 6 = Fight a major villain on their own or a team of normal villains
- 5 = Fight a normal villain or a team of minor villains
- 4 = Fight a minor villain or an organised team of non-powered criminals
- 3 = Fight a non-powered rabble, or help with a minor disaster (fire, riot, etc.)
- 2 = Deal with a minor crime involving a small Number of non-powered criminals
- 1 = Make a public appearance

Starting heroes will always start with a competence score of 1, as they are assumed to have made their first public appearance in costume but have not yet proven themselves capable of dealing with any more major incidents or situations.

INVESTIGATION

Your investigation is a measure of how good you are at not only following leads but also gaining leads and information. Characters with a high investigation will likely have many contacts and be able to pick up "word on the street" that characters with a lower investigation will be oblivious to.

In some ways, your character's investigation is the opposite of their popularity. After all, people with dubious or sensitive information are far less likely to talk to the big famous heroes that work for the government than they are to the local guy who's just trying to keep the neighbourhood safe.

You use your investigation by trying to roll equal to or less than its score on a d100. This is usually to see if you can find out about criminal activity; such as

rolling to recognise a particular non-costumed villain who you have encountered working as an enforcer, or to recognise who supplied the hi-tech devices used in a crime, or to know which of the local gangs is having problems with a leadership struggle.

The game master may also choose to invent some rumours of criminal activity each game week or month, have the players roll their investigation for each one, giving each titbit of information out to those players whose rolls succeeded.

As always, the game master may give you a bonus or penalty to your roll depending on how obscure or well known the information that you are seeking is. In the case of recognising a well known costumed villain you may not even need to roll at all. The game master may just inform you that you recognise the villain automatically.

Your investigation is composed of triple the total of the following scores:

- ◇ Methods (from 1-5)
- ◇ Approachability (from 1-5)
- ◇ Fame (from 1-5)
- ◇ Power use (from 1-5)
- ◇ Contacts (from 1-10)

METHODS

Your methods is an indication of the how effective your methods for keeping up to date with information and with solving crimes are. This score is mostly dependent on the way you role-play your character, since it depends on their actual actions rather than on any kind of ability score.

However, it can be increased by spending downtime points appropriately (for example spending time collating information or cross-referencing news reports and files).

The possible values for methods are:

- 1 = You make no effort
- 2 = You occasionally question witnesses or look for clues at a crime scene
- 3 = Average
- 4 = You always question witnesses and look for clues at a crime scene
- 5 = You keep extensive files and cross-reference new information with that previously known

Starting heroes will always begin play with a methods score of 3, and this will change as it becomes apparent how much or little time they devote to this area.

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APPROACHABILITY

Your approachability is an indication of how likely it is that people with information will give it to you.

There are two main factors in your approachability. On the one hand, people are more likely to want to talk to someone they feel is normal rather than some strange weirdo or alien. On the other hand people who will often be involved in petty crime themselves are going to feel far more comfortable approaching someone who isn't quite so squeaky clean and is more likely to overlook the informant's own activities.

Because of these conflicting factors, your character's approachability score is always:

$$3 + (\frac{1}{2} \times \text{identification}) - (\frac{1}{2} \times \text{heroism})$$

If this formula ends up with an odd fraction, round it up.

Approachability cannot normally be adjusted except by adjusting the two scores that it relies on.

The possible values for approachability are:

- 1 = You are avoided
- 2 = Only the desperate will talk to you
- 3 = Average
- 4 = You receive a good supply of tips
- 5 = You're the first person people think of
When they're in trouble and need to
talk to someone

Starting heroes will always begin play with an approachability score based on the above formula.

FAME

Your fame score indicates how much attention the press pay to you, or rather it indicates how much attention they don't pay to you.

Following up clues and tips often involves working under cover or at the very least being subtle. If you're a world famous hero with the tabloids hanging on every word and every public appearance (whether for good or for ill) it's hard to slip away or to poke into things without being spotted.

Your fame score is therefore determined directly by your popularity.

Popularity	Fame	Description
76-90	1	Tabloid darling
61-75	2	In the public eye
46-60	3	Average
31-45	4	Rarely mentioned
15-30	5	Works in secret

Starting heroes will always begin play with a fame score based on their popularity as above.

POWER USE

Your power use score indicates how suited your super powers are for investigative work and how well you use them for that type of work.

For each power that you have that will naturally enhance your investigative work without you having to deliberately use it for such (for example subconscious luck or some of the super senses) you automatically get a point of powers score.

For each of your superpowers that you must deliberately use for investigation (such as invisibility, phasing, or the disguise skill) you also get a point of powers score but only if you make the effort to actually use it.

Characters who naturally have few (or no) powers that they can use in investigation can use devices to make up for that, and can count those devices towards their power use score as if they were super powers - but again, only if they actually use them.

No matter how many powers and devices you have, your power use score can never be less than 1 or more than 5.

Starting heroes will begin the game with a power use score based only those super powers that are automatically helpful, and must start regularly finding ways to use their other powers for investigative work in order to increase their score.



THE GUARDIAN'S STORY

Lisa is filling out the guardian's beginning investigation in readiness to introduce her character into the campaign.

Her methods score starts at 3, since she has not yet played the character and therefore her usual methods have not yet been revealed.

Her approachability score is based on her heroism and identification score. Since her identification is 2 and her heroism is 3, her approachability is calculated as:

$$3 + (\frac{1}{2} \times 2) - (\frac{1}{2} \times 3) = 2\frac{1}{2}$$

Rounding the odd half up, this is an approachability score of 3.

As a new hero, the guardian's popularity is only 36. This is good news for her fame score as it means she is rarely mentioned in the news and there is little press interest in what she does. This gives her a fame score of 4.

Unfortunately, when it comes to her powers score, Lisa is not so lucky. With armour, super strength, wallcrawling and radar sense as her powers she has nothing that will give her an automatic bonus to her investigative abilities.

While she could possibly start using her wallcrawling to eavesdrop (literally) on conversations or build a new device into her battlesuit at a later date, this does her no good now, and her powers score starts at the minimum of 1.

However, since Lisa chose the contacts perk she has the maximum possible score for her contacts: 10. As an investigative journalist in her day job, her character has access to all sorts of contacts and information that she might otherwise struggle to find.

The guardian's final investigation is:

$$(3 + 3 + 4 + 1 + 10) \times 3 = 63$$

This is a respectable score, and the guardian should have little problem finding out information and following up clues.

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Confidence Table				
Confidence	Downtime Points	Can Increase Resources?	Will Bonus For Defence	Hero Points
15-30	-2	No	-	-
31-45	-	No	-	-
46-60	-	Yes	-	-
61-63	-	Yes	+1	-
64-66	-	Yes	+2	-
67-69	-	Yes	+3	-
70-72	-	Yes	+4	-
73-75	-	Yes	+5	-
76-78	-	Yes	+5	1
79-81	-	Yes	+5	2
82-84	-	Yes	+5	3
85-87	-	Yes	+5	4
88-90	-	Yes	+5	5

CONTACTS

Your contacts score indicates how many people you have who regularly give you information, and on how informed those people are. Unlike random people who might occasionally give you a tip off, these are people with whom your character has an established relationship of trust, and as such they don't care about your approachability or lack of it.

Your contacts score can be modified both as a plot device and by spending downtime points establishing such a network. Your contacts can be in a variety of areas, from criminals themselves to police or media or even sources from government agencies. The contacts score does not distinguish between different types of contact, merely summing up the total level of information you get from them.

The possible contacts scores are:

- 1 = You have no contacts
- 2 = You have an intermittent and unreliable source
- 3 = You have a few sources of variable but generally poor reliability
- 4 = You have a couple of minor but reliable sources
- 5 = You have a few reliable minor sources
- 6 = You have a couple of sources of major information, and many of minor matters
- 7 = You have full sources for minor matters and several varied reliability contacts for major information
- 8 = You have several reliable major sources
- 9 = You have many reliable major sources
- 10 = You are fully part of an major network of information

Starting heroes will usually start with a contacts score of 5, but certain perks can change this.

CONFIDENCE

Your confidence score is a measure of your self confidence and your mental stability. Unlike the other two status measures it is rarely rolled against during play. However, it does have a big effect on your character both during play and in downtime.

If your character has a particularly low confidence, their private life is a complete shambles. They are likely spending most of their time just holding things together, and thus will have fewer downtime points per week to spend on other activities - and the won't be able to use those downtime points to improve their financial resources.

If your character's confidence is high enough, they feel on top of the world. This increased self-confidence gives them a bonus to their will when defending against mental attacks, and at high enough levels it also gives them hero points that they can spend to re-roll die rolls. See the character creation section for more details about how hero points work.

Your investigation is composed of triple the total of the following scores:

- ◇ Conscience (from 1-5)
- ◇ Social circle (from 1-5)
- ◇ Success rate (from 1-5)
- ◇ Public response (from 1-5)
- ◇ Security (from 1-10)

CONSCIENCE

Your conscience score is an indication of whether your hero has skeletons in their closet that will prey on their mind.

Normally, this score will increase or decrease based on your character's actions during a campaign. If your character makes a point of resolving or reconciling with past issues then their conscience score may increase accordingly, and conversely if your character performs actions during the campaign that they must keep secret to avoid either humiliation or even legal consequences then their conscience score may decrease.

It is also possible to increase your character's conscience score by using downtime points, although the game master should discourage this. Role-playing the resolution of dark secrets is far more satisfying for everyone than simply spending points to get rid of them.

Having said that, if a character's secrets are nothing to do with the other player characters and resolving them would involve giving that one character (and therefore their player) all the game master's attention for an extended period of time this can prove disruptive. This is the ideal situation in which the character should be resolving the issue in their downtime rather than when everyone is wanting to get on with the action.

Simply having a secret identity should not count as having a secret for purposes of your conscience score. This is a normal aspect of being a costumed hero, and is not something that the average hero would be ashamed of.

The possible values for conscience are:

- 1 = You have dark secrets that could ruin you if discovered
- 2 = You have an embarrassing secret or two
- 3 = Average
- 4 = You're squeaky clean
- 5 = Your life is an open book

Starting heroes will usually begin play with a conscience score of 3, unless there is something specific in their back-story that would indicate otherwise.

SOCIAL CIRCLE

Your social circle score is an indication of how well your character is able to express their problems and issues, and how many close friends and confidantes they have.

While it could be influenced by how the character is role-played (for example a character who clams up and refuses to talk to the other heroes in the team could find their social circle rating drop) it is mostly concerned with the strength of the character's social life.



The more friends and relations your character has, the higher their social circle score.

While increasing your character's circle of friends can be done via role-playing or plot, the most common way to increase it is to spend downtime points socialising and networking.

The possible values for social circle are:

- 1 = You're a complete loner with no friends
- 2 = You have only a couple of friends
- 3 = Average
- 4 = You're outgoing with lots of friends
- 5 = Your social calendar is full

Starting heroes will normally begin play with a social circle score of 3, unless there is something specific in their back-story that would indicate that it should be otherwise.

SUCCESS RATE

Your success rate is simply an indication of how many of the last five scenarios you have "succeeded" in. Unlike your competence score, this is not depend-

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Status Measurement	Starting Value	Contributes To	Changes Due To
Backing	3	Popularity	Events
Heroism	3	Popularity	Role-play, media response
Identification	2-3	Popularity	Media response
Public Relations	3	Popularity	Role-play, downtime, media response
Competence	1	Popularity	Success in scenarios, media response
Methods	3	Investigation	Role-play, downtime
Approachability	1-5	Investigation	Changes to identification and heroism
Fame	1-5	Investigation	Changes to popularity
Power Use	1-5	Investigation	Role-play
Contacts	1-10	Investigation	Events, downtime
Conscience	1-3	Confidence	Events & role-play, downtime
Social Circle	1-5	Confidence	Role-play, downtime
Public Response	1-5	Confidence	Changes to popularity
Success Rate	0	Confidence	Success in scenarios
Security	1-10	Confidence	Events, changes to financial resources



THE GUARDIAN'S STORY

Lisa is filling out the guardian's beginning confidence in readiness to introduce her character into the campaign.

Her conscience score starts at the default of 3, since there is nothing in her back-story that would indicate otherwise.

Similarly, her social circle score also starts at 3 for the same reason.

Because her popularity is only 36, her public response starts at a score of 2.

The guardian has not had any successes yet, so she starts with a success rate score of 0.

Finally, her security score starts at the same level as her financial resources, which is 5.

The guardian's final confidence is:

$$(3 + 3 + 2 + 0 + 5) \times 3 = 39$$

This is rather on the low side (although that is typical for a starting character).

The guardian is still unsure of herself and trying to find her footing in the world of costumed heroes.

Although her confidence of 39 is not low enough to give her a penalty to her downtime points per week, it is low enough that until she sorts her life out she is going to be unable to improve her financial and material resource levels.

This could prove a problem for her, since she was hoping to be able to improve her material resources as a precursor to improving her battlesuit.

ent on public opinion, neither is it dependent on how difficult the scenario was. It is purely determined by whether the scenario was a "success" in your character's own opinion.

Whether or not a scenario was a "success" in this context should be agreed with the game master. While there is some leeway in considering a scenario to have been a success even if you didn't achieve the main objective (because you achieved other things that were more important while doing it) this should not turn into an exercise in trying to rationalise failures by describing them in misleading terms.

Naturally, the only way to improve your success rate is to simply undertake more scenarios and try to succeed in them.

Starting heroes will always have a success rate of 0, since they have not yet undertaken any successful scenarios.

PUBLIC RESPONSE

Your public response score is an indication of how the public's reaction to you affects your self worth.

As such, it is entirely derived from your popularity score.

It is not possible to modify your public response independently. It only changes when your popularity changes.

The possible values for public response are:

Popularity	Public response	Description
15-30	1	They hate me
31-45	2	I get funny looks
46-60	3	Average
61-75	4	I'm appreciated
76-90	5	They love me

As a starting hero, you will begin play with a public response score based on your popularity score as above.



SECURITY

Your security score is an indication of how safe your character feels.

While costumed heroes face danger on a regular basis, this is not a measure of that. Instead it is a measure of the security of your character's home life when they aren't wearing their costume.

This is less about the hero's own physical safety than it is about their financial security, the security of their relationships, and the safety and wellbeing of their loved ones.

Security is measured on a scale from 1-10, and is normally equal to your character's financial resources level. Although money can't buy happiness, it can reduce the stress of being unable to afford your rent or the fear of losing your job because you've spent too long away from it while fighting crime.

This is then modified by -2 if your identity is publicly known. While you can usually keep those close to you safe there's always the chance of some formerly defeated enemy trying to get at you indirectly by getting at those close to you.

This is the reason that most costumed heroes maintain a secret identity. It is partly to keep a psychological separation between their private and public lives, but also to prevent enemies from knowing who they are and targeting their loved ones.

Similarly, if your character is not human and does not have the basic human needs (usually this will require the unearthly being perk, but with some unusual back-stories it may be possible to have this status without that perk), your security score gets a +2 bonus. If you don't need to eat, you don't need to worry too much about where the next meal is coming from.

In neither case can the modifier take your security score below 1 or above 10.

Security is normally only modified by plot devices. If a character's loved one is kidnapped, or a their business is targeted by villains, this will result in a drop in security score until these issues are resolved.

It is not normally possible to increase your security score (other than by changing your financial resources level), but you can spend downtime points to establish a new secret identity if your old one is compromised.

As a starting hero, your security score will be equal to your financial resources, modified as above.

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Financial Resources Table				
Financial Resources	Description	Home	Clothing	Transport
1	Destitute	Homeless	Rags	Foot
2	Scraping by	Hostel	A single change	Bus
3	Poor	Rented room	Charity shop selection	Bicycle
4	Average	Rented flat	Cheap casual clothes	Moped
5	Comfortable	Shared house	Cheap suit	Second hand car
6	Well off	Small house	Quality suit	New car
7	Affluent	Cottage	Made-to-measure suit	4x4 or sports car
8	Loaded	Large town house	Designer suit	Chauffeur driven
9	Rich	Mansion	High fashion	Private yacht
10	Filthy rich	Castle	Personal designer	Private jet

Material Resources Table	
Material Resources	Description
1	None
2	A few simple and basic tools (screwdriver, shovel, hammer)
3	A basic tool set
4	Power tools
5	Scientific tools for one speciality
6	Scientific tools for many specialities
7	Full laboratory for one speciality
8	Full laboratories for many specialities
9	Entire research facility
10	Multinational research facilities

FINANCIAL RESOURCES

Your financial resources score is a rough indication of how much money and income your character has.

The game does not track where every last penny goes, and financial resources is rarely used as a number.

However, when allocating downtime points (see the downtime section for further details) your character's financial resources must be taken into account; especially if you are building or inventing something that would take expensive components.

The financial resources table indicates what sort of lifestyle is available to you at each level of financial resources. This should be used as a guide when determining what your character can afford to do and buy, not an exact list of what you own.

Normally a starting character would have a financial resources score of 5, but this could be lower depending on the nature of the character's back-story. Characters can't start with a financial resources of higher than 5 without the aid of perks.

MATERIAL RESOURCES

Your material resources score shows what level of tools and equipment your character has access to.

While this is similar to financial resources in that richer characters will normally have access to more equipment, this is not necessarily the case.

Some characters could be rich but never have had a need for the sorts of high level resources indicated by a high material resources level.

Conversely, some characters may have privileged access to high level corporate, governmental or academic resources that they do not own and could never hope to afford to buy themselves.

Your material resources level is rarely used as a number. However, when allocating downtime points (see the downtime section for further details) your character's material resources must be taken into account; especially if you are building or inventing anything.

Normally a starting character would have a material resources score of 4, but this could be lower depending on the nature of the character's back-story. Characters can't start with a material resources of higher than 4 without the aid of perks.



COMBAT BASICS

Combat in Codename: Spandex is a fast paced affair reflecting the structure of a comic book. Characters generally take turns acting, and when they act they will normally make some kind of attack or use a super power. This will often require an attack roll. The defender usually gets the chance to react to the attack (for example by attempting to parry it) and then the results of the attack and parry are resolved and it moves on to the next person to take their chosen action.

PAGES AND PANELS

When people fight in comics, you don't usually just see a big bunch of full-page illustrations of the fight with everything occurring simultaneously in each one. Instead, a page will be split up into a number of panels and each panel will usually concentrate on

the action - whether an attack or a response to an attack - of a single character. Particularly big or complex actions may take up two consecutive panels or require a double-size panel to show.

In Codename: Spandex, combat works in exactly the same way.

A fight is split up into a number of pages. Each page represents a few seconds of action (the exact time taken may vary from page to page). Within that page, each combatant is allocated a number of panels. Normally this will be four for a costumed hero or villain, and two for mundane characters such as bystanders or thugs and goons. Some characters who are somewhat between the two statuses, such as sidekicks, may get three panels per page.

Characters who are stunned only get two panels per page.

SURPRISE

If one side in a fight is either completely unaware of the presence of the other side or not expecting the other side to suddenly attack them, the attacking side may each take two panels worth of actions at the start of the fight against which the defending side may not take any defensive reactions.

This should be used only in the case of a complete surprise attack. If a group of characters is on the lookout or already suspicious then a sudden attack will not surprise them. Only an attack from a completely undetected source will.

INITIATIVE

Once the fight has started and any surprise attacks have been dealt with, at the beginning of each panel you start by rolling to see who has the initiative and can act first.

Each side in the conflict rolls a d10, and the higher roll wins initiative in that page. If the rolls are tied, simply roll again.

The page then proceeds in the following order:

- ◇ The winning side each get 1-4 panels worth of actions each (in order from highest agility to lowest).
- ◇ The losing side each get all their panels worth of actions (in order from highest agility to lowest).

Initiative Table (Roll d10 vs d10)		
		Winner's Advance Panels
Initiative Difference	1-2	1 panel
	3-4	2 panels
	5-6	3 panels
	7-9	4 panels

- ◇ The winning side each get any remaining panels worth of actions (in order from highest agility to lowest).

The exact number of panels worth of actions that the winning side get depends on the difference between their d10 roll and that of the losing side, as shown on the initiative table.

In no case can a combatant get more than their normal number of panels per page.

Characters who are on the winning side do not have to take all the actions that they can before the losing side acts.

Saving a single panel in this way can also be done from page to page if the need arises.

ACTIONS AND TIMING

It is not possible to list all the possible actions that may be taken in combat. However, the most common actions are:

- ◇ Move up to your movement speed (in metres). This action takes a single panel to perform. If you have some kind of movement based super power you may be able to use it to move much farther than your normal movement speed in the same time period. If you have the super speed power (and only if you have that power), you can spend half a panel moving up to half your movement speed, perform an action that takes a single panel, and then spend another half panel moving up to half your movement speed a second time. This move-act-move sequence takes a double-panel to perform in full, and is the only time you ever split time down below the level of a single panel.
- ◇ Attack your opponent in melee. If using a basic melee attack with a fist or foot or using a single handed weapon, this action takes only a single panel. If using a two handed weapon, it takes a double-panel. Items may be thrown in only a single panel, but only if they are already in your hand.
- ◇ Use a super power. Unless it says otherwise in the description of the power, using a super



THE GUARDIAN'S STORY

The Guardian, while patrolling, has encountered a crime in progress.

The villain Nefario is holding up a bank, accompanied by a group of thugs. There are a couple of police officers trying to keep them from leaving the scene, but they are no match for the villains. The Guardian dashes in to help the police.

Lisa and James each roll for initiative, with Lisa getting an 8 and James getting a 3. Lisa's side has therefore won initiative by 5 points.

Theoretically the first page of combat will start with The Guardian and the police officers getting 3 panels each. However, because the police officers are not heroes, they only get 2 panels per page. Therefore they can only take 2 panels worth of actions despite the high initiative roll.

After this, the villains get all their panels. Nefario gets four, and the thugs get two each.

Once the villains have had their actions, The Guardian and the police would now each theoretically have 1 panel of actions left to take (because they've taken three of their four so far) but the police officers actually have none left to take because they only started with two and they've taken both of them this page already.

Since The Guardian has three panels to take before the villains get their panels, she could take three actions that take a panel each, or an action that takes a double-panel and an action that takes a panel (in either order).

She can't take two double-panel actions immediately, because she only has three panels to take, not four. If she wishes to take two double-panel actions she can take one now and save her third panel until after the villains act so that she can combine it with her fourth one for her second double-panel action.

power takes a double-panel. Similarly, switching a power on usually takes a double-panel unless the description of the power says otherwise. Powers that are always on - such as toughness or armour - do not take any time to use.

- ◇ Pick up an object. Whether you pick up an object to throw, to parry an attack with, to hit someone with, or simply to run off with it; it takes a single panel to pick something up off the floor.

The length of time it takes to perform other actions should simply be agreed between the players and the game master based on the actions above.

Actions that take a double-panel to perform must be done when the character has two consecutive panels available in which to perform them.

A character who only has a single panel left available because of the way the initiative roll worked out (or because they have already used their other panels on other actions) cannot start to perform a double-panel action and then finish it later.

They must wait until they have two panels together before starting the action (but they can save a panel for this purpose - see the section on initiative above).

REACTIONS

When a character is attacked, they often need to react to the attack immediately. They may wish to parry the attack or to brace themselves against the attack so that it doesn't knock them backwards, for example.

In these circumstances, the character may use their panels out of sequence. They may perform these actions immediately (usually interrupting the attack itself) but the panels they spend performing them are not used until the character next gets to use their panels.

If a character has used up panels in advance in this way, they may no longer perform any other action apart from further reactions until they have skipped enough normal actions to "pay back" those that they used up.

However, a hero or villain character gets four free reactions each page against strike class 0 or strike class 1 attacks (i.e. attacks from mundane characters). These four free reactions do not need to be "paid back" like other reactions do.

PHYSICAL ATTACKS

Whether they be with fists, feet, weapons or bizarre energy bolts, the majority of the attacks that one combatant makes on another are physical attacks. The attacker is trying to hit the defender with

something that will hurt them, and the defender is trying to avoid being hit by it.

A physical attack is resolved in four stages:

- ◇ The attacker rolls to hit.
- ◇ The defender (optionally) takes a reaction.
- ◇ The attacker rolls for damage.
- ◇ The damage is applied to the defender.

To resolve a physical attack, you need to know how good the attacker is at making attacks and how good the defender is at avoiding them (and in the case of tough opponents, soaking them up without injury).

The attacker's prowess is determined by the strike class of their attack. There are six possible strike classes, numbered from 0 to 5, with higher numbers being better:

- ◇ **Strike Class 0** - This is the weakest strike class. It represents attacks by non-powered characters who are unarmed or using a weapon with which they are not familiar. Most mundane people are not familiar with any weapon and will use this strike class for any attack they make.
- ◇ **Strike Class 1** - This represents attacks by non-powered characters who have a level of skill or expertise with the attacks they are using. It is normally used for police, soldiers, terrorists, some criminals, and the thugs and goons employed by villains.
- ◇ **Strike Class 2** - This strike class is the default strike class used for an attack by a costumed hero or villain. This includes standard melee attacks and attacks with thrown objects, as well as attacks with any power that does not explicitly say that it uses a different strike class.
- ◇ **Strike Class 3** - This represents an attack by a costumed hero or villain with an advanced offensive power, such as an energy blast or most ranks of martial arts. Attacks are only made at strike class 3 if the power specifically says they are.
- ◇ **Strike Class 4** - This strike class is used for the most advanced attacks by costumed heroes and villains. Only characters with the weapon mastery power or rank 3 oriental martial arts will normally have this strike class. As with strike class 3, the power will explicitly say that it uses this strike class for attacks.

- ◇ **Strike Class 5** - This strike class represents the pinnacle of combat capabilities and is beyond the capabilities of any character (hero

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or villain) created using the rules in this book. However, it may be used by villains created by the game master and it may be possible for player characters to achieve this strike class with an attack after much character advancement.

Both the defender's prowess and toughness are combined into a single rating called their armour class. There are twelve possible armour classes rated from 'A' to 'L', with an 'A' being the best and an 'L' being the worst.

As well as making it harder for your character to be hit, your armour class also determines whether you can use dodge as a reaction in combat (and whether you get a bonus while doing so) and what damage dividers you get. Dodging and damage dividers are both explained more fully later in this section:

- ◆ **Armour Class A** - This represents the toughest armour class that the game provides. Specifically, that of characters with the toughness power at rank 4. Characters with this armour class rating are immune to all damage from any strike class 0 or strike class 1 attack and get S/5 and H/6 damage dividers against other attacks, but they may not dodge as a reaction.
- ◆ **Armour Class B** - This armour class is used for costumed heroes or villains who have extremely strong protective powers. Specifically, those with armour rank 3 or toughness rank 3. Characters with this armour class rating are immune to all damage from any strike class 0 or strike class 1 attack and get S/4 and H/5 damage dividers against other attacks, but they may not dodge as a reaction.
- ◆ **Armour Class C** - This armour class is used for costumed heroes or villains who have stronger protective powers. Specifically, those with armour rank 2 or toughness rank 2. Characters with this armour class rating are immune to all damage from any strike class 0 or strike class 1 attack and get S/3 and H/4 damage dividers against other attacks, but they may not dodge as a reaction.
- ◆ **Armour Class D** - This is used for costumed heroes or villains who have protective powers. Specifically, those with armour rank 1 or toughness rank 1. Characters with this armour class rating are immune to health damage from any strike class 0 or strike class 1 attack, taking only stamina damage from such attacks. If the strike class 0 or strike class 1 attacks are with mundane bullets or blades, characters with this armour class rating are completely immune, taking no stamina damage either. Characters

with this armour class gain no dodge bonus, but they get S/2 and H/3 damage dividers.

- ◆ **Armour Class E** - This armour class is used for costumed heroes or villains who have decided to take a padded or armoured costume as one of their three pieces of equipment. The tougher armour of such a costume is slightly restrictive, so the wearer gains no dodge bonus, but they get an H/2 damage divider.
- ◆ **Armour Class F** - This armour class is used for costumed heroes or villains whose costumes are not padded or armoured. Characters with this armour class rating get a +1 dodge bonus when dodging as a reaction, but get no damage dividers against incoming damage.



- ◆ **Armour Classes G, H, I & J** - These represent the defensive capabilities of non-powered characters with varying degrees of combat skill; such as soldiers, goons and thugs. These armour classes may include some limited mundane body armour such as stab vests or tough leather jackets. Characters with these armour class ratings get a +1 dodge bonus when using dodge as a reaction, but get no damage dividers against incoming damage.
- ◆ **Armour Classes K & L** - These armour classes represent the defensive capabilities of non-powered characters who are not trained in

combat. Characters with these armour class ratings may not dodge as a reaction in combat, and get no damage dividers against incoming damage.

MAKING A PHYSICAL ATTACK

Resolving a physical attack, whether it is melee or ranged, is done by rolling a d20 and comparing it to the target number in the chart on this page.

This attack takes a panel of the attacker's time (if done with a one-handed weapon or unarmed) or a double-panel of the attacker's time if done with a two-handed weapon or a super power (unless the super power description explicitly says that it only takes a single panel to use).

In order to hit the target, the attacker must roll the indicated number or higher on their d20 after adding all relevant bonuses and penalties to their roll that the situation demands.

Bonuses (or penalties) to the attack roll that should be applied in certain situations include:

- ◇ +(Attacker's strike bonus)
- ◇ +2 if attacker is behind target (not cumulative with being above target)
- ◇ +1 if attacker is above target (not cumulative with being behind target)
- ◇ +2 if target is unaware of the incoming attack
- ◇ +4 if target is grappled or restrained
- ◇ -1 to -10 if target is behind cover (judged subjectively)
- ◇ -3 if target is obscured by fog or smoke
- ◇ -2 if attacker is dazed
- ◇ -5 if attacker is stunned
- ◇ -1 per fifth of the maximum range of a ranged attack

If the result of the to-hit roll indicates that the attack has missed, this ends the attack. On the other hand, if the result of the to-hit roll indicates that the attack is on target to hit the defender, the defender may respond with a reaction before the results of the attack are determined.

REACTIONS TO PHYSICAL ATTACKS

If a physical attack is about to hit a defender, that defender may take a reaction in order to reduce the effect of the attack. No reaction is necessary if the attack was going to miss anyway.

Normally a reaction will take a panel or double-panel of the defender's time; and this panel is used up in advance of the defender's next turn. However, hero

To-Hit Table (Roll number or higher)							
		Strike Class					
		0	1	2	3	4	5
Armour Class	A	13	12	11	10	9	8
	B	13	12	11	10	9	8
	C	13	12	11	10	9	8
	D	13	12	11	10	9	8
	E	13	12	11	10	9	8
	F	12	11	10	9	8	7
	G	11	10	9	8	7	6
	H	10	9	8	7	6	5
	I	9	8	7	6	5	4
	J	8	7	6	5	4	3
	K	7	6	5	4	3	2
	L	6	5	4	3	2	2

or villain characters may take up to four reactions against strike class 0 or strike class 1 attacks per page for free.

The five types of reaction that the defender can take against a physical attack are a parry, a block, a dodge, bracing, or a judo throw. The effect of each of these is described in the following sections.

Normally the defender is free to choose which type of reaction (if any) they will take to a successful attack, but sometimes circumstances may make a particular type of reaction impossible. A character may only take one reaction to any given attack, even if they are capable of more than one type.

THE PARRY REACTION

Parrying is an attempt to deflect a physical attack before it hits, in order to reduce the amount of damage it will do.

Parrying takes the same amount of time to do as the attack itself takes (unless it is done as one of the free reactions to a strike class 0 or strike class 1 attack, in which case it takes no panels).

In order to resolve the parrying attempt, the defender cross references the type of attack being made with the type of parry they are attempting. If the result is a '-', that type of attack cannot be parried with the type of parry the defender wishes to use. If it is a number, the defender must roll that number or higher on a d20 (adding their strike bonus if they have one) in order to successfully parry the attack.

In some cases, common sense will dictate that a parry is not possible even if the table says it is. For

Parrying Table (Roll number or higher)									
		Parry type							
		Rank 3 martial arts	Rank 1-2 martial arts	Shield (with weapon mastery)	Other melee parry (with weapon mastery)	Other melee parry (without weapon mastery)	Any ranged weapon (with weapon mastery)	Any ranged weapon (without weapon mastery)	Energy blast
Attack Type	Rank 3 martial arts	8	9	6	7	14	-	-	-
	Rank 1-2 martial arts	7	8	5	6	13	-	-	-
	Other melee attack (with weapon mastery)	9	10	6	7	14	-	-	-
	Other melee attack (without weapon mastery)	6	7	4	5	9	-	-	-
	Any ranged weapon (with weapon mastery)	9	10	6	7	15	7	11	8
	Thrown weapon (without weapon mastery)	7	8	4	5	13	5	9	6
	Projectile weapon (without weapon mastery)	8	9	5	6	14	6	10	7
	Energy blast	-	-	8	-	-	-	-	6

example according to the table a thrown weapon may be parried by a ranged weapon with which the defender has weapon mastery on a roll of 5+. However even in a super hero world shooting a thrown bus or large boulder in order to deflect it is simply not going to work. However, you should try to be lenient in these cases and only disallow the most obviously ridiculous parry attempts.

If the parry is successful, the defender rolls virtual damage for the parry as if it were a normal attack, and adds together the health and stamina damage it would do. This damage total is then used to reduce the incoming damage from the attack, starting with the health damage and then the stamina damage. If there is surplus parrying "damage" left over after all the attacker's damage has been negated, the excess is simply wasted. It does not affect the attacker in any way.

If a thrown object is successfully parried by a melee parry using a character's bare hands, the defender may elect to catch the object rather than simply deflecting it (providing they have a high enough

strength to have been able to throw the object themselves).

THE BLOCK REACTION

Blocking is an attempt to interpose an object between yourself and an incoming attack so that the object will take the damage instead of you taking it yourself. The advantage of blocking over parrying is that blocking is automatically successful. However, the disadvantage is that the item that you are using to block the attack will be damaged by the attack and may be destroyed.

Blocking an attack with an object that is already in your hand takes only a single panel, regardless of how long the attack itself took (unless it is done as one of their free reactions to a strike class 0 or strike class 1 attack, in which case it takes no panels).

If you do not have an object already in your hand, you may pick one that is within reach up as part of

Dodging Table (Roll d6 + dodge bonus)							
		Strike Class					
		0	1	2	3	4	5
Dodge Roll	12	Y	Y	Y	Y	Y	Y
	11	Y	Y	Y	Y	Y	+P
	10	Y	Y	Y	Y	+P	+P
	9	Y	Y	Y	+P	+P	$\frac{1}{2}$
	8	Y	Y	+P	+P	$\frac{1}{2}$	$\frac{1}{2}$
	7	Y	+P	+P	$\frac{1}{2}$	$\frac{1}{2}$	$\frac{1}{2}$
	6	+P	+P	$\frac{1}{2}$	$\frac{1}{2}$	$\frac{1}{2}$	-
	5	+P	$\frac{1}{2}$	$\frac{1}{2}$	$\frac{1}{2}$	-	-
	4	$\frac{1}{2}$	$\frac{1}{2}$	$\frac{1}{2}$	-	-	-
	3	$\frac{1}{2}$	$\frac{1}{2}$	-	-	-	-
	2	$\frac{1}{2}$	-	-	-	-	-
	1	-	-	-	-	-	-

the reaction. This takes a single additional panel regardless of whether or not your block is done as one of your free reactions.

To resolve a block, simply look up how much damage it would take to destroy the object being used to block, and reduce the incoming damage by that much. If there is still incoming damage left over, the blocking object is destroyed and the defending character takes the remaining damage. If the blocking object has health remaining, then the attack has been completely blocked and the blocking object is damaged but not yet destroyed.

THE DODGE REACTION

Dodging is an attempt to turn a hit into a miss, or at least a mere glancing blow, by simply getting out of the way. Characters who are particularly heavily built or heavily armoured (Armour class A-C) or completely untrained at fighting (Armour class K-L) are too slow to effectively dodge.



Dodging takes the same amount of time to do as the attack itself takes (unless it is done as one of the free reactions to a strike class 0 or strike class 1 attack, in which case it takes no panels).

The defending character rolls 1d6 and adds their dodge bonus, and then compares the result to the strike class of the attack they are dodging on the dodging table. The table will indicate one of three results:

'-' - The attack has not been successfully dodged and the defender will take full damage.

' $\frac{1}{2}$ ' - The attack has been partially dodged and the defender will only take half the rolled damage from the attack.

'+P' - The attack has been mostly dodged. The defender has the choice of either taking half the rolled damage from the attack or spending an extra panel on the dodge reaction in order to make the attack miss completely. This extra panel, if taken, is not free; even if the dodge itself is free.

'Y' - The attack has been completely dodged and the defender takes no damage from it at all.

THE BRACING REACTION

Only characters with the super strength power may take the bracing reaction. This action involves bracing oneself for the incoming attack in an attempt not to be knocked backwards by the force of it.

Unlike the other reactions, bracing oneself for an attack takes no panels, regardless of whether or not it is done as one of the free reactions to a strike class 0 or strike class 1 attack.

No roll is needed to brace oneself against an attack, and bracing oneself simply increases your knockback threshold against the attack by +5 per rank of super strength.

THE JUDO THROW REACTION

A judo throw is an attempt to use the attacker's momentum against them in order to overbalance them and (hopefully) throw them to the ground.

This reaction can only be made against melee attacks, and can only be made if the defender has taken the judo throw option as part of the martial arts power.

To resolve the attempted judo throw, the defender must first spend a panel trying to grab their at-

Judo Throw Table (Roll d6 + strike bonus)				
		1	2	3+
Judo Throw Roll	12	2P, dam	2P, dam	2P, dam
	11	2P, dam	2P, dam	2P, dam
	10	2P, dam	2P, dam	2P, dam
	9	2P, dam	2P, dam	2P, dam
	8	2P, dam	2P, dam	2P, dam
	7	P, dam	2P, dam	2P, dam
	6	P, dam	2P, dam	2P, dam
	5	P	P, dam	2P, dam
	4	P	P, dam	2P, dam
	3	P	P	P, dam
	2	-	P	P, dam
	1	-	P	P

tacker (see the grabbing rules later in this section) and then, if the grab was successful, spend a second panel performing the throw. As with other reactions, if this may be done as one of the free reactions to a strike class 0 or strike class 1 attack, and if it is done in this situation neither the grab nor the throw take any future panels.

Assuming the grab was successful, the defending character rolls 1d6 and adds their strike bonus, looking up the result on the judo throw table.

The possible results are:

'-' - The throw fails. The attack hits as normal.

'P' - The throw succeeds. The attack misses and the attacker is unbalanced and must lose their next panel recovering.

'2P' - The throw succeeds. The attack misses and the attacker is knocked prone and must lose their next two panels recovering.

'Dam' - The attacker is hurt and takes 2d6 stamina damage and 1d3 health damage. If the defender has a damage bonus, this may be added to the amount of damage taken by the attacker. Check for knockback (see the knockback rules later in this section) based on this damage.

DOING PHYSICAL DAMAGE

If, after both the to-hit roll and any reactions have taken place, a physical attack is determined to have hit the defender then it will inflict an amount of damage. This damage is split into two types: health damage and stamina damage. These reduce the defender's health and stamina respectively.

Physical Damage Table (By attack type)		
Attack Type	Damage	
	Health	Stamina
Unarmed	1d6-6	2d6
Judo throw	1d3	2d6
Blunt one-handed weapon	1d6-6	2d6
Blunt two-handed weapon	1d6	2d6+6
Blunt thrown object or weapon	1d6	2d6+3
Sharp one-handed weapon	2d6	1d6
Sharp two-handed weapon	2d6+3	1d6
Sharp thrown weapon	2d6+3	1d6
Projectile weapon	2d6+3	1d6+3
Explosive weapon	3d6+3	2d6+3
Energy blast	Varies	Varies

The basic amount of damage done by a physical attack will depend on the type of attack being made, although some super powers (such as martial arts or weapon mastery) can change this basic amount.

Additionally, in the case of unarmed attacks, melee attacks or thrown objects/weapons, the attacker may add their damage bonus to the damage being done. The attacker may split their damage bonus between the health and stamina damage done by the attack however they choose.

KNOCKBACK

When an attacker inflicts physical damage on a defender, the defender may be knocked backwards by the force of the attack.

Every character has a knockback threshold. Normally this will be 20, but some super powers may alter this value. Characters who are bracing themselves add an additional 5 to this value.

When an attack deals more than the defender's knockback threshold in stamina damage, the defender will be knocked backwards.

For the purposes of determining whether someone is knocked back, not all damage is counted. The following rules apply:

- ◇ The damage reduction for a parrying with a ranged attack form happens before the knockback is determined.

Wall Strength Table (For a super-hero sized hole)		
Material	Damage Needed	Knockback Reduction
Normal glass	8	2m
Wood	8	2m
Thin metal	8	2m
Bulletproof glass	16	4m
Brick	16	4m
Metal door	24	6m
Stone	32	8m
Concrete	32	8m
Armour plating	32	8m

- ◇ The damage reduction for a dodge happens before the knockback is determined.
- ◇ The knockback is determined before the reduction in damage due to parrying with a melee attack form happens.
- ◇ The knockback is determined before the damage reduction for a block happens.
- ◇ The knockback is determined before the damage is reduced by the defender's stamina divider (see the applying damage rules in this section).

For each five points of stamina damage (or partial five points of stamina damage) over and above the defender's knockback threshold, the defender is knocked backwards two metres by the force of the blow.

If this knocks the defender into a wall or other solid obstruction, the defender takes 1d6 stamina damage. This reduces the distance that the defender is knocked back by two metres for every four health damage that it would take to break the obstruction. If the obstruction is a wall or other large object, the defender only needs to break a person-sized hole in it rather than destroy it completely. However, if it is made of brick, concrete or metal then it may have an h divider as well as health.

For example a super hero knocked back into a brick wall would need to make a super hero sized hole (8 health) in order to be knocked through it, but the wall would have an h divider of /2 so it would actually take 16 health damage to break such a hole and the distance that the hero is being knocked back would therefore be reduced by 8 metres (two metres per four health damage). The wall strength table gives precalculated examples for most common walls that a character might be thrown or knocked back into.

If despite this reduction in distance the knockback would still push the defender through the obstruction then the defender breaks through the obstruction and continues to be pushed back for the remaining distance.

It is possible for the defender to be knocked back through multiple obstructions (taking the 1d6 stamina damage for each of them) if they were hit hard enough by the blow.

At the end of the knockback, the defender must roll 1d20 and add +1 for each two metres that they were knocked back. If the total is greater than their agility then they are also knocked prone by the attack and must spend their next panel recovering.

APPLYING DAMAGE

Applying damage is straightforward. Health damage is subtracted from the defender's health total and stamina damage is subtracted from the defender's stamina total.

In both cases, the defender may have a divider for that type of damage (an 'H divider' for reducing health damage and an 'S divider' for reducing stamina damage). This usually comes from the armour or toughness super powers, but may additionally be derived from a high strength score. However, a high strength can only add to existing dividers, it can not provide dividers on its own.

Dividers, as the name would suggest, reduce the amount of incoming damage by dividing it. For example if you have an S divider of /3 then you would divide all incoming stamina damage by three before removing it from your stamina total. When using dividers, always round the amount of damage taken up.

Dividers are always applied to the remaining damage after all reductions for reactions have been taken off, and after knockback has been calculated.

Some attacks (for example energy blast) are capable of reducing the defender's dividers. In this case, a divider of less than two is ignored, and does not reduce the incoming damage at all.

Once the damage has been divided, it reduces the defender's health or stamina (depending on the type of damage). The effects of this are as follows:

- ◇ If your health has been reduced to less than or equal to your battered value (one tenth of your total health score) then you are battered. While battered, you will be conscious but you are so badly injured that you can take no ac-

tions other than slowly dragging yourself along the floor or similar efforts.

- ◇ If your health has been reduced to exactly zero, you are at death's door. You are unconscious and will die in five minutes or less unless given CPR or similar emergency aid.
- ◇ If your health has been reduced to below zero, you are dead. There's no coming back from this, unless by some kind of plot device (e.g. Returning as a ghost, or having your brain saved and placed in an android body). Such plot devices are beyond the scope of these rules and should be used with caution lest they cheapen the threat of death.
- ◇ If your stamina has been reduced to less than or equal to your dazed score (one fifth of your total stamina score) then you are dazed. While dazed your movement speed is halved and you have a -2 penalty to all to-hit rolls.
- ◇ If your stamina has been reduced to less than or equal to your stunned score (one tenth of your total stamina score) then you are stunned. While stunned you only have two panels per page, you cannot move, and you have a -5 penalty to all to-hit rolls.
- ◇ If your stamina has been reduced to less than or equal to zero then you are unconscious.
- ◇ If your stamina has been reduced to less than or equal to a negative value equal to your endurance score then any further stamina damage that you take will be taken as health damage instead.

DAMAGE TO MUNDANE CHARACTERS

Characters without super powers (police, thugs, bystanders, and so forth) have damage to them handled in a simpler manner.

Rather than keeping track of health and stamina totals for such characters, simply assume that any strike by a character using a super power (this includes weapon mastery, martial arts, and punches from characters with the super strength or super speed powers) will knock the mundane character unconscious or kill them at the attacker's choice; and that any two strikes from someone not using a super power will do the same.

RECOVERING FROM DAMAGE

Characters recover lost health and stamina points at varying rates depending on their status.

- ◇ If you are dead then you do not recover at all!
- ◇ If you are battered then you heal 1d6 points of health per day, but only if you receive hospital treatment.
- ◇ If you are not battered then you recover 1d6 points of health per hour.
- ◇ First aid from a trained professional will let you recover 1d6 points of health immediately providing you are still alive. This can't be done in the middle of a fight, since it takes a few minutes.
- ◇ If you are unconscious then you may roll 1d20 at the end of each page. If you roll less than or equal to your endurance score then you recover 1d6 points of stamina.
- ◇ If you are conscious then you automatically recover 1d6 points of stamina at the end of each page.



Object Table					
Object Size/Mass	Strength Needed To			Example Objects	Health
	Push	Lift	Throw		
< 1kg	1	1	2	Tablet, boot, stone	1
1kg-4kg	1	2	4	Laptop, brick, chair, monitor	2
5kg-25kg	2	4	6	Television, desk, bicycle, sign post	4
26kg-80kg	4	6	11	Dishwasher, fridge, moped, lamp post	6
81kg-195kg	6	11	16	Motorcycle, safe, washing machine	8
196kg-445kg	11	16	21	Caravan, trailer, concrete bollard	10
446kg-1,000kg	16	21	26	Sports car, glider	12
1,001kg-2,150kg	21	26	31	Hatchback car, small helicopter	14
2,151kg-4,650kg	26	31	36	4x4 vehicle, van	16
4,651kg-10t	31	36	41	Jet fighter, coach, flatbed truck	18
10.1t-21.5t	36	41	46	Lorry, bulldozer	20
21.6t-46.5t	41	46	51	Articulated lorry, train carriage, private jet	22
46.6t-100t	46	51	56	Tank, train locomotive, fishing boat	25
101t-215t	51	56	61	Space shuttle, hovercraft, steam train	28
216t-465t	56	61	66	Passenger ferry, jumbo jet	31
466t-1,000t	61	66	71	Minesweeper, passenger ferry	34
1,001t-2,150t	66	71	76	Submarine, frigate	37
2,151t-4,650t	71	76	81	Destroyer, rocket	40
4,651t-10,000t	76	81	86	Cruiser, container vessel	45
10,001t-21,500t	81	86	91	Oil tanker, heavy cruiser	50
21,501t-46,500t	86	91	96	Battleship, cruise liner	55
46,501t-100,000t	91	96	101	Aircraft carrier, oil rig	60

If you have a particularly high or low endurance score, the amount recovered in each of these cases may vary. For example a character with an endurance of 18 will recover 1d6+1 health or stamina instead of 1d6.

Similarly, some super powers may affect the rate at which you recover.

OBJECTS IN COMBAT

Inanimate objects may be involved in a combat situation in a number of ways. Characters may throw them at each other, use them to block, hide behind them, be knocked back into them, or just plain try to destroy them.

In game terms, objects are given a health score as if they were a character and may be broken or destroyed if they take enough health damage; but have no stamina score and are immune to stamina damage.

The objects table shows a variety of sizes of object along with how much strength is needed to push,

lift and throw them and how much health damage is needed to destroy them.

Some objects, such as tanks, are heavily armoured or otherwise solidly built. Although this does not give them extra health for their mass, such objects should be given an h divider to represent how solid they are. Generally this should have a value of /2 for brick, /3 for thin metal, or /4 for stone, concrete and armour-plated metal.

If a character is trying to tear off a smaller piece of a large object or tear a smaller hole in a larger object, use the size of the piece or hole as a guideline rather than the size of the whole object.

A character with just enough strength to push an object can spend a panel to roughly move it a metre. A character with enough strength to lift an object can push it at half their normal movement speed. A character with enough strength to throw an object can push it at their full movement speed.

If an object has wheels, rollers, is on ice, or is floating in water, it only requires half the shown strength score to push it.



THE GUARDIAN'S STORY

It's The Guardian's turn to act, and she has three panels worth of actions that she can take. Since she has no ranged attacks, she spends her first action moving into melee range with Nefario, leaving her two panels left.

She spends the first panel trying to hit Nefario.

Nefario has no armour, just a normal costume, so he is armour class 'F'. The Guardian's unarmed attacks are strike class 2. Lisa looks at the to-hit table and sees that she needs to roll a 10 or better on 1d20 to hit him. She has no modifiers to this for any unusual circumstances.

Lisa rolls the die and gets a 14, easily enough to hit him. She's about to pick up the dice to roll for her damage when James stops her. Nefario is going to try to parry the punch with his staff.

Neither of the combatants has the weapon mastery power, so this is a case of a normal melee attack against a normal melee parry. According to the parrying table, this means that James needs to roll a 9 or higher. He rolls a 20, and Nefario has parried the blow.

James now rolls virtual damage for the parry. As Nefario is using a two handed blunt weapon, this is 2d6+3 stamina damage and 1d6 health damage which, because this is a parry, is added together to make a single total. Nefario has no damage bonus. James rolls 3, 5 and 2 on the dice giving him a total of 13.

Lisa now rolls for The Guardian's damage from her punch. Because of The Guardian's strength, she needs to roll 2d6 stamina damage and 1d6-6 health damage. She is adding all of The Guardian's +30 damage bonus to the stamina damage, so she doesn't even bother to roll the 1d6-6 for health damage - it can't actually roll any damage.

Rolling a 2 and a 4, she gets a total of 36 stamina damage.

The 13 virtual damage from the parry is subtracted from this, leaving Nefario to take the remaining 23 stamina damage. He has no s divider, so he takes all 23 and it nearly dazes him.

However, because the strike did 30 damage before the parry reduced it, this is enough to knock Nefario off his feet. Since it is ten more than

his knockback threshold of 20, he is knocked back four metres.

Having a quick look at the sketched map that he drew of the area of the fight, James sees that Nefario is standing directly in front of a normal wooden door that leads into an office.

Nefario takes another 1d6 stamina damage as he slams into the door, and the two metres of reduced knockback that the door gives him isn't enough to stop him. The door splinters as he flies back another two metres into the room beyond.

Luckily for him, the room more than two metres wide so he doesn't hit its back wall.

Nefario must now roll 1d20 and add four (because he was knocked back four metres), and try to get under his agility score to remain on his feet. Rolling a 2, he easily does this.

Flushed with success, and feeling rather confident, The Guardian spends her final panel advancing to where Nefario landed while telling him to give up because he's no match for her strength.

Now it's Nefario's turn to act. He would normally get all four of his panels at this point, but he used one up in advance parrying The Guardian's attack so he only has three left.

Nefario spends his first panel flying over The Guardian's head back into the main atrium of the bank where he is confident that he can hover at ceiling level out of her reach.

His remaining two panels are spend shooting her with an energy blast from his staff. This attack is strike class 3, and takes a double-panel to use. However, if it hits it will do 6d6 stamina damage and 4d6 health damage. Looking at strike class 3 against The Guardian's armour class 'B', James will need to roll a 10 or better to hit her, but he will get +2 to his roll because Nefario is now hovering behind The Guardian.

He rolls a 16, and hits.

Lisa is now in a quandary. The Guardian can't parry the blast with any of the attacks she has, and she can't dodge because her armour isn't manoeuvrable enough.

The only thing she can do is to grab a desk and try to use it to block the worst of the blast.

Weighing up her odds, she decides that losing three whole panels (one to grab the desk, and two to interpose it against a double-panel attack) simply aren't worth it for the limited amount of damage that it would stop, so instead she simply relies on the protection of her armour, and instead braces herself so that she isn't knocked back by the blast (bracing doesn't use up any future panels).

James rolls the dice for the energy blast and gets lucky. He rolls 4, 3, 1, 6, 6, 4 for a total of 24 stamina damage and rolls 3, 5, 5, 4 for a total of 17 health damage.

The 24 stamina damage would normally be enough to knock someone backwards, but because The Guardian is bracing herself it she stays where she is.

The Guardian normally has an S divider of /6 and an H divider of /6, but because this is an energy blast it says in the description of the power that it reduces dividers by two, so her dividers are both effectively /4.

Therefore The Guardian takes $24/4=6$ stamina damage and $17/4=5$ health damage.

While doing this, Nefario shouts to his goons to grab hostages and shoot them if The Guardian attacks him again. Each of his goons spends their two panels grabbing a hostage.

Now that the bad guys have had their turns, it's back to The Guardian. She still has a panel remaining, and she uses it to move back out into the atrium and survey the scene. There are three goons, each with a gun to the head of a hostage; a fourth goon stuffing money into a sack; and Nefario is hovering above her looking hurt but smug.

That's the end of the first page of the combat, so everyone who's conscious regains some 1d6 stamina.

Lisa hopes that she'll win the initiative next round and desperately thinks of how she can try to save all three hostages without letting Nefario escape...

Similarly, a character with just enough strength to lift an object can only stagger with it at half their normal movement speed. A character with enough strength to throw an object can carry it at normal speed.

Thrown objects do not do extra damage based on their mass. Instead, the thrower's damage bonus is used for all objects more massive than 1kg. Characters can throw lighter objects harder than they can throw heavier objects, and for game purposes it can all be considered to balance itself out in the long run.

The distance that a character can throw an object is two metres per point of strength above the minimum required to throw it. If the character has exactly the minimum required strength then the object can only be thrown a single metre. If the object is particularly unaerodynamic (such as a flailing person) then it can only be thrown half this distance.

GRABBING

Instead of trying to destroy an object or trying to hurt someone, characters will often try to grab a person or object in combat.

This could be grabbing an item to use it to block an incoming attack or to throw it; or it could be grabbing an attacker as a prelude to using a judo

throw on them; or it could be something mundane like grabbing the MacGuffin before the villain does in order to escape with it.

Grabbing always takes a single panel to execute, and is automatically successful against inanimate objects. Grabbing an enemy combatant requires a to-hit roll as if striking the opponent. Normally it is not possible to grab items or people with a weapon (unless you are using a whip) so usually this will be the equivalent of an unarmed strike rather than a weapon attack.

When defending against a grab, you may use the parry, dodge and judo throw reactions, just as when defending against a strike, but you cannot use the block or bracing reactions.

When the defender is parrying or blocking a grab, the attacker should roll 1d6 and add their damage bonus. This total should be used as virtual health damage score. It does not actually get inflicted on the defender, and is merely used to see whether the parry or block is successful. In the case of a block, the virtual damage will not actually damage or destroy the blocking object. The attacker is pushing past the object rather than hitting it.

In the case of the grab that forms part of a judo throw, this may end up with the attacker and defender grabbing and counter-grabbing for quite a few panels before one of them finally misses. Char-

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acters involved in such a tussle should beware of spending too many panels in advance and ending up missing important things happening elsewhere in the fight because they're too distracted going mano-a-mano with their immediate opponent.

GRAPPLING AND RESTRAINING

If an attacker wishes to hold and restrain the defender rather than simply strike them, the attacker may choose to perform a grapple on their target.

The attacker must first grab their target, and then also make a second successful grab on the same target.

If this second grab succeeds then the defender is considered to be grappled.

A grappled character may not make any attacks, and may only spend their actions either attempting to wriggle out of the grapple (treat this as if the defender were retroactively trying to dodge the second grab; the defender needs to make the grab "miss" in order to escape) or by trying to force their way out of the grapple by strength (treat this as if the defender were retroactively trying to parry the second grab; the attacker needs to roll 1d6 + damage bonus as virtual health damage and the defender needs to roll a successful parry against the attacker and beat the virtual damage - see the grabbing section above).

Either attempt to escape a grapple can be tried as often as the grappled defender has actions.

Depending on the super powers they have, the defender may be able to use other actions while grappled. For example the defender may be able to fly carrying their grappler with them, or may be able to teleport out of the grapple or phase or shrink their way out of it. Common sense should be used to adjudicate such situations.

A character who is merely grabbed may take any action, including attacking the person who has grabbed them, without penalty - with the exception that they cannot move away from the person who has grabbed them (although if they are strong enough they can move away dragging their grabber with them).

Character who are grabbed may attempt to wriggle or force their way out of the grab just like those who are grappled.

If you have successfully grappled a person, you do not just have to stand there holding them while they try to escape. When you next have spare panels you can try to actively hurt them by a combination of crushing, choke holds, and other wrestling manoeuvres.

Such manoeuvres need no to-hit roll, although the defender can respond with a dodge or parry reaction, and in a single panel the grappler can inflict up to 1d6 stamina damage and 1d6-6 health damage. The grappler's damage bonus applies (and is split



between the two) as normal. If the dodge or parry is successful, this does not mean that the grapple is broken; only that the manoeuvre was successfully avoided.

THROWING PEOPLE AROUND

If an attacker wishes to pick up and throw an unwilling defender, this takes two panels. Firstly the attacked must grab the defender (this can be countered by the normal reactions available to someone being grabbed) and then the attacker must take a second panel to throw the defender.

This does not require a to-hit roll, but the attacker must be strong enough to throw something with the mass of the defender.

The defender may respond to being thrown with one of two reactions.

Firstly they may successfully grab their attacker. If successful, this will prevent their attacker from throwing them.

Secondly they may use any attack they have on their attacker as if it were a reaction.

This attack-as-reaction is resolved as a normal attack, and if the attacker is dazed, stunned, knocked unconscious, battered or killed by it then they are unable to make the throw. If the attack simply hurts the thrower then the throw still happens (but the damage is applied normally).

If the throw happens, work out the distance that the character is thrown (one metre per point of the thrower's strength above the minimum needed to throw the character - for a character with the mass of an average super hero this works out to one metre per point of strength over 16) and treat the throw as if it were a knockback of the same distance.

FALLING

Most of the time when people are being thrown in combat, they are not being thrown into something, but thrown off something - a rooftop, a cliff, out of an aeroplane, and so forth.

A character who has fallen takes 1d6 health damage and 1d6 stamina damage per five metres that they fell, with a maximum of 20d6 of each type.

If the character jumps rather than simply falling, they can reduce the effective distance fallen by five metres.

H dividers and S dividers are doubled when factoring falling damage, and if the character lands on something soft then additional dividers may be added at the game master's discretion.

Characters who are thrown or knocked off an edge can respond with a reaction to grab the edge and prevent themselves from falling, and characters with the acrobatics super power can slow their fall to prevent all damage providing they are falling adjacent to some kind of surface (a cliff, a building, or similar).

PSYCHIC AND MAGIC ATTACKS

Characters with some super powers are able to make non-physical attacks using their magic or psychic abilities.

These attacks are resolved by the attacker rolling 1d20 + will and the defender also rolling 1d20 + will. If the attacker's total is at least as high as the defender's, the attack succeeds and the magical or psychic effect is applied to the defender.

Magical and psychic attacks cannot be dodged, parried or blocked, as they are not tangible. However, the defender can choose to actively resist the attack as a reaction. This takes a double-panel to do, and retroactively adds an additional 1d6 to the defender's roll to avoid the attack.

Note that magical energy blasts are physical in nature and use the normal rules for physical attacks, not these magical attack rules.

FINISHING MOVES

Since each super powered character gets a chance to recover some stamina each page, even while unconscious, it's highly likely that someone will be able to return to the fight even when they're down.

In order to keep someone down, any character can perform a finishing move on a target that is either unconscious or stunned. A finishing move takes a double-panel to perform, and is automatically successful at knocking the target out for 1d6 hours.

Characters who have been knocked out by a finishing move recover health as normal, but do not start to recover stamina until the duration of the finishing move induced knockout has ended.

However, it is possible for an ally or other concerned individual to end the knockout early by the application of first aid.

DOWNTIME BASICS

The life of a super hero isn't all excitement. Although this game concentrates on those exciting parts of the your character's life when they are saving the world and battling villains and so forth, the majority of the character's actual time is spent doing mundane things like working in their day jobs, socialising with friends, training at the gym, and so forth.

Although these activities are less interesting to play out in detail (although there's nothing stopping you doing that if your group really wants to) they are actually just as important to your character as the exciting moments are.

This is particularly true when it comes to character development. While some of the scores in your character's personal profile are likely to change because of things that have happened during a session - for example if your character foils a terrorist plot that is likely to increase their success rate and probably their confidence too - other scores are likely to change due to mundane things in your character's life that aren't covered in detail in a playing session - for example working hard in their day job and getting a promotion that will increase their financial resources or spending time reconciling with past actions which will increase their conscience rating.

Similarly, increasing your ability scores or boosting your powers is something that is usually done over the course of a long period of training rather than something that just happens as a result of stopping a crime.

In game terms, this is handled by a downtime system.

DOWNTIME POINTS

Every character gets a set of downtime points each game week. These points represent the amount of character's free time when they are not working.

Normally a character will have 7 of these points per week, but some characters with a particularly low confidence score will get fewer (they don't make productive use of their time because they're too busy moping) and characters with the idle rich perk will get more because of their increased free time.

These seven points roughly represent one per day, although tracking them point by point on an exact daily basis would be too fiddly, so they should be tracked on a weekly basis.



Don't worry if the characters spend a day and a half tracking a villain down, for example. Just give them the week's worth as normal for that week. It's only if characters are involved in intensive shenanigans that take them out of their normal environment for an extended period of time (at least a week) that downtime points should not be given for that week.

SPENDING DOWNTIME POINTS

Spending downtime points is easy. You decide what your character will be doing during the week, and tell the game master. Your character could spend the whole week doing one thing, or could do more than one thing, splitting their downtime points between the different activities.

If your character is deliberately working towards some specific goal, then also tell the game master what that goal is.

There's no limit (within reason, of course) to what you can have your character do during downtime in that there's no specific list of activities to choose from. Different characters will have different goals and interests, and may end up doing as wide a variety of things as a person in the real world would.

Note that when it comes to goals, these do not have to be the character's goals. They can be the player's goals. For example if you want your character to improve their strength score you can suggest that your character goes to the gym each day.

Downtime Point Experience Table	
Suitability of Activity to Goal	Experience Points Gained
Completely Unsuitable	1
A Poor Fit	2
Average	3
Well Suited	4
Ideal	5

However, your character isn't necessarily making a deliberate attempt to get stronger. They may be simply visiting the gym because they enjoy it and any increase to their strength score that comes out of it would be incidental to their main purpose - which was to have fun.

It is also important to remember that your character is limited by their financial resources and their material resources.

If your character is destitute they can't spend their time schmoozing the rich and famous or having expensive fencing lessons. Similarly if your character can't start building complex electronic devices if they don't have at least the basic tools and preferably a fully fitted out workshop.

EXPERIENCE POINTS

The game master should keep a track of what the goals of each character are and how they are spending their downtime points.

As part of this tracking, the game master must make a subjective decision about how well suited the character's activity is for their goal, and look this up on the downtime point experience table. This will give a number of experience points towards the character's goal per downtime point from 1 to 5, depending on the suitability.

It is up to your group whether this is done by agreement with the whole group or whether it is done secretly by the game master without the players knowing what multipliers they have. Neither way is more correct than the other, and it is merely a matter of preference.

If possible, activities should always give a total of five experience points with those not contributing to the main goal being allowed to contribute to other secondary goals or results instead.

For example a character who is trying to increase their public relations score by regularly patrolling the streets may find that although this isn't the best way of doing that (the group agree that it is



THE GUARDIAN'S STORY

After her initial introduction where she foiled a bank robbery being committed by Nefario, The Guardian has a week of downtime.

James asks her how The Guardian will spend this time, and Lisa looks down at the character sheet in front of her and tries to decide.

What she'd really like to do is to improve her battle suit and add some nifty new powers to it. However, in her current situation she hasn't a hope of being able to do that. She simply doesn't have the material resources to be able to attempt such a thing.

Unfortunately she can't improve her material resources (or her financial resources) yet because her confidence score is less than 46.

So she looks at the things that contribute to her confidence score to see which of them she can devote time and attention to.

Unfortunately, the biggest factor is her success rate and for that score to improve she needs to go out and solve crimes rather than do particular things during downtime. However, she can help things along by trying to improve her public response score. This is based on her popularity and if she can get herself more popular with the public then this will increase.

Lisa therefore declares that The Guardian will spend the week patrolling the streets of her local area with an emphasis on making herself visible and helping people who need it (not just from crimes).

James decides that each downtime point she spends on this type of patrolling will give her 3 experience points towards an increase in public relations, 1 experience point towards an increase in backing (as she gets community support) and 1 experience point towards an increase in fame as she makes the local papers and is seen on local television news.

Since her current public relations score is 3, it will take her 30 experience points to increase it; which works out at ten days of this type of patrolling. At the end of that ten days, she'll also have accumulated 10 experience points towards each of the other improvements.

Experience Point Cost Table	
Desired Result	Experience Points Needed
Increase a Personal Profile Score	10 x current score
Increase an Ability Score	10 x current score
Increase a Resource Level	10 x current score
Keep an Increase	5 per week for (New score) weeks
Create a Device	Varies
Acquire a New Super Power	30 x current powers
Improve a Super Power's Rank	100 x current rank

"average" and should give 3 experience points per downtime point) it has the side effect of both enabling them to keep in touch with what is happening on the streets and also keep them in touch with various informers and other contacts. As such it also gives them an experience point towards increasing their methods score and an experience point towards increasing their contacts score. This gives their patrolling a total multiplier of five experience points per development point.

Depending on their personalities, powers and how they describe their activities, two characters who both perform the same activity may accumulate experience points towards different results.



It's even possible for a player not to have a particular goal in mind when declaring an activity and have all five experience points per downtime point spent on the activity contribute to other results.

OPTION: SIMPLER EXPERIENCE

If this system sounds a bit too complicated and involved for your group, you can agree to use a simpler experience system.

Instead of the players declaring what their characters' downtime actions are and the game master adjudicating the effectiveness of those actions, just let players spend their downtime points directly on the improvements they want and simply assume that their characters are acting in appropriate ways without bothering to detail exactly what those ways are.

If you do this, you should divide all the experience costs for the various improvements by 5 in order to derive the equivalent downtime point costs (except for acquiring new super powers which should only be divided by 3, because you wouldn't normally be able to get 5 experience points per day when doing that).

IMPROVING PERSONAL PROFILE SCORES

Any personal profile score can be improved by appropriate downtime activities, with the exception of those that specifically say that they cannot be improved in this way (Competence, approachability, fame, success rate, public response and security).

In order to increase a personal profile score by a single point, you need to accumulate 10 experience points multiplied by the current value of the score.

Once the required experience has been accumulated, the score increases.

However, once the increase has occurred, you must make sure that your character's situation doesn't simply revert back to what it was before once they suddenly stop putting the extra effort in.

In order to keep the increase, your activities must give you five experience points per week towards it for a number of weeks equal to the new score. If you skip more than two consecutive weeks before you have done this, your increased score will revert back to its former value. These five experience points per week are used up maintaining the increase, and do not accumulate towards further increases.

No personal profile score can be increased beyond its normal maximum (either 5 or 10).

Device Components Table		
Complexity	Material Resources Needed	Experience Points Per Stage
Anyone could make it	3	5
Needs some know-how	4	10
Needs knowledge and equipment	5	15
Needs specialist equipment	6	20
Needs precision work and innovative research	7	25

Device Components Table	
Components Needed	Financial Resources Needed
Cheap, common parts	3
Average, common parts	4
Hard to find or expensive parts	5
Custom-made hi-tech parts	6
Secret, illegal or cutting edge parts	7

IMPROVING ABILITY SCORES

In order to increase one of your ability scores by a single point, you need to accumulate 10 experience points multiplied by the current value of the score.

Once the required experience has been accumulated, the score increases. However, once the increase has occurred, you must make sure that your character's situation doesn't simply revert back to what it was before once they suddenly stop putting the extra effort in.

In order to keep the increase, your activities must give you five experience points per week towards it for a number of weeks equal to the new score.

If you skip more than two consecutive weeks before you have done this, your increased score will revert back to its former value. These five experience points per week are used up maintaining the increase, and do not accumulate towards further increases.

Ability scores can only be increased to a maximum value of 21 by this method. Beyond that they can only be increased by the acquisition of or improvement of relevant super powers.

IMPROVING RESOURCE LEVELS

In order to increase your financial resources or your material resources by a single point, you need to accumulate 10 experience points multiplied by the current value of the score. However, you are only able to increase your financial resources or material resources if you have a confidence score of at least 46. With too little self-confidence it's hard to make the changes in lifestyle that are needed.

Once the required experience has been accumulated, the score increases.

However, once the increase has occurred, you must make sure that your character's situation doesn't simply revert back to what it was before once they suddenly stop putting the extra effort in.

In order to keep the increase, your activities must give you five experience points per week towards it for a number of weeks equal to the new score. If you skip more than two consecutive weeks before you have done this, your increased score will revert back to its former value. These five experience points per week are used up maintaining the increase, and do not accumulate towards further increases.

Neither financial resources nor material resources can be increased beyond their normal maximum of 10.

CREATING DEVICES

Characters with the boffin perk may spend their time inventing devices that use their area of expertise.

The rules for creating devices assume that the device is going to be an additional piece of equipment that the character uses. This could be anything from an encrypted tracking device to a custom ve-

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hicle or anything else the character desires. However, a device can only have mundane abilities - not super powers.

If you wish to build a device with actual super powers built in (for example an energy blaster, a suit of power armour or a teleporter) you must use the rules for acquiring new super powers. The actual device is just a "special effect" of the new super power and is not created using these rules.

When inventing a device, you are constrained by both your material resources level and your financial resources level.

The device components table shows the minimum level of financial resources needed to be able to buy the component parts and research materials for the device, and the device complexity table shows both the minimum level of material resources needed to put it together as well as the amount of experience points that must be spent completing it.

This cost in experience points must be spent a total of four times, for the research, design, production and testing stages of making the device.

If a design is particularly complex and the finished device will have multiple functions, the game master (or group) may decide that each stage must be repeated separately for each function that the device has.

If you already have designs for your device that you know work you can skip the research and design stages.

NEW SUPER POWERS

It is possible to acquire a new super power with suitable downtime activities. The cost of this is a number of experience points equal to 30 times the number of different powers your character already has.

However, gaining a new super power should take unusual downtime activities. Gaining acrobatics or super strength isn't as simple as going down to the gym once a week and hitting the weights; particularly if you don't already have similar powers.

This means that a downtime activity must generally be particularly focused on gaining the new power and must be an activity that is out of the ordinary and not available to everyday folks.

This may involve using expensive or specialist equipment (and therefore a high financial resources or material resources score), or it may involve some



kind of esoteric study, it all depends on your character's back-story and how their existing powers are rationalised.

It should be rare for any downtime activity to contribute five experience points per downtime point on the acquisition of a new super power unless the power itself and the downtime activity both fit well with the character's back-story and existing powers. Most downtime activities directed at the acquisition of new super powers will contribute no more than three experience points per downtime point towards it and the other experience points generated from that activity should contribute to side benefits of the activity where possible.

IMPROVING SUPER POWERS

Improving existing super powers is very similar to acquiring new ones. To increase the rank of a super power by one takes a number of experience points equal to 100 times the current number of ranks that the power has.

It is not possible to increase the rank of a super power beyond its normal limit, and in the case of super powers that have different sub-powers or flavours gaining an additional sub-power from the list counts as acquiring a new power rather than merely increasing the rank of an existing power unless the power description specifically says that increasing it in rank gives you an additional sub-power.

The downtime activity for improving an existing super power doesn't need to be quite so focused as that needed to gain a new power, because by definition increasing a power you already have is always going to fit with your existing powers. However, it will still require some kind of exotic or expensive activity, and this requirement should become harsher the higher the rank of the power.

CIVILIANS

Basic civilians can fill the roles of innocent bystanders, hostages, and many others.

Rather than keeping track of health and stamina totals for such characters, simply assume that any strike by a character using a super power (this includes weapon mastery, martial arts, and punches from characters who have super strength or super speed) will knock the mundane character unconscious or kill them at the attacker's choice; and that any two strikes from someone not using a super power will do the same.

Civilians get two panels per page.

Ability scores for different types of civilian are listed below:

- ◇ Normal adult - Ability scores = $1d3+2$. Normal adults have armour class 'L' and strike class 0 with whatever weapon or unarmed attack they use.
- ◇ Street tough - Ability scores = $1d6+2$. Street toughs have armour class 'K' and strike class 1 with unarmed combat or knives, strike class 0 with guns.
- ◇ Specialists - Ability scores = $1d3+2$ (physical) and $2d6$ (mental) or vice versa. Specialists include scientists, athletes, and other adults who are trained and talented either physically or mentally. They have armour class 'J' and strike class 0 with whatever weapon or unarmed attack they use.
- ◇ Children - Ability scores = $1d3$, and in general the sum of their ability scores will equal their age. Children are armour class 'L' and strike class 0 with whatever weapon or unarmed attack they use.

COMBATANTS

Combatants are characters without super powers but whom are combat trained and equipped.

This group includes both those on the side of law (police, army, security guards) and those on the side of villainy (thugs, bodyguards, terrorists, petty criminals).

As with normal civilians, rather than keeping track of health and stamina totals for such characters, simply assume that any strike by a character using a super power (this includes weapon mastery, mar-

tial arts, and punches from characters with super strength or super speed) will knock the mundane character unconscious or kill them at the attacker's choice; and that any two strikes from someone not using a super power will do the same.

Combatants should roll $1d6+2$ for each ability score, have strike rank 1 with their weapon, and (if you wish to randomise their combat prowess) roll $1d6$ and consult the list below.

Roll	Weapon	Armour class
1	Unarmed	L
2	Nightstick	K
3	Knife	J
4	Pistol	I
5	Pistol	I
6	Shotgun	H
7	Sub-machine gun	H
8	Hi-tech blaster	G

The "Hi-tech blaster" should be treated as either a rank 1 energy blast power or the stunning attack power.

Combatants who are employed in a well-trained combat role (such as soldiers or henchmen to a powerful villain) should add +1 to both their ability score rolls and their combat prowess roll. Elite combatants (special agents, bodyguards to important people) should add +2 to both those rolls.

Combatants without super powers should get two panels per page.

ROBOTS AND ANDROIDS

Although there are a myriad of possibilities when it comes to artificial constructs, this game splits them into two types: robots and androids.

Robots do not have free will, only artificial logic. As such, they do not have a stamina value and are immune to stunning damage. In order to be stopped they must be destroyed by sufficient health damage. Robots occasionally have super powers, and their ability scores can vary wildly depending on the needs of the game. Similarly, the number of panels per page that they get will vary depending on how important they are.

It is also possible for robots to have some of the more straightforward super powers, although it is not possible for a player character to be a robot.

Building a robot is considered to be making a device (see the downtime section for more details on making devices), although they should be consid-

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ered to be cutting edge technology with expensive components.

If the robot is to have powers, then installing these powers in the robot takes the same amount of time as acquiring the power oneself, except that the cost is based on the number of powers the robot has (simply being a robot counts as a power in itself) rather than the number of powers its creator has.

Similarly, increasing the rank of a robot's power takes the same amount of experience points as increasing the rank of one of your own powers except that the cost is based on the current rank of the robot's power.

In either case, because robots are not self-aware they are unable to gain experience and improve themselves. Instead their creators must work on them spending the downtime points themselves.



Unlike robots, androids are fully sapient. Androids are much more advanced than robots and are capable of free will and self repair. In essence, they are "alive".

Because of this, androids are treated the same mechanically as any other super hero. They can be stunned or knocked unconscious, and they get their own downtime points. As such are suitable for use as player characters and (assuming your campaign includes such things) player characters can include being an android in their back-story.

As with robots, the ability scores of an android can vary tremendously, but a player character android should be assumed to have the same range of ability scores as any other player character.

Building an android is far beyond normal technology levels, and cannot be done by simply creating them as a device. Normally they will appear as a

plot device rather than as something that players can make.

If a player particularly wants to make an android, it should be a long term project that only a character with the boffin perk can manage, which requires at least material resources 9 and financial resources 9, and which is bought as the character acquiring the sidekick super power.

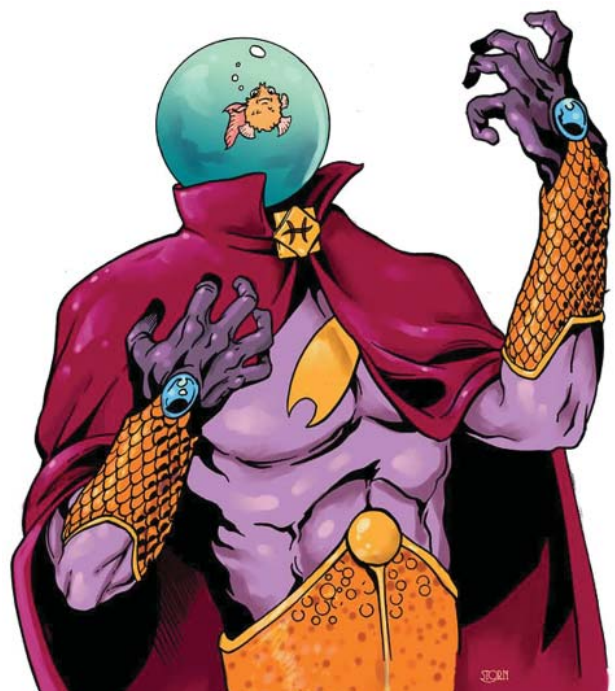
Once an android is made, it has free will just like any other character and won't slavishly obey its creator like a robot does.

ANIMALS

Animals often play a part in super hero stories, either as sidekicks or problems that must be dealt with. Their ability scores will normally vary depending on their size and species, although they will normally have strike class 1, armour class 'H', and two panels per page.

As with normal civilians, rather than keeping track of health and stamina totals for animals, simply assume that any strike by a character using a super power (this includes weapon mastery, martial arts, and punches from characters with super strength or super speed) will knock the animal unconscious or kill them at the attacker's choice; and that any two strikes from someone not using a super power will do the same.

Animal sidekicks should be assumed to be superior to normal animals and should be created as full characters in the same way that normal sidekicks are.



ACCURACY

You can aim very precise shots and immediately size up the geometry of areas just by looking at them.

Rank 1: Your aim is so accurate that by bouncing your shots off other objects, you can make attacks that are hard to track with one ranged attack form that you possess.

Before rolling to hit, you may decide to subtract any amount from your to-hit roll. If you still hit even with this penalty, the target of your attack suffers the same penalty on any parry or dodge roll they make against the attack.

You may bounce your attacks off other combatants in order to hit your targets, but because such bounced attacks must necessarily be glancing blows they do not hurt the person they are bounced off if that person is a super powered character (although if the person you bounce the attack off is a mundane character, the bounced shot does count as an attack with a super power and therefore does knock them out or kill them).

Rank 2: Your precise aim at vulnerable spots gives you a +5 damage bonus with the attack form with which you are precise.

Additionally, for each additional panel you spend aiming before taking your shot before attacking you get an additional +5 damage bonus with the attack, up to a maximum of +25.

ACROBATICS

You have incredible acrobatic skills. You can swing on lines, walk on tightropes, balance on narrow ledges, and so forth with no chance of failure.

Rank 1: You are able to leap 4 metres in a single panel. Also, if you possess some kind of grapple or line-slinger, you can use it to swing from tall buildings or high objects; swinging at double your normal movement speed in a single swing that takes a panel to perform, or four times your normal movement speed in a single swing that takes a double-panel to perform.

Additionally, you get a +2 dodge bonus.

If you swing or leap at least 4 metres into combat directly before making an attack, you can either gain a +2 damage bonus on one of your normal melee attacks or make a special flying kick attack that does 1d6 health damage and 2d6+6 stamina damage. The flying kick attack takes a panel to perform, and



uses up a second panel in advance (similar to taking a reaction) during which you must recover.

Rank 2: You can leap up to 8 metres in a double-panel, or make a number of 4 metre leaps with a total distance of twice your normal movement speed in a double-panel.

Additionally, your dodge bonus increases to +3.

ARMOUR

You wear a protective suit of some kind that makes you harder to hurt.

Rank 1: You have an armour class of 'D', an H divider of /3 and an S divider of /2.

Also, you are immune to health damage from any strike class 0 or strike class 1 attack, taking only stamina damage from such attacks. If the strike class 0 or strike class 1 attacks are with mundane bullets or blades, you are completely immune, taking no stamina damage either.

Rank 2: You have an armour class of 'C', an H divider of /4 and an S divider of /3.

You are immune to all damage from any strike class 0 or strike class 1 attacks, but you may not dodge as a reaction.

Rank 3: You have an armour class of 'B', an H divider of /5 and an S divider of /4.

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You are immune to all damage done by any strike class 0 or strike class 1 attacks, but you may not dodge as a reaction.

CAMOUFLAGE

You may change colour to match your surroundings. Normally this only affects your skin, not your clothes, but if you wear a costume made from morphic fabric it will change with you.

This lets you turn effectively invisible providing you stand still, and when you are moving around in combat it gives all your attackers a -2 penalty on their to-hit rolls.

CLAWS

You have sharp claws or blades on your hands or feet. These may be natural or artificial and may optionally retract.

This makes your unarmed attacks do 2d6 health damage and 1d6 stamina damage.

CYBERNETICS

You have one or more cybernetic implants in your body.

Rank 1: You have one cybernetic implant. Roll on the cybernetic implants table to see which type you have.

Rank 2+: You have an additional cybernetic implant per rank. For each rank, either enhance one of your existing implants or roll on the cybernetic implants table for each one to see what type it is:

Bionic Arm - You have a replacement bionic arm that is stronger than normal. You have rank 1 of the super strength power, but only in that arm. Additional ranks spent enhancing this implant either give more ranks of super strength or mean that you have two bionic arms.

Retractable Glider - You have a retractable pair of glider wings that can pop out if you fall or jump. You can silently fly at a speed of 10 metres per panel, but after 20+4d10 panels of continuous flight you must land.

If you power dive at least 4 metres into combat directly before making an attack, you can either gain a +2 damage bonus on one of your normal melee attacks or make a special flying kick attack that does 1d6 health damage and 2d6+6 stamina damage.

Cybernetic implants table	
Roll (1d10)	Implant
1	Bionic arm
2	Retractable glider
3	Hologram projector
4	Cyber controller
5	Power simulator
6	Power enhancer
7	Brain implant
8	Cyber weapon
9	Mind control device
10	Choose

The flying kick attack takes a panel to perform, and uses up a second panel in advance (similar to taking a reaction) during which you must recover.

If you enhance this implant with a second rank, it becomes identical to the having the flight power at rank 1.

Hologram Projector - You have an implanted device which can project a full colour 3D image of around the size of a car or five people anywhere within a range of 6 metres. The image is silent and cannot make things invisible, but you can project an image of a larger object over something in order to hide it.

If you enhance this implant with more ranks, each extra rank either increases the size (to an additional five people or car size) or increases the range by another 6 metres.

Cyber Controller - You have an implanted device which lets you control a specific type of animal, which you must choose when you acquire the controller.

If the type of animal you can control is large such as a wolf, dog, snake or similar, you can only control a single individual at a time. If the type of animal you can control is small such as rats, mice or insects you can control a whole swarm at a time. In either case, the animal or swarm has the statistics of a mundane combatant.

The controller does not let you summon the animals, only control ones that are already present. You control them via mental commands, which takes no time on your part, and if you concentrate you can also perceive through their senses.

Controlling a normal animal is automatic, but controlling an animal which is a super powered character (or the sidekick of a super powered character) is not possible.

If you enhance this implant with more ranks, each additional rank either lets you control a different type of animal or an additional animal (or swarm) of a single type you can already control.

Power Simulator - You have an implant which simulates the effects of rank 1 of a different super power, chosen at the time you acquire this implant.

If you enhance this implant with more ranks, each additional rank either increases the rank of the simulated super power or allows you to simulate another super power.

Power Enhancer - You have an implant which increases the rank of another super power that you possess by one, chosen at the time you acquire this implant.

If you enhance this implant with more ranks, each additional rank either enhances the same super power by another rank or enhances another of your super powers by a rank.

Brain Implant - You have a computer implant in your brain that gives you a perfectly accurate memory of everything that you have experience since it was implanted. Additionally it can perform complex calculations for you instantly.

By calculating trajectories and predicting movements, your brain implant also gives you a +1 bonus on your to-hit rolls with any attacks you make for each additional panel you spend analysing the situation before making your attack, to a maximum of +5.

If you enhance this implant with more ranks, each additional rank enhances the to-hit bonus by +1 per panel of analysis. However, the maximum bonus remains at +5.

Cyber Weapon - You have a weapon which is controlled using implants directly into your nervous system. This weapon does +5 health damage and +5 stamina damage compared to a normal weapon of its type. Also, if the weapon is a throwing weapon you can summon it back to your hand in a double-panel.

If you enhance this implant with more ranks, each additional rank provides the same bonuses with an additional weapon.

Mind Control Device - You have an implanted device which allows you to control the minds of others. You must make eye contact with your target and make a successful psychic attack on your target. This attack uses the device's "Will" of 10 rather than your own will.



If the attack succeeds, you must spend 1d6 double-panels establishing control over your target, during which time neither of you can take any other actions. If either of you are hurt during this time or if eye contact is broken then the control fails.

Once control is established, your target will obey any verbal or written command you give them as long as it doesn't violate their principles.

This mind control can be broken by your target suffering 20 points of stamina damage (or being knocked out), or by another mind control power.

Once per hour you must repeat the psychic attack, and if the new attack fails the power ends.

If you voluntarily end the mind control you can leave your target with no memory of the period during which you controlled them, but if it ends prematurely due to your target suffering damage or your repeat attack failing then your target will remember being mind controlled.

If you enhance this implant with more ranks, each additional rank provides a +2 bonus to the device's "Will".

ANGER SENSE

You have a subconscious warning mechanism that will alert you to impending danger with a 90% success rate. The game master should roll each time there is danger. You are not alerted to the type of danger, just given a general sense that something is wrong.

Additionally you are never surprised in combat and can always perform a reaction to any incoming attack.

When faced with a random choice about which you have no knowledge but in which one or more options is immediately dangerous (for example choosing which possibly booby-trapped door to open or choosing which wire to cut when defusing a bomb), you may use your danger sense to eliminate the dangerous options at the normal 90% rate of success (the game master should roll separately for each dangerous option).

DENSITY CONTROL (OTHER)

You may increase the density (and therefore mass) of other people and objects.

Each double-panel that you concentrate doubles the mass of a target within 6 metres to a maximum of 16 times their normal mass.

If your target is intelligent, you must make a successful psychic attack on them to use this power. However, the target cannot resist this psychic attack.

At double normal mass, the target gets only half their normal number of panels per page, but gains a +10 damage modifier in melee combat and +5 to their knockback threshold.

At four times normal mass, the target is immobilised and must roll 1d20 and get less than or equal to their will score. If this roll fails, they are immediately reduced to 0 stamina and black out. The target gains an additional +5 to their knockback threshold.

At eight times normal mass, the target is still immobilised and must roll 1d20+10 and get less than or equal to their will score. If this roll fails they are immediately reduced to 0 stamina and black out. The target gains another +5 to their knockback threshold.

At sixteen times normal mass, the target is automatically reduced to 0 stamina and blacks out. The target gains another +5 to their knockback threshold.

When you stop concentrating, the target loses density and mass at double the rate they gained it.

DENSITY CONTROL (SELF)

You are able to increase and decrease your own density (and therefore your own mass).

If you take a double-panel to increase your mass, you get only half of your normal number of panels per page, but gain a +10 damage modifier in melee combat and +5 to your knockback threshold.

If you take a double-panel to decrease your mass, you may walk on any surface (for example paper or water) without breaking through. You also do minimum possible damage in melee combat and your knockback threshold is reduced to 10.

DUPLICATION

You may produce up to five copies of yourself per day, with each copy emerging from your body. If you want your duplicates to be clothed as you are when they emerge, you must wear a costume of morphic fabric.

Your duplicates have the same ability scores and secondary characteristics as yourself, with a maximum of 20 in any ability score and a maximum of 70



Energy Type Table	
Roll (1d10)	Energy Type
1	Fire
2	Cold
3	Electricity
4	Light
5	Sound
6	Nuclear
7	Plasma
8	Shadow
9	Cosmic
10	Choose

health and stamina. Duplicates only get two panels per page in combat.

Normally your duplicates possess no super powers, but if it suits your back-story you may choose to give one or more of your other super powers to



your duplicates (you lose the power or powers, and each power is only given to one duplicate). If you are giving powers to your duplicates, this must be chosen at character generation.

You are in constant mental contact with your duplicates and share all their memories and experiences.

If one of your duplicates dies or if you fail to re-absorb it before the end of the day, it cannot be re-produced for a month and you lose a fifth of your health and stamina for that period.

ELASTICITY

You are able to stretch your body like rubber. In order to do this without ripping apart your clothes, you must wear a costume of morphic fabric.

Rank 1: You can stretch your arms and legs up to 6 metres in order to either make attacks or manipulate things. You also gain an h divider of /2 and an s divider of /2 against any blunt attack against which you perform a dodge reaction due to your body's lack of rigidity. You get these dividers regardless of whether or not your dodge is successful.

Rank 2: You are able to stretch any part of your body over extreme distances, but if you stretch any part of it over 20 metres they you lose 1 stamina per additional 5 metres or part of 5 metres that you stretch it.

ENERGY BLAST

You have the ability to project blasts of energy at people and objects.

If you have not done so for an existing power, roll on the energy types table in order to see which type of energy you can produce. If you have already rolled on the energy types table for a previous power (for example immunity or energy reflect) then you may choose to either be able to produce that same type of energy or to be able to produce a random type rolled on the table.

Your energy blasts take a double-panel to produce, and have a range of 40 metres. They are strike class 3, and the dividers of any target they hit are treated as if two points less than they actually are.

Rank 1: You can produce up to 15d6 worth of energy over the course of 5 pages. At the end of that 5 pages your energy reserve refreshes to full.

You may use up to 10d6 worth of energy in a single attack, and must split that 10d6 between stamina



damage and health damage, with neither damage type having more than two more dice than the other.

Rank 2: You choose one of the following options:

- ◇ You have 1d10 more dice of energy every five pages. Roll the die once when you gain this rank rather than rolling it each time you refresh your energy dice.
- ◇ You have the immunity power for the same energy type as your energy blast.
- ◇ You have the energy reflect power for the same energy type as your energy blast.

Rank 3: You choose one of the rank 2 options that you haven't already chosen.

Rank 4: You gain the remaining rank 2 option.

ENERGY REFLECT

You have the ability to reflect a particular type of energy back at its source.

If you have not done so for an existing power, roll on the energy types table on order to see which type

of energy you can reflect. If you have already rolled on the energy types table for a previous power (for example immunity or energy blast) then you may choose to either be able to reflect that same type of energy or to be able to reflect a random type rolled on the table.

When you are attacked with the type of energy that you are able to reflect and choose the parry reaction, you automatically succeed in a melee parry and may reflect the attack back at its source. Make an immediate to-hit roll (Weapon class 2) against the originator of the attack. The originator of the attack may make a reaction against the attack as normal.

If both you and the originator of the attack have energy reflect for this type of energy, the energy continues to bounce back and forth between you as long as you both keep parrying and succeeding in your to-hit rolls.

ENVIRONMENTAL CONTROL

You can control an aspect of your environment within an area around you. Roll 1d6 on the environmental control table to see which aspect of your environment you can control.

Dimensional - You can distort the dimensional structure of the space around you with a radius of 20 metres. Although this does not harm people or affect the distance people move (which is distorted along with the space they are in), it does affect people's perception.

While you concentrate on the effect (you may take no other actions) all in the area suffer a penalty of -4 on their to-hit rolls and parry rolls; and people firing ranged attacks into or through the area also suffer a -4 penalty on their to-hit rolls.

You are immune to the effects of your own dimensional distortion and suffer no penalties. You may also carefully control the distortion in order to make things appear normal from the position of one other person, making them immune to the effects too.

Electrical - You can control electrical and electronic devices within 20 metres of yourself. This lets you operate any electrical or electronic device within range either according to its normal operating parameters or by making it malfunction.

You can control robots in this manner, but not androids.

You must concentrate in order to control a device, although when you stop concentrating devices that

Environmental control table	
Roll (1d6)	Environmental aspect
1	Dimensional
2	Electrical
3	Gravity
4	Magnetism
5	Molecular
6	Temperature

have been switched on or off or placed into a stable mode of operation remain in that state until they are operated again by someone or power is cut off from them.

This power does not let you read information directly out of the memory of a computer, but does let you use remotely operate the user-interface of the computer and bypass its security measures in order to display that information on screen or transfer it to another device.

Additionally, if there is a mains-strength source of electricity within range you can make it arc to any target within range. No to-hit roll is necessary, and the arc does 1d6 stamina damage and 1d6 health damage to the target.

Gravity - You are able to alter the strength of gravity within the area around you. By concentrating on a 2 metre radius within 20 metres, you can increase or reduce the gravity in that area by a factor of up to 16.

Each double-panel of concentration allows you to either double or halve gravity in the area, within the limits of 1/16x to 16x normal gravity.

Reduced gravity has no effect on people's health, although it lets them jump or throw things proportionally higher (half gravity lets people jump twice as high, and so forth).

At double normal gravity, people in the area get only half their normal number of panels per page.

At four times normal gravity, people in the area are immobilised and must roll 1d20 and get less than or equal to their will score. If this roll fails, they are immediately reduced to 0 stamina and black out.

At eight times normal gravity, people in the area are still immobilised and must roll 1d20+10 and get less than or equal to their will score. If this roll fails they are immediately reduced to 0 stamina and black out.

At sixteen times normal gravity, people in the area are automatically reduced to 0 stamina and black out.

When you stop concentrating, gravity in the area returns to normal at double the rate at which it was increased or decreased.

Increasing or decreasing gravity over part of a building or other large structure may cause it to be damaged or collapse, but this will need to be judged by the game master on a case-by-case basis.

Magnetism - You can control magnetic fields in a 20 metre radius around yourself.

You can repel yourself away from metal surfaces, either gently (to levitate yourself up to 10 metres into the air while you concentrate, providing there is a metal surface beneath you) or suddenly (spending a double-panel building up the field and then flinging yourself away from the surface).

If you fling yourself away from a surface, you can make a single leap with a distance up to your normal movement speed.

If you fling yourself at least 4 metres into combat directly before making an attack, you can either gain a +2 damage bonus on one of your normal melee attacks or make a special flying kick attack that does 1d6 health damage and 2d6+6 stamina damage.



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The flying kick attack takes a panel to perform, and uses up a second panel in advance (similar to taking a reaction) during which you must recover.

You can also attract metal objects of up to 25kg towards a target within range (needing no to-hit roll), or repel them away from yourself directing them at a target outside the range of your power (which needs a to-hit roll). Either of these actions takes a double-panel to perform, and does 2d6 stamina damage to the target.

Finally, you can manipulate small magnets within the area, such as flipping magnetic switches. This takes a single panel.

Molecular - You can alter the molecular forces within unattended inanimate objects (not living creatures or androids or inanimate substances within, worn or carried by those creatures or androids) within a 6 metre range, changing their state between solid, liquid and gas.

As an action taking a double-panel, you can solidify small amounts of air, water, or other liquids and gasses enough to allow a person to walk on them or surround a person with a semi-solid protective layer that still allows them to breathe but improves their armour class by one rank.

You can also destroy inanimate solid objects (or parts of larger objects) by vaporising them into clouds of dust and smoke. Simply destroying an object in this uncontrolled manner only takes a single panel, but destroying parts of an object carefully takes a double-panel.

If you wish to hurt someone by destroying nearby objects (for example destroying part of the ceiling it so that another part drops on someone's head or destroying part of the floor to make someone trip in the resulting hole) this requires a to-hit roll and can cause a maximum of 2d6 stamina damage to a person affected by it.

Temperature - You can alter the ambient temperature in the area around you.

By concentrating on a 2 metre radius within 20 metres, you can increase or reduce the temperature in that area enough to make people in the area dehydrate or chill severely enough that they will be hurt.

Each double-panel that you concentrate allows you to do 2d6 stamina damage to everyone in the radius from either excess heat or cold. S dividers do not help against this damage, and it can only be prevented by the relevant immunity power.



You may also freeze or evaporate water in the area by concentrating, drying things in a controlled manner, or put out fires by cooling them down. These types of miscellaneous minor action only take a single panel to perform.

You can't create fires directly, but you can heat flammable or explosive substances to their flash point by spending a double-panel concentrating.

FLIGHT

You are able to fly carrying anything you are strong enough to lift. If you are carrying so much weight that you only walk at half speed, you can only fly at half speed too.

Rank 1: In combat, you can fly at a speed of 15 metres per panel. If you have a long straight path, you can increase your speed by 1 metre per panel per page up to a maximum speed of 17 metres per panel (around 112kph).

If you power dive at least 4 metres into combat directly before making an attack, you can either

gain a +5 damage bonus on one of your normal melee attacks or make a special flying kick attack that does 1d6 health damage and 2d6+6 stamina damage. The flying kick attack takes a panel to perform, and uses up a second panel in advance (similar to taking a reaction) during which you must recover.

Rank 2: Your combat speed is increased to 20 metres per panel. If you have a long straight path, you can increase your speed by 2 meters per panel per page up to a maximum speed of 30 metres per panel (around 200kph).

Rank 3: Your combat speed is increased to 25 metres per panel. If you have a long straight path, you can increase your speed by 40 meters per panel per page up to a maximum speed of 185 metres per panel (around 1,200kph or mach 1).

Rank 4: Your combat speed is increased to 30 metres per panel. If you have a long straight path, you can increase your speed by 80 meters per panel per page up to a maximum speed of 6,000 metres per panel (around 40,000kph or escape velocity).

FORCEFIELD

You can create barriers or walls of pure force that block damaging attacks. Roll on the forcefield table to see which kind of forcefield you can create. Whichever kind you can create, you roll for the strength of the forcefield when you acquire this power, and every time you use it it will have that same strength.

Forcefields protect you from physical and energy attacks, but do not stop magic or psychic attacks or miscellaneous powers.

Activating a forcefield of any variety takes a double-panel.

Hard Force Wall - You can create a solid wall of force up to 8 square metres in size anywhere withing 6 metres of yourself. The wall of force can be straight or can be gently arced in up to a quarter circle. The wall must be formed in the open air or water, and can't cut through any solid matter.

The wall of force can take up to 5d6 health damage without being destroyed, and all damage to it must be inflicted in a single attack as it repairs itself between attacks. Attacks that hit the wall (including the one that destroys it) are completely stopped by it, with neither health damage nor stamina damage passing through.

You must concentrate to keep the wall up, and if it is destroyed you can't re-create it for an hour per

Forcefield Table	
Roll (1d6)	Forcefield Type
1	Hard force wall
2	Soft force wall
3	Hard force shield
4	Soft force shield
5	Personal forcefield
6	Choose

point of health that it has. If it drops because you stopped concentrating then you can re-create it in your next available double-panel.

Soft Force Wall - You can create a solid wall of force up to 8 square metres in size anywhere withing 6 metres of yourself. The wall of force can be straight or can be gently arced in up to a quarter circle. The wall must be formed in the open air or water, and can't cut through any solid matter.

The wall of force can take up to 3d6 health damage without being destroyed, and all damage to it must be inflicted in a single attack as it repairs itself between attacks. Attacks that hit the wall (including the one that destroys it) are completely stopped by it, with neither health damage nor stamina damage passing through.

You must concentrate to keep the wall up, although if it is destroyed you can re-create it in your next available double-panel.



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Hard Force Shield - You can create a solid shield of force that totally surrounds you at a distance of around 2cm. The shield must be formed in the open air or water, and can't cut through any solid matter.

The force shield can take up to 5d6 health damage without being destroyed, and all damage to it must be inflicted in a single attack as it repairs itself between attacks. Attacks that hit the shield (including the one that destroys it) are completely stopped by it, with neither health damage nor stamina damage passing through.

The shield does not protect you from any knockback that the attack may do.

Once you have activated the shield, you do not need to concentrate to keep the it up. It takes a double-panel for you to voluntarily drop the shield, and if you do so then you can re-create it in your next available double-panel. However, if it is destroyed you can't re-create it for an hour per point of health that it has.

Soft Force Shield - You can create a solid shield of force that totally surrounds you at a distance of around 2cm. The shield must be formed in the open air or water, and can't cut through any solid matter.

The force shield can take up to 3d6 health damage without being destroyed, and all damage to it must be inflicted in a single attack as it repairs itself between attacks. Attacks that hit the shield (including the one that destroys it) are completely stopped by it, with neither health damage nor stamina damage passing through.

The shield does not protect you from any knockback that the attack may do.

Once you have activated the shield, you do not need to concentrate to keep the it up. It takes a double-panel for you to voluntarily drop the shield, and if you do so (or if it is destroyed) then you can re-create it in your next available double-panel.

Personal Forcefield - You can create a solid shield of force that totally surrounds you at a distance of around 2cm. The shield must be formed in the open air or water, and can't cut through any solid matter.

The forcefield has a health of 4d6, and incoming physical and energy attacks all have their damage reduced by this amount, with it first being subtracted from the incoming health damage and then any remainder being subtracted from the incoming stamina damage.

The forcefield does not protect you from any knockback that the attack may do.

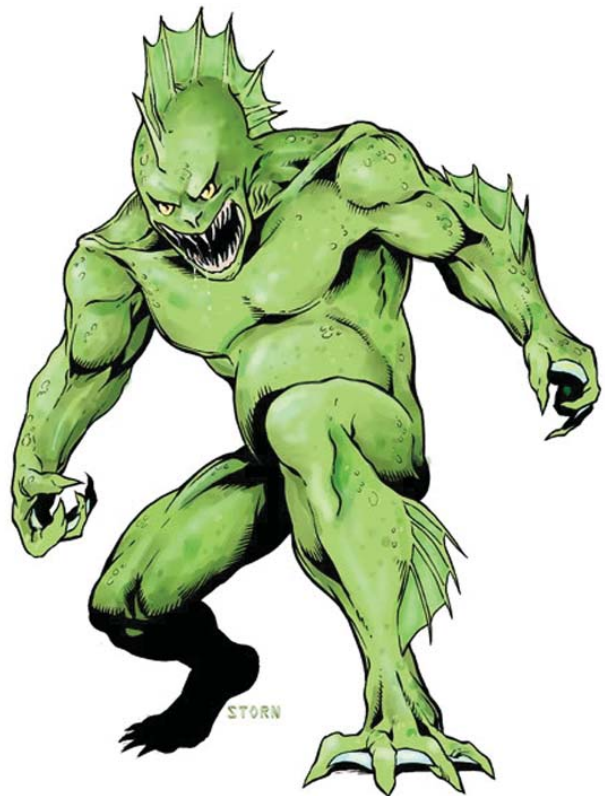
Once you have activated the shield, you do not need to concentrate to keep the it up. It takes a double-panel for you to voluntarily drop the shield, and if you do so then you can re-create it in your next available double-panel.

GROWTH

You may grow in size up to twice your normal height in a double-panel.

While you are grown, you gain an extra 1d6 points of strength and an extra 1d6 points of endurance. These are rolled when you acquire the power, and every time you grow you gain the same amount.

The extra endurance gives you additional health and stamina points, and all damage done to you while grown comes off these points first.



Shrinking back to normal size also takes a double-panel. Shrinking and re-growing will not replenish the extra stamina and health if you have been damaged, but it will heal at normal rates.

For example if you normally have 55 stamina and you grow gaining an extra 15 stamina, you will have a total of 70 stamina while grown. If you take 10 stamina damage while grown leaving you with 60 stamina, shrinking will take you back to 55 stamina as normal but re-growing will only take you up to 60 rather than 70. If you take 25 stamina damage while grown, leaving you with 45 stamina, shrinking will

cause you to remain on 45 stamina and re-growing will also cause you to still remain on 45 stamina.

If you grow directly before making an attack, using the momentum of your growth to add to the attack, you can either gain a +4 damage bonus on one of your normal melee attacks or make a special slam attack that does 1d6 health damage and 2d6+6 stamina damage. The slam attack takes a panel to perform, and uses up a second panel in advance (similar to taking a reaction) during which you must recover.

If you wish to grow without ripping all your clothing, you must wear a costume made from morphic fabric.

IMMUNITY

You are completely immune to damage from one type of energy.

If you have not done so for an existing power, roll on the energy types table to see which type of energy you are immune to. If you have already rolled on the energy types table for a previous power (for example energy blast or energy reflect) then you may choose to either be immune to that same type of energy or to be immune to a random type rolled on the table.

IMPERVIOUS

You are able to make yourself temporarily impervious to all physical damage by concentrating for a double-panel.

To maintain the power you must continue to concentrate, and while concentrating on this power, you may not move at all - not even a slow walk or to breathe.

You may only maintain this power for a maximum number of consecutive pages as your will score, and once it has stopped you cannot activate it again for another 5 pages.

INVISIBILITY

You can make yourself invisible to normal sight by concentrating for a panel. Once you are invisible you need not continue to concentrate, but it also takes a panel to become visible once more.

While you are invisible, you can still be detected by some super senses.

Opponents trying to attack you get a -4 penalty to their to-hit rolls if they can't see you; and even



then they must at least have a good idea where you are because someone who can see you has told them or because they've seen an attack launched by you.

If you wish your clothes to become invisible when you do, you need to have a costume made from morphic fabric.

LARGER

You are bigger than other people. Unlike the growth power, your size does not change. You are simply always bigger.

You have the choice of being stockier or taller than normal people.

Rank 1: If you are stockier than normal people are then you weigh 50% more than a normal person, and have 1d6+2 more strength, and have 1d6+2 more endurance (with a corresponding increase in health and stamina scores). These increases are rolled when you acquire this power. You also gain +5 to your knockback threshold.

If you are taller than normal people are then you are 50% taller than a normal person, and have 1d6+2 more strength, and have 1d6+2 more endurance (with a corresponding increase in health and stamina scores). These increases are rolled when you acquire this power. Your movement speed also increases by 50%.

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Rank 2+: Each additional rank increases your weight or height by another 50% of that of a normal person, gives you another 1d6+2 strength and endurance, and either increases your movement speed by 50% of your original (not your current) movement speed or increases your knockback threshold by another +5.

LUCK

You are unnaturally lucky. When you acquire this power, roll 1d3 and multiply it by your will score. This is your luck chance.

When something unfortunate would happen to you, for example being hit with an attack, falling off a building, or springing some kind of booby trap, you may roll 1d100. If you roll less than or equal to your luck chance then no harm comes to you due to some contrived coincidence.

You may only use your luck chance once per page.

MAGIC

You are able to cast magic spells. Spells take a double-panel to cast, and you must speak an incantation in at least a whisper in order to cast one.

You have a number of points called magic points, and casting each spell takes some of those points. If you don't have enough points left, you can't cast the spell. You recover all your magic points every five pages.

You can cancel one of your spells at any time without effort, and you can spend a double-panel to cancel the spell of another person providing it is a spell you are capable of casting yourself.

Cancelling another's spell takes the same number of magic points as casting it yourself would, and you must succeed in a magical attack against the caster of the spell.

Rank 1: You have 15 magic points which refresh each 5 pages, but you can use no more than 10 magic points on a single spell casting action. Roll 1d10 three times on the magic spells table to find out which three spells you can cast. The first spell you roll is your speciality spell. This spell costs you only half the normal magic points when you cast it (or cancel it when someone else has cast it).

Rank 2: You have an additional 1d10 magic points per 5 page period. Roll the die once when you gain this rank rather than rolling it each time you refresh your magic points. Also, you learn an addi-

Magic Spells Table

Roll (1d10)	Spell
1	Astral Projection
2	Bestow Gift
3	Eldritch Bolt
4	Hypnotism
5	Illusion
6	Lore
7	Mystic Shield
8	Restraint
9	Summoning
10	Choose

tional spell. Roll again on the magic spells table to determine what this spell is.

Rank 3: You have an additional 1d10 magic points per 5 page period. Roll the die once when you gain this rank rather than rolling it each time you refresh your magic points.

Also, choose a second spell that you know to be a speciality spell. This spell only costs you half the normal magic points when you cast it (or cancel it when someone else has cast it).

Astral Projection - This spell separates your spirit from your body and allows it to move around on its own. Your spirit can move at double your normal movement speed and can pass through walls and other physical obstructions and barriers.

This spell costs 5 magic points to cast, and lasts until your spirit returns to your body. Your body is comatose while your spirit is gone.

Your spirit can see and hear as well as you can normally, but can't smell or touch anything. It is immune to physical attacks (except from other astral forms), but can still be hurt by energy attacks. Any damage it takes is also taken by your physical body, which may spontaneously display wounds.

Your astral form is almost invisible to normal sight, and anyone looking in your direction must roll their will or less on 1d100 to notice your ghostly form.

While your astral form is separated from your body, you can still cast magic spells, but you may only spend 5 magic points on a single spell casting action.

Bestow Gift - This spell bestows a magical gift to its recipient (which may be yourself) that enhances them in some way. It costs 5 magic points to cast the spell, and you must spend 5 magic points per page (and a panel's worth of effort) to keep the spell going.

The spell can be cast multiple times on the same target or different targets, but each target can only benefit from each type of gift once.

The possible gifts are:

- ◇ Invisibility (The target gains the invisibility power.)
- ◇ Speed (The target gains rank 1 of the super speed power.)
- ◇ Strength (The target gains 1d6+6 strength.)
- ◇ Combat prowess (The target gains the oriental martial arts power at rank 2.)
- ◇ Flight (The target gains the flight power at rank 1.)
- ◇ Regeneration (The target regenerates 1d6 health per double-panel of rest.)

Eldritch Bolt - This spell fires a bolt of magical energy, doing 1d6 health damage or 1d6 stamina damage per two magic points spent on it. The bolt has a range of 40 metres.

The damage dice can be split between health damage and stamina damage as the caster sees fit although they must decide how to split the dice before the attack is made, and it ignores h dividers and s dividers.

The caster must make a to-hit roll with the spell, and it is strike class 3.

Because of its fleeting nature, the eldritch bolt spell cannot be cancelled by another spell caster.

Hypnotism - This spell allows you to control the minds of others. You must make eye contact with your target and make a successful magic attack on your target. The spell costs 10 magic points whether the attack succeeds or not.

If the attack succeeds, you must spend 1d6 double-panels establishing control over your target, during which time neither of you can take any other actions. If either of you are hurt during this time or if eye contact is broken then the control fails.

Once control is established, your target will obey any verbal or written command you give them as long as it doesn't violate their principles.

This mind control can be broken by your target suffering 20 points of stamina damage (or being knocked out), or by another mind control power.



Once per hour you must repeat the magic attack and spend another 10 magic points, and if the new attack fails the spell ends.

If you voluntarily cancel the mind control you can leave your target with no memory of the period during which you controlled them, but if it ends prematurely due to your target suffering damage, your repeat attack failing, or the spell being cancelled by another spell caster then your target will remember being mind controlled.

Illusion - This spell creates illusions in a 2 metre radius within 20 metres of the caster.

It costs 3 magic points to create a purely visual or a purely auditory illusion, 7 magic points to create a visual illusion accompanied by minor sounds, and 10 magic points to create a visual illusion which incorporates speech or loud clear sounds.

The illusion can be created larger or further away. Every additional 2 metre radius or 20 metre distance costs the caster an additional magic point.

The illusion may perform a fixed looping set of actions, but will not react or act in a novel manner to its surroundings unless the caster concentrates on it to make it do so. Anything attempting to touch an illusion will go straight through it.

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The illusion will last for an hour or until the caster or another caster cancels it, whichever comes first.

Lore - This spell reveals information about a person, object or place. It costs 10 magic points per casting.

The information revealed can be any one of the following:

- ◇ A mental image of the owner of the item the spell is cast on. Note that super heroes and villains and their secret identities are considered separate people for the purposes of this spell. An object owned by a super hero will only reveal an image of their super hero identity, and an object owned by the same person in their secret identity will only reveal an image of that identity.
- ◇ A mental picture of all who have touched the item the spell is cast on in the last 24 hours.
- ◇ A mental picture of all who have visited the place the spell is cast on in the last 24 hours.
- ◇ The name of a person whose picture the caster is looking at or has in their mind. Note that super heroes and villains and their secret identities are considered separate people for the purposes of this spell. A picture of a super hero in costume will only reveal the name of their super hero identity, and an picture of the same person in their secret identity will only reveal the name of that identity.
- ◇ Whether the target of the spell is lying or not in what they are saying as the spell is cast. Note that the person must be deliberately saying things that are not true in order for this spell to pick it up. Dissembling and vagueness are not enough. Similarly, if the target doesn't know that what they are saying is false then this spell will not pick it up.
- ◇ General encyclopedic information about the person, place or item that the caster has a mental image of. This information will be of the scope and quality that could be found with half an hour of internet searching, and will not reveal secrets.

Because of the immediate nature of this spell, it can't be cancelled by another spell caster.

Mystic Shield - This spell creates a solid wall of force up to 8 square metres in size anywhere without 6 metres of yourself. The mystic shield can be straight or can be gently arced in up to a quarter circle. The shield must be formed in the open air or water, and can't cut through any solid matter.

The mystic shield can take up to 1d6 health damage per 4 magic points without being destroyed, and all damage to it must be inflicted in a single attack as it repairs itself between attacks. Attacks that hit the shield (including the one that destroys it) are completely stopped by it, with neither health damage nor stamina damage passing through.

You must concentrate to keep the shield up, although if it is destroyed you can re-create it by casting the spell again.



STORN

Restraint - This spell binds a single target within 20 metres so that they cannot move. The restraints created by the spell have a strength equal to 10 times the number of magic points spent on it.

The basic chance of the target breaking free from the restraint is equal to the target's strength expressed as a percentage.

For each magic point less than 10 that you spend on the spell, increase that chance by +10%.

For each super power that the target has that could help them escape (flight, super leap, elasticity, acrobatics, freeform shapechange, claws, gymnastics skill) the chance increases by +10%. The escapology skill increase the chance by +30%.

If the target has the teleport power or the phasing power, they can use these to automatically escape the restraint.

If the target's chance to escape is 100% or better, they can do so without needing to spend any actions.

If the target's chance to escape is 70%-99%, they lose their next panel while restrained, and may then make attempts to break free that take a double-panel per attempt.

If the target's chance to escape is 1%-69%, they lose their next 2 panels while restrained, and may then make attempts to break free that take a double-panel per attempt.

Summoning - This spell summons a creature. The nature of the creature summoned will depend on the back-story of the character casting the spell.

The summoned creature has a movement of 4 metres per panel, and it gets 2 panels per page. Its ability scores are each 6, and it has 1d10 health and 1d10 stamina per magic point spent on the spell. The creature is armour class 'J' and its attacks are strike class 0.

The creature remains in existence for an hour or until it is killed or the caster or another spell caster cancels the spell.

The caster must spend two panels per page (this does not have to be a double-panel) instructing the creature, and it will obey those instructions even if they are suicidal. If the caster does not instruct the creature during a page, it will not act during that page - not even to defend itself. If the creature goes out of earshot of the caster, it will stop acting until it hears the caster again or the spell ends.

The caster may have more than one summoned creature at the same time, but each must be instructed separately.

The summoned creature can have extra abilities from the following list, at the cost of an additional 2 magic points per ability. No ability can be given to the same creature twice.

- ◇ Flight (The creature can fly at 8 metres per panel.)
- ◇ Speed (The creature can move at 6 metres per panel, and gets 3 panels per page.)
- ◇ Claws (The creature has claws or fangs which do 1d6 stamina damage and 2d6 health damage when they strike. Attacks take a single panel.)

- ◇ Strength (The creature has a strength of 25, and therefore a +10 damage bonus.)
- ◇ Intelligence (The creature only needs to be instructed for 1 panel per page.)
- ◇ Toughness (The creature has an armour class of 'F'.)
- ◇ Weapon (The creature has a two handed weapon, and attacks as strike class 1.)

MARTIAL ARTS

You are an expert at martial arts and hand-to-hand fighting. Roll 1d6 on the martial arts table to see which type of martial arts you know. Ranks in the two different types of martial arts are tracked separately. It is possible to acquire three ranks in oriental martial arts, but only two in streetfighting.

When you acquire an additional rank in this super power after the first, you have the choice of:

- ◇ Increasing the rank of a type of martial arts that you know.



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Martial Arts Table	
Roll (1d6)	Style
1-3	Oriental
4-6	Streetfighting

- ◇ Gaining rank 1 in the other type of martial arts.
- ◇ Gaining the ability to do the judo throw reaction.

Rank 1: Your unarmed attacks are strike class 3 and do 2d6 stamina damage and 1d6-6 health damage.

If you have oriental martial arts, you can choose to do 1d6 stamina damage and 2d6 health damage with your unarmed attacks instead. You choose which damage to do each attack.

If you have streetfighting, you can perform a haymaker punch. This takes a double-panel and gives you a +2 bonus to your to-hit roll. The haymaker does 1d6 health damage and 3d6+12 stamina damage. You may only do a haymaker once per opponent per combat.

Rank 2: Your dodge bonus increases by +1, and your unarmed attacks now do 2d6+6 stamina damage and 1d6 health damage.

If you have oriental martial arts, you can choose to do 1d6 stamina damage and 2d6+3 health damage with your unarmed attacks instead. You choose which damage to do each attack.

Rank 3: If you have oriental martial arts, your unarmed attacks are now strike class 4.

PHASING

You are able to take your body out of phase with normal matter and energy. This takes a double-panel to do, but once you are out of phase you need not concentrate. You can fully re-phase yourself as another double-panel action.

While out of phase, you can move through physical matter such as walls and other obstacles as if they weren't there. However, you are unable to pass through forcefields and you are unable to touch anything or use any other super powers other than those that affect only yourself.

You may partially re-phase yourself inside an opponent or an object in a controlled manner in order to damage it.

The attack takes 1 panel and to hit an opponent with this it you need to make a to-hit roll as if the



opponent were armour class 'F'. This attack may be dodged, but not parried or blocked.

The opponent or object takes from 1-3d6 damage at your choice (depending on how much you want to re-phase yourself) and you may split the dice (before rolling) between stamina damage and health damage as you see fit.

For each successive re-phasing attack you make, there is a 20% cumulative chance that you have become re-phased enough to be hurt normally by physical attacks. If this happens, you will remain partially re-phased until you spend a double-panel to either fully re-phase yourself or to take yourself back out of phase once more.

Ranks 1: You can still be hurt slightly while out of phase. You have an s divider of /11 and an h divider of /11, although you don't take damage from any attack that is not capable of reducing or negating those dividers.

Rank 2: While out of phase you can't be hurt at all by attacks that do stamina or health damage, not even if they reduce or negate dividers.

PSYCHIC ABILITY

You are able to use the power of your mind to activate various psychic powers. Psychic powers take a double-panel to activate.

You have a number of points called psi points, and activating each power takes some of those points. If you don't have enough points left, you can't use the power. You recover all of your psi points every five pages.

Rank 1: You have 15 psi points which refresh each 5 pages, but you can use no more than 10 psi points on a single power activation. Roll 1d10 three times on the psychic powers table to find out which three powers you can use. The first power you roll is your speciality power. This power costs you only half the normal psi points when you activate it.



Rank 2: You have an additional 1d10 psi points per 5 page period. Roll the die once when you gain this rank rather than rolling it each time you refresh your psi points. Also, you learn an additional power. Roll again on the psychic powers table to determine what this power is.

Psychic Powers Table	
Roll (1d10)	Power
1	Empathy
2	Hallucinations
3	Mind Control
4	Precognition
5	Psionic Blast
6	Psychic Drain
7	Telekinesis
8	Telepathy
9	Transmutation
10	Choose

Rank 3: You have an additional 1d10 psi points per 5 page period. Roll the die once when you gain this rank rather than rolling it each time you refresh your psi points. Also, choose a second power that you know to be a speciality power. This power only costs you half the normal psi points when you activate it.

Empathy - You are able to both detect and influence other people's emotions. You can scan the feelings of one person within 20 metres for 3 psi points. If the target is unwilling, you must make a successful psychic attack against them.

For 5 psi points, you are able to strengthen or weaken the emotions of one person within 20 metres. If the target is unwilling, you must make a successful psychic attack against them.

You cannot change the nature of the emotions that your target is feeling, only their strength. For example you can turn dislike into hatred, but not into love; and you can turn terror into mild nervousness, but not into anger.

Hallucinations - You can create illusions in a 2 metre radius within 20 metres of yourself.

It costs 3 psi points to create a purely visual or a purely auditory illusion, 7 psi points to create a visual illusion accompanied by minor sounds, and 10 psi points to create a visual illusion which incorporates speech or loud clear sounds.

The illusion can be created larger or further away. Every additional 2 metre radius or 20 metre distance costs you an additional psi point.

The illusion will last as long as you concentrate and perform as you direct. Because of the mental nature of the illusion, it can be perceived by thinking beings but not by cameras, motion detectors or robots.

If someone tries to touch the illusion or if you make the illusion attack a person, you must make a psychic

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attack against that person as well as any to-hit roll necessary to get the illusion to hit them.

If your psychic attack succeeds, the person will be able to feel (and be blocked by) the illusion and may be hurt by it (it can do damage equivalent to a two handed blunt weapon at most, and cannot inflict health damage).

If your psychic attack fails, the person will pass straight through the illusion (or vice versa) and that particular illusions will never be able to block or hurt that person again.

Mind Control - You can control the minds of others. You must either be touching your target (make a to-hit roll against them if they're unwilling) or already be in telepathic contact with them, and you must then make a successful psychic attack on your target. The attempt costs 10 psi points whether the attack succeeds or not.

If the attack succeeds, you have complete control over your target's body.

You may make your target use any ability that you are aware they have, but you can't read their mind.

Your target is in a visibly trance-like state and only gets half their normal number of panels per page.

This mind control can be broken by your target suffering 20 points of stamina damage (or being knocked out), or by another mind control power. Trying to force your target to do something immediately dangerous (for example jumping off a bridge) will also break the mind control.

You must spend an additional psi point per round to keep control of your target, but you do not need to concentrate to give them instructions. You can do that subconsciously.

The maximum number of targets you can mind control at any one time is one per six points of your will stat (round down with a minimum of one).

Precognition - You are able to predict the future. This costs 10 psi points and reveals the likely course of events in the short term (the next few rounds). The game master should tell you what is likely to happen over that time period, based on their knowledge of your character's situation.

If your character spends an entire minute in a pre-cognitive trance (not possible in combat), you can predict the outcomes of "what if" scenarios over the next few minutes, for example "What would happen over the next few minutes if i pressed that button?"



Naturally, while the game master shouldn't deliberately lie to you, it is always possible that they will be wrong and the precognition will therefore also be wrong. It is also possible that you will act in a different way because you know what lies in store and that this will change the course of events.

Psionic Blast - You can project a direct attack into someone's mind. The range of the attack is 20 metres, and you must make a mental attack roll for it to succeed.

If the attack does succeed, it does 2d6 stamina damage or 2d6 health damage per 2 psi points you put into it, to a maximum of 10d6 total damage.

You must decide how many psi points to commit (and what the split between stamina and health damage will be) before you roll the attack.

The damage from a psionic blast ignores dividers.

Psychic Drain - You can drain the powers of others. If you can successfully make a psychic attack on a target within 20 metres, one of their powers that uses a pool of points (energy blast, magic, psychic powers or snare) has its pool drained of one point per point you beat their roll by in the psychic combat.

Using this power costs you a minimum of 1 psi point, and for each psi point you spend when using it you gain a +1 on your psychic combat roll (to a maximum of +10).

If an opponent has more than one power that uses a pool of points, you may choose which one to drain.

If you reduce an opponent's points to zero using this power, their stamina is reduced to zero and they fall unconscious, not getting any recoveries until they have points again.

Telekinesis - You can move objects around with the power of your mind.

You can move any single object or person within 20 metres at a cost of 1 psi point per 10 kg of weight. If you target a person, you must make a successful psychic attack against them.

You can lift objects, push them, and move them at a speed equal to a third of your will score in metres per frame, but you can't throw them.

You may only move objects as a whole, not squeeze or bend them, although you can operate buttons, levers and so forth.

The telekinesis ends when the object goes out of range or you stop concentrating.

Telepathy - You may read and transmit thoughts. It costs 2 psi points to attempt to read the surface thoughts of a person within 20 metres. If the person is unwilling then you must make a psychic attack against them to succeed.

You may only read what is verbally passing through the person's stream of consciousness, and may not probe deeper for memories or motives unless the target is willing. Such deeper probing requires up to an hour, and must be done in a relaxed environment.

For 2 psi points per person you may also send a message of 6 words or less (or a single mental image) to up to six people within 20 metres.

Against unwilling targets you must make a psychic attack to succeed.

Transmutation - You are able to transmute one unattended object up to the size of a tank into another object of similar size and mass.

The whole object must be changed, not just a portion of it, and both the source and result must actually be solid objects. You can't use this power to turn something into air, for example, as a way of destroying it.

The power does work on unintelligent beings such as animals and plants, but not sapient creatures.

The difficulty of the transformation is based on a number of factors. Start with a difficulty of 10 and subtract for the following:

- ◇ Source object is up to cat sized: -0
- ◇ Source object is up to person-sized: -2
- ◇ Source object is up to a van sized: -4
- ◇ Source object is up to tank sized: -6
- ◇ Only a minor change in form or substance: -1
- ◇ Substantial change of shape or material: -3
- ◇ Substantial change of shape and material: -5
- ◇ Source or result is living but the other isn't: -3
- ◇ Object is emotionally important to someone: -7
- ◇ Object is highly valuable or unique: -7
- ◇ Transmutation will last 2d6 pages: -0
- ◇ Transmutation is permanent: -3

If the total difficulty is 0 or less, the transmutation cannot be done.

If the total difficulty is 1 or more, multiply it by your will score. This gives the percentage change of the transmutation working.

The power costs 6 psi points to use, regardless of whether it works or not.

REACTIONS

Your reactions in combat are so fast that you gain a +2 dodge bonus and anyone reacting to one of your attacks has a -2 penalty on their parry, dodge or judo throw roll.



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Shapechange Table	
Roll (1d6)	Type
1-3	Freeform
4-6	Specific

SHAPECHANGE

You have the ability to change your shape. There are two types of shapechanging ability: freeform and specific. Roll 1d6 on the shapechange table to see which type you have.

Freeform - You can change your physical shape into that of any living creature that is approximately the same size and mass as your normal form. You may use this ability to copy a specific creature or person, but the accuracy of the copy will depend on your knowledge of that creature or person's appearance.



If you are wearing a costume made from morphic fabric, it will change with you.

While shapechanged, you may not use any other super power that you possess; with the exception that if you have the growth, larger or shrinking power then your pre-shapeshifting size may vary and you may shapeshift into a creature to match that size.

You still get the benefits of the growth, larger or shrinking power, although in the case of growth and shrinking you cannot change size while shapeshifted

and must wait until you have returned to your normal form before returning to your normal size.

While shapechanged, you retain your own ability scores and do not get the abilities of whatever you have become. For example if you shapeshift into the form of a shark although you gain the outer appearance of having gills, you do not have the internal gill mechanisms and therefore do not gain the ability to breathe underwater.

Similarly, if you shapeshift into a form with wings you do not gain the appropriate skeletal and muscular structure necessary to be able to use them to fly effectively.

Within these limits, you are not limited to natural creatures. You can shapeshift into alien forms, mythological creatures, and so forth.

Changing form takes a double-panel.

Specific - You can change your physical form into one or more specific alternate forms. You must choose these specific forms when you acquire this power.

You may split your other super powers between your forms as you see fit, although each power must be assigned to only a single form.

The exception to this rule is that if you have a power at greater than rank 1 you may split the ranks and give some of the ranks to one form and others to a different form, as long as the total number of ranks that the forms possess between them is no more than the number of ranks you originally acquired.

The most common way to split super powers between forms is to give all your powers to one form and have that as your "heroic" form and have your other form as your "secret identity" form. This is not compulsory though, and you may have more than one "heroic" form that each has different powers. However, you may only have one non-powered form at the most.

Switching between forms only takes a single panel, but you must have a costume made from morphic fabric if you wish it to change with you.

SHRINKING

You have the ability to shrink down to 10cm tall, the size of a house mouse, small bird or large insect. Shrinking takes a double-panel, as does growing back to normal size.

While shrunk, opponents trying to hit you have a -3 penalty on their to-hit rolls. Your own attacks (in-

cluding powers like energy blasts) have no penalty on their to-hit rolls, but always do minimum damage.

You may only move at 1 metre per panel while shrunk, unless you have the flight power in which case you can fly at half your normal flying speed.

When shrunk, your knockback threshold is reduced by 10.

If you return to normal size directly before making an attack, using the momentum of your growth to add to the attack, you can either gain a +4 damage bonus on one of your normal melee attacks or make a special slam attack that does 1d6 health damage and 2d6+6 stamina damage. The slam attack takes a panel to perform, and it uses up a second panel in advance (similar to taking a reaction) during which you must recover.

If you wish to shrink without your clothing falling off, you must wear a costume made from morphic fabric.

SIDEKICK

You have a loyal sidekick who helps you and fights alongside you. A sidekick may not have their own sidekick. If this power is rolled while you are generating a sidekick character with powers, re-roll it.

Rank 1: Your sidekick is created as if a super hero (and fights like one, with proper health and stamina totals and attacks that are strike class 2). However, they only get 2 panels per page and they have no super powers.

Rank 2: Your sidekick is created as a full super hero character, although they only receive 1 super power roll. They get 3 panels per page.

Rank 3: Your sidekick is created as a full super hero character, although they only receive 2 super power rolls. They get 4 panels per page.

SKILLS

You are incredibly talented at a mundane yet useful skill. Although each of these skills is not something that would normally be considered a super power, you are one of the top people in the world at your particular skill.

Roll 1d10 on the skills table to see which skill you possess.

Acting - You are an incredible actor, able to improvise and emote brilliantly in any situation. Your

Skills Table	
Roll (1d10)	Skill
1	Acting
2	Computer Use
3	Disguise
4	Escapology
5	Gymnastics
6	Locksmith
7	Pilot
8	Stealth
9	Surgeon
10	Choose

ability to "get into character" allows you to actually feel the emotions that you are faking to the extent that if someone uses the empathy psychic power on you, the emotions you are pretending to have appear genuine.

You are able to imitate the voice and mannerisms of other people perfectly if given time to study them.

Also, you are an excellent singer and dancer.

Computer Use - You are highly skilled with computers, able to configure them and program them with ease. Given time, you are able to bypass security systems and even hack into even unfamiliar and alien computer systems.



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Disguise - You are an excellent observer of other people, and with appropriate make up and clothing you are able to make any person look like any other person of approximately the same size.

Your experience with make up and imitation also means that you can spot the subtle imperfections that reveal someone to be an imposter even if they have shapechanged or had the disguise skill used on them. Only people using the acting skill are good enough at imitating people to be able to fool you.

Escapology - You have an incredible ability to escape from any form of binding, manacles or similar restraining devices given time. This includes temporarily dislocating joints, picking locks with your toes and teeth, and so forth.

Gymnastics - You are world-class gymnast. Your movement speed is increased by 50% when you move by tumbling, cartwheeling and flipping rather than normal running.

Additionally, you get a +1 dodge bonus, and when you suffer knockback you automatically succeed in the agility check to stay on your feet without needing to roll the die.

If you tumble at least 4 metres into combat directly before making an attack, you can either gain a +2 damage bonus on one of your normal melee attacks or make a special flying kick attack that does 1d6 health damage and 2d6+6 stamina damage. The flying kick attack takes a panel to perform, and uses up a second panel in advance (similar to taking a reaction) during which you must recover.

Locksmith - You can open any normal lock in a few seconds with no more than a bent paperclip.

High security locks and vaults may take longer and require proper equipment, but there is no lock that is beyond your capability given time.

Pilot - You are the best of the best, with honours. You are able to fly any type of plane or helicopter with ease, and can execute fantastic manoeuvres.

Given time to familiarise yourself with the controls, you can fly even completely alien vehicles providing they have some kind of manual controls.

Stealth - You are so good at moving quietly and hiding that whenever you are in shadows or darkness, providing you are wearing suitable clothing you will not be noticed by enemies who do not have appropriate super senses while standing still or creeping at half your normal movement speed.

Even in broad daylight, if you are not in sight (for example you are behind someone) then you may automatically creep unnoticed by them at half your normal movement speed unless they have appropriate super senses.

Additionally, if you are fighting in dark or shadowy areas, anyone attacking you without appropriate super senses does so with a -2 penalty to their to-hit rolls.



Surgeon - You are a top surgeon, able to perform emergency operations even in the field, with scavenged and improvised equipment. Given proper facilities you can perform even the most delicate surgery.

SNARE

You are able to produce a sticky glue or fluid. The fluid sets quickly on contact with air to form ropes, lines, nets, balls and so forth with a variety of uses. The set fluid evaporates in a few minutes, leaving no residue, and it is not flammable. While solid, it is as strong as steel cable.

Rank 1: You have a fluid reserve equal to 15 fluid points, that is replenished back to full capacity every 5 pages. You can spend no more than 10 fluid points on any individual action.

For 1 fluid point per line created, you can create rope-like lines as if from a lineslinger gun. You can "climb" such lines by re-absorbing the fluid from the bottom up.

In a single panel, you can spin a spiral of fluid to create a shield with which to make blocking reactions. This shield has a health of 1d6 per fluid point

spent. The shield may only be used for blocking, not for parrying.

In a double-panel, you can roll a ball of fluid and fire it at an enemy. The ball does 1d6 damage per 2 fluid points spent. The damage dice may be split between health damage and stamina damage as you choose (before attacking), but you may not assign more dice to health damage than to stamina damage.

In a double-panel, you may wrap single target within 20 metres in strands of fluid so that they cannot move. This action binds a single target within 20 metres so that they cannot move. The restraints created by the fluid have a strength equal to 10 times the number of magic points spent on it.

The basic chance of the target breaking free from the restraint is equal to the target's strength expressed as a percentage.

For each fluid point less than 10 that you spend on the attack, increase that chance by +10%.

For each super power that the target has that could help them escape (flight, super leap, elasticity, acrobatics, freeform shapechange, claws, gymnastics skill) the chance increases by +10%. The escapology skill increase the chance by +30%.

If the target has the teleport power or the phasing power, they can use these to automatically escape the restraint.

If the target's chance to escape is 100% or better, they can do so without needing to spend any actions.

If the target's chance to escape is 70%-99%, they lose their next panel while restrained, and may then make attempts to break free that take a double-panel per attempt.

If the target's chance to escape is 1%-69%, they lose their next 2 panels while restrained, and may then make attempts to break free that take a double-panel per attempt.

Rank 2: You have an additional 1d10 fluid points per 5 page period. Roll the die once when you gain this rank rather than rolling it each time you refresh your fluid points.

SUPER ENDURANCE

You have unnatural levels of endurance. You can run marathons without getting tired, and hold your breath for an hour.

Rank 1: Your endurance score is increased by 1d6+6 points. This may increase your stamina, health and recovery rate.

Rank 2+: Your endurance score is increased by another 1d6+6 points per rank. This may increase your stamina, health and recovery rate.

SUPER HEALTH

You have unusual regenerative or are unnaturally healthy. Roll 1d6 on the super health table to see what type of health power you have.

Environmental Protection - You have no need of oxygen and do not need to breathe (although toxic or otherwise gasses affect you normally), and you can survive in any pressure from the vacuum of space to deep sea depths.

Fast Recovery - You recover stamina twice per page rather than once, and you recover health twice per hour instead of once.

Immune To Disease/Radiation - You are immune to all normal diseases and to the harmful effects of radiation. This does not give you immunity to nuclear energy blasts.

Immune To Poison - You are immune to all poisons and toxins.



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Super Health Table	
Roll (1d6)	Health Type
1	Environmental Protection
2	Fast Recovery
3	Immune To Disease/Radiation
4	Immune To Poison
5	Regeneration
6	Choose

Regeneration - You recover 1d6 health each time you spend a double-panel resting.

SUPER LEAP

You can leap great distances, either in a single bound or (if you do not have the headroom) a series of smaller leaps.

Rank 1: In a double-panel you can leap twice your normal movement speed if leaping horizontally, or your normal movement speed if leaping vertically.

If you leap at least 4 metres into combat directly before making an attack, you can either gain a +2 damage bonus on one of your normal melee attacks or make a special flying kick attack that does 1d6 health damage and 2d6+6 stamina damage. The flying kick attack takes a panel to perform, and uses up a second panel in advance (similar to taking a reaction) during which you must recover.



Rank 2: You can leap a distance of up to your movement speed multiplied by your strength score horizontally or half your movement speed multiplied by your strength score vertically.

The time taken for the leap is half the time it would take to cover the distance using normal movement.

Super Senses Table	
Roll (1d6)	Sense Type
1-2	Animal Senses
3-4	Enhanced Sense
5	Radar Sense
6	Choose or special sense

Enhanced Sense Table	
Roll (1d6)	Sense Type
1	Enhanced Hearing
2	Enhanced Sight
3	Enhanced Smell
4	Enhanced Taste
5	Enhanced Touch
6	Choose

Special Sense Table	
Roll (1d6)	Sense Type
1	Thermal Vision
2	Microscopic Vision
3	Magnetic Sense
4	Life Sense
5	X-Ray Vision
6	Choose

During the first and last double-panels of the leap, you may perform no other action, but during other mid-leap panels and double-panels you may perform other actions while in mid-air.

SUPER SENSES

You have senses that a normal person does not possess, or your senses are unnaturally sensitive in some way.

Roll 1d6 on the super senses table to see what type of sense you have. If you get an enhanced sense, roll 1d6 on the enhanced sense table. If you get a special sense, roll on the special sense table.

Animal Senses - You have the normal human senses, but all of them are as acute as those of a predatory animal. You can hear a footstep at fifty paces, and spot a mouse scurrying through the grass. You are never surprised by an attack. You gain a +1 bonus to all parrying rolls and can automatically see astral forms.

Radar Sense - You are able to detect solid matter within 40 metres in a 180 degree arc in front of you regardless of whether it is visible or not. This lets you effectively see in total darkness and lets you see people using the invisibility or camouflage



powers or the stealth skill. This sense is not fine grained enough to read by.

Enhanced Hearing - Your hearing is sensitive enough to recognise people by their distinctive heartbeat or to pick out a whispered conversation across a crowded noisy room. You can track the movements of opponents you can't see by the noise they make, and when attacking such opponents you only get half the normal penalties to your to-hit roll.

Enhanced Sight - You can see in pinpoint detail all the way to the horizon as long as your view is not obstructed.

Enhanced Smell - You can identify people by their unique smell even if they are otherwise perfectly disguised, and you can tell who people have met in the last 24 hours and where they live by the lingering scents on their clothes. You can also track by scent as well as a bloodhound can and can detect the presence of unusual or poisonous gasses in the air before their concentration has reached a high enough level to be dangerous.

Enhanced Taste - Your taste is so sensitive that you can identify the exact chemical composition of anything you taste even a tiny amount of. This lets you detect any poison in food, identify different inks by licking the paper they have been written on, and similar feats.

Enhanced Touch - Your sense of touch is so fine that you can detect microscopic flaws or cracks in materials, read a book by feeling the ink on the

page, feel the fingerprints left on a surface, and similar feats.

Thermal Vision - You can see the temperature of objects. This lets you effectively see in total darkness and lets you see people using the invisibility or camouflage powers or the stealth skill. You can also tell whether objects have recently been handled due to the residual heat on them and can even read in the dark by observing the different thermal properties of ink and paper.

Microscopic Vision - You are able to see incredible detail on close objects as if looking at them through a powerful microscope. This lets you identify different fibres or hairs left at a crime scene, recognise fingerprints, read microdots, and similar feats.

Magnetic Sense - You are aware of magnetic fields within 40 metres. This lets you see active electrical devices and wiring even if they are behind walls and see the changes in magnetic fields caused by the use of electrical devices. It also lets you read the earth's magnetic field and always know exactly where you are and which direction you are facing.

Life Sense - You can sense the exact number and position of all living beings within 100 metres that are larger than a mouse, including androids. This lets you see people using the invisibility or camouflage powers or the stealth skill. Although you can distinguish the rough size and shape of each life form, so you can tell a person from a dog for example, you can not use this skill to recognise individuals.

X-Ray Vision - You can see through objects within 40 metres as if they are made of clear glass, with the exception of lead and gold. X-ray vision is targeted in that you can only see through the thing you are directly looking at. Other things in your field of vision appear solid as normal. You can control the depth to which you look as naturally as focusing your eyes on different distances.

SUPER SPEED

You can move at incredible speeds. The increased speed only applies to normal ground movement. If you have the flight power, having super speed does not let you fly faster.

Rank 1: You can move at twice your normal movement speed in combat, and three times your normal movement speed if moving in a long relatively straight line.

You may always act before other people on your side when it is your initiative, regardless of your relative agility scores.

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As a double-panel action, you may spend half a panel moving, a panel taking an action that normally takes that amount of time, and then a second half panel moving again. If you have the flight power then you may do this using flying movement.

If you run at least 4 metres into combat directly before making an attack, you can either gain a +4 Damage bonus on one of your normal melee attacks or make a special charge attack that does 1d6 health damage and 2d6+6 stamina damage. The charge attack takes a panel to perform, and uses up a second panel in advance (similar to taking a reaction) during which you must recover.

You also get a +3 dodge bonus.

Rank 2+: Each additional rank doubles your movement speed compared to the previous rank.

SUPER STRENGTH

You are much stronger than normal people.

Rank 1: Add 1d10+10 to your strength score. This affects your dividers and your damage bonus normally.

Also, you may use the brace reaction in combat to gain +5 to your knockback threshold.

Rank 2+: Add an additional 1d10+10 to your strength score per rank. This affects your dividers and your damage bonus normally.

Also, you may use the brace reaction in combat to gain an additional +5 to your knockback threshold per rank.

STUNNING ATTACK

You can shoot an energy beam that can stun your opponents.

Your stunning attack takes a double-panel to produce, and has a range of 40 metres. It is strike class 3, and the S divider of any target it hit is treated as if two points less than it actually is.

The stunning attack does 3d6 stamina damage and no health damage.

TELEPORT

You have the ability to move from place to place without crossing the intervening distance. Teleporting requires a double-panel.

Rank 1: For every metre that you teleport you lose 1 stamina.

Teleporting while carrying large amounts of matter is more tiring and can actually be damage. For each multiple of your own mass (round down) that you take with you when you teleport, the amount of stamina that you lose is doubled.

Additionally you lose half as much health as you lose stamina and any living creatures or androids you take with you lose as much stamina as you lose health.



If you teleport vertically upwards, it costs you twice as much stamina.

If you teleport into an area that you can't see and about which you have no knowledge, there is a 1% chance per 2 metres that you will appear partially inside an object and take 5d6 stamina damage and 5d6 health damage as you are shunted out. If the area you are teleporting in is entirely solid, you die.

Rank 2: you only lose 1 stamina per 2 metres that you teleport (before multipliers apply), to a maximum of 20 stamina for teleporting 40 metres or more. You can teleport a maximum of 80 metres.

Rank 3: you only lose 1 stamina per 4 metres that you teleport (before multipliers), to a maximum of 15 stamina for teleporting 60 metres or more. You can teleport a maximum of 3,000 metres.

TOUGHNESS

Your skin is extremely hard, and offers protection as if you were armoured.

Rank 1: You have an armour class of 'D', an H divider of /3 and an S divider of /2.

Also, you are immune to health damage from any strike class 0 or strike class 1 attack, taking only stamina damage from such attacks. If the strike class 0 or strike class 1 attacks are with mundane bullets or blades, you are completely immune, taking no stamina damage either.

Rank 2: You have an armour class of 'C', an H divider of /4 and an S divider of /3.

You are immune to all damage from any strike class 0 or strike class 1 attacks, but you may not dodge as a reaction.

Rank 3: You have an armour class of 'B', an H divider of /5 and an S divider of /4.

You are immune to all damage from any strike class 0 or strike class 1 attacks, but you may not dodge as a reaction.

Rank 4: You have an armour class of 'A', an H divider of /6 and an S divider of /5.



You are immune to all damage from any strike class 0 or strike class 1 attacks, but you may not dodge as a reaction.

VEHICLE

You have a custom vehicle of some kind. The vehicle may be aquatic or may be able to fly for free.

The vehicle does not count as one of your three pieces of starting equipment, and you may choose three extra pieces of starting equipment as gadgets for your vehicle.

If you choose to do so, you may assign any other powers that you start the game with to be part of your vehicle rather than powers that you have personally. For example if you rolled the energy blast power you could decide that you had a blaster cannon mounted on your vehicle rather than being able to produce energy blasts yourself.

WALLCRAWLING

You are able to walk on walls and ceilings without needing handholds and with no chance of falling off.

WEAPON MASTERY

You are incredibly skilled with a particular weapon. You may possess this power multiple times for skill with more than one weapon. The weapon chosen must be a specific form of weapon (e.g. "swords", "bows", "guns", and so forth) but does not have to be a specific individual item. For example, if you have weapon mastery with swords you are skilled with all swords and not just your own personal katana.

Rank 1: When using your chosen weapon type in a single attack mode (melee or ranged) your attacks are strike class 4. If your chosen weapon is a shield, then it has an additional mode (defence) and you must choose this mode.

Rank 2: Choose one of the following two options:

- ◇ Your attacks with your chosen weapon type are strike class 4 in all attack modes.
- ◇ Attacks with your chosen weapon in your chosen attack mode do +2 damage if it is single handed or +5 damage if it is two-handed.

Rank 3: Choose one of the following two options:

- ◇ Your attacks with your chosen weapon type are strike class 4 in all attack modes. They do +2



damage if it is single handed or +5 damage if it is two-handed.

- ◆ Attacks with your chosen weapon in your chosen attack mode do +5 damage if it is single handed or +10 damage if it is two-handed.

WEATHER CONTROL

You are able to control weather and produce a variety of weather effects. Summoning any weather effect takes a double-panel, as does dismissing it.

Rank 1: You can summon gale force winds in a 20 metre radius. The winds force everyone in the area to move at half speed and give everyone who is either in the area or firing a ranged attack into the area a -2 penalty on their to-hit rolls.

Since you are in the eye of the storm, your own movement is not affected by the gale (and the area moves as you do) but your ranged attacks are affected by it.

You must spend one panel per page concentrating to keep the winds in place, otherwise they fade.

You can also reverse the process to stop winds that are up to gale force and slow stronger winds within a 20 metre radius.

Rank 2: When you summon a gale, for each extra panel you spend concentrating on it (over and above the panel per page that you need to spend to maintain it) you can increase the to-hit penalty by an additional -1 and reduce all movement by a further 1 metre per panel.

You may summon thick fog in a 20 metre radius. This obscures vision and gives a -2 penalty on all to-hit rolls but does not affect movement. This takes a

double-panel, and you must spend one panel per page concentrating to keep the fog in place, otherwise they fade.

You may summon a whirlwind around yourself. The whirlwind has a health of 1d6 (rolled when you create it), and incoming physical and energy attacks have their damage reduced by this amount, with it first being subtracted from the incoming health damage and then any remainder being subtracted from the incoming stamina damage.

The whirlwind does not protect you from any knock-back that the attack may do.

Once you have activated the whirlwind, you do not need to concentrate to keep it up.

You may summon torrential rain or snow in a 20 metre radius that can put out fires. You do not need to concentrate to keep it up.

you may only have one of the above weather phenomena active at one time.

You can also nullify any of the above weather phenomena within a 20 metre range if they are naturally occurring.

Rank 3: You may summon and maintain more than one weather phenomena at the same time, and you only have to spend one panel per page concentrating to keep them in place.



ABILITY AND WEIGHT TABLES

Object Table					
Object Size/Mass	Strength Needed To			Example Objects	Health
	Push	Lift	Throw		
< 1kg	1	1	2	Tablet, Boot, Stone	1
1kg-4kg	1	2	4	Laptop, Brick, Chair, Monitor	2
5kg-25kg	2	4	6	Television, Desk, Bicycle, Sign Post	4
26kg-80kg	4	6	11	Dishwasher, Fridge, Moped, Lamp Post	6
81kg-195kg	6	11	16	Motorcycle, Safe, Washing Machine	8
196kg-445kg	11	16	21	Caravan, Trailer, Concrete Bollard	10
446kg-1,000kg	16	21	26	Sports Car, Glider	12
1,001kg-2,150kg	21	26	31	Hatchback Car, Small Helicopter	14
2,151kg-4,650kg	26	31	36	4x4 Vehicle, Van	16
4,651kg-10t	31	36	41	Jet Fighter, Coach, Flatbed Truck	18
10.1t-21.5t	36	41	46	Lorry, Bulldozer	20
21.6t-46.5t	41	46	51	Articulated Lorry, Train Carriage, Private Jet	22
46.6t-100t	46	51	56	Tank, Train Locomotive, Fishing Boat	25
101t-215t	51	56	61	Space Shuttle, Hovercraft, Steam Train	28
216t-465t	56	61	66	Passenger Ferry, Jumbo Jet	31
466t-1,000t	61	66	71	Minesweeper, Passenger Ferry	34
1,001t-2,150t	66	71	76	Submarine, Frigate	37
2,151t-4,650t	71	76	81	Destroyer, Rocket	40
4,651t-10,000t	76	81	86	Cruiser, Container Vessel	45
10,001t-21,500t	81	86	91	Oil Tanker, Heavy Cruiser	50
21,501t-46,500t	86	91	96	Battleship, Cruise Liner	55
46,501t-100,000t	91	96	101	Aircraft Carrier, Oil Rig	60

Wall Strength Table (For A Super-hero Sized Hole)		
Material	Damage Needed	Knockback Reduction
Normal Glass	8	2m
Wood	8	2m
Thin Metal	8	2m
Bulletproof Glass	16	4m
Brick	16	4m
Metal Door	24	6m
Stone	32	8m
Concrete	32	8m
Armour Plating	32	8m

Agility Table	
Agility	Agility Bonus
16+	(Agility-15)
6-15	-
1-5	(Agility-6)

Strength Table		
Strength	Damage Bonus	Divider Modifier
60+	(Strength-15)	H/+1, S/+3
40-59	(Strength-15)	H/+1, S/+2
19-39	(Strength-15)	H/+1, S/+1
16-18	(Strength-15)	-
6-15	-	-
1-5	(Strength-6)	-

Endurance Table	
Endurance	Recovery Rate Bonus
26+	+3
21-25	+2
16-20	+1
6-15	-
1-5	-1

POWER GENERATION TABLES

Power Table (Roll d100)		
Roll	Power	Max Ranks
01-02	Accuracy	2
03-05	Acrobatics	2
06-09	Armour	3
10	Camouflage	1
11	Claws	1
12-14	Cybernetics*	1
15	Danger Sense	1
16	Density Control (Other)	1
17	Density Control (Self)	1
18	Duplication	1
19	Elasticity	2
20-27	Energy Blast*	4
28	Energy Reflect*	1
29	Environmental Control*	1
30-34	Flight	4
35-36	Forcefield*	1
37	Growth	1
38	Immunity*	1
39	Impervious	1
40	Invisibility	1
41	Larger	∞
42	Luck	1
43-44	Magic*	3

Power Table (Roll d100)		
Roll	Power	Max Ranks
45-49	Martial Arts*	3
50	Phasing	2
51-52	Psychic Ability*	3
53-54	Reactions	1
55-56	Shapechange*	1
57	Shrinking	1
58	Sidekick	3
59-62	Skills*	1
63	Snare	2
64-65	Super Endurance	∞
66-67	Super Health*	1
68-69	Super Leap	2
70-71	Super Senses*	1
72-73	Super Speed	∞
74-79	Super Strength	∞
80	Stunning Attack	1
81-82	Teleport	3
83-86	Toughness	4
87	Vehicle	1
88	Wallcrawling	1
89-94	Weapon Mastery*	3
95	Weather Control	3
96-00	Free Choice or Upgrade	

Cybernetic Implants Table	
Roll (1d10)	Implant
1	Bionic Arm
2	Retractable Glider
3	Hologram Projector
4	Cyber Controller
5	Power Simulator
6	Power Enhancer
7	Brain Implant
8	Cyber Weapon
9	Mind Control Device
10	Choose

Energy Type Table	
Roll (1d10)	Energy Type
1	Fire
2	Cold
3	Electricity
4	Light
5	Sound
6	Nuclear
7	Plasma
8	Shadow
9	Cosmic
10	Choose

Martial Arts Table	
Roll (1d6)	Style
1-3	Oriental
4-6	Streetfighting

Shapechange Table	
Roll (1d6)	Type
1-3	Freeform
4-6	Specific

POWER GENERATION TABLES (CONTINUED)

Environmental Control Table	
Roll (1d6)	Environmental Aspect
1	Dimensional
2	Electrical
3	Gravity
4	Magnetism
5	Molecular
6	Temperature

Forcefield Table	
Roll (1d6)	Forcefield Type
1	Hard Force Wall
2	Soft Force Wall
3	Hard Force Shield
4	Soft Force Shield
5	Personal Forcefield
6	Choose

Magic Spells Table	
Roll (1d10)	Spell
1	Astral Projection
2	Bestow Gift
3	Eldritch Bolt
4	Hypnotism
5	Illusion
6	Lore
7	Mystic Shield
8	Restraint
9	Summoning
10	Choose

Psychic Powers Table	
Roll (1d10)	Power
1	Empathy
2	Hallucinations
3	Mind Control
4	Precognition
5	Psionic Blast
6	Psychic Drain
7	Telekinesis
8	Telepathy
9	Transmutation
10	Choose

Skills Table	
Roll (1d10)	Skill
1	Acting
2	Computer Use
3	Disguise
4	Escapology
5	Gymnastics
6	Locksmith
7	Pilot
8	Stealth
9	Surgeon
10	Choose

Super Senses Table	
Roll (1d6)	Sense Type
1-2	Animal Senses
3-4	Enhanced Sense
5	Radar Sense
6	Choose or Special Sense

Enhanced Sense Table	
Roll (1d6)	Sense Type
1	Enhanced Hearing
2	Enhanced Sight
3	Enhanced Smell
4	Enhanced Taste
5	Enhanced Touch
6	Choose

Super Health Table	
Roll (1d6)	Health Type
1	Environmental Protection
2	Fast Recovery
3	Immune to Disease/Radiation
4	Immune to Poison
5	Regeneration
6	Choose

Special Sense Table	
Roll (1d6)	Sense Type
1	Thermal Vision
2	Microscopic Vision
3	Magnetic Sense
4	Life Sense
5	X-ray Vision
6	Choose

BASIC COMBAT TABLES

Physical Attack Detailed Steps Table	
Order of Step	Details of Step
1	Attacker rolls to-hit. If they miss, the attack ends here.
2	Defender chooses a Reaction.
2a (optional)	If the defender is Dodging, they roll to reduce the incoming damage.
3	Knockback distance is calculated (2 metres per 5 stun damage beyond their Knockback Threshold).
3a (optional)	If the defender is Parrying, they roll for success. On a success, they roll parrying "damage" to cancel out incoming damage.
3b (optional)	If the defender is Blocking, the object they are blocking with takes some of the incoming damage, reducing the amount they take.
4	The defender takes any remaining damage, reducing it if they have Dividers.
4a (optional)	If the defender was knocked back into an object, they take 1d6 Stun (reduced by their S Divider) and may be knocked through it.
4b (optional)	If the defender was knocked back, they must roll 1d20 + 1 per 2 metres of Knockback and get less than or equal to their Agility to remain standing.

Initiative Table (Roll d10 vs d10)		
		Winner's Advance Panels
Initiative Difference	1-2	1 Panel
	3-4	2 Panels
	5-6	3 Panels
	7-9	4 Panels

To-hit Table (Roll number or higher)							
		Strike Class					
		0	1	2	3	4	5
Armour Class	A	13	12	11	10	9	8
	B	13	12	11	10	9	8
	C	13	12	11	10	9	8
	D	13	12	11	10	9	8
	E	13	12	11	10	9	8
	F	12	11	10	9	8	7
	G	11	10	9	8	7	6
	H	10	9	8	7	6	5
	I	9	8	7	6	5	4
	J	8	7	6	5	4	3
	K	7	6	5	4	3	2
	L	6	5	4	3	2	2

Physical Damage Table (By Attack Type)		
Attack Type	Damage	
	Health	Stamina
Unarmed	1d6-6	2d6
Judo Throw	1d3	2d6
Blunt One-handed Weapon	1d6-6	2d6
Blunt Two-handed Weapon	1d6	2d6+6
Blunt Thrown Object/Weapon	1d6	2d6+3
Sharp One-handed Weapon	2d6	1d6
Sharp Two-handed Weapon	2d6+3	1d6
Sharp Thrown Weapon	2d6+3	1d6
Projectile Weapon	2d6+3	1d6+3
Explosive Weapon	3d6+3	2d6+3
Energy Blast	Varies	Varies

COMBAT REACTION TABLES

Judo Throw Table (Roll d6 + Strike Bonus)				
		Strike Class		
		1	2	3+
Judo Throw Roll	12	2P, Dam	2P, Dam	2P, Dam
	11	2P, Dam	2P, Dam	2P, Dam
	10	2P, Dam	2P, Dam	2P, Dam
	9	2P, Dam	2P, Dam	2P, Dam
	8	2P, Dam	2P, Dam	2P, Dam
	7	P, Dam	2P, Dam	2P, Dam
	6	P, Dam	2P, Dam	2P, Dam
	5	P	P, Dam	2P, Dam
	4	P	P, Dam	2P, Dam
	3	P	P	P, Dam
	2	-	P	P, Dam
	1	-	P	P

Dodging Table (Roll d6 + Dodge Bonus)							
		Strike Class					
		0	1	2	3	4	5
Dodging Roll	12	Y	Y	Y	Y	Y	Y
	11	Y	Y	Y	Y	Y	+P
	10	Y	Y	Y	Y	+P	+P
	9	Y	Y	Y	+P	+P	$\frac{1}{2}$
	8	Y	Y	+P	+P	$\frac{1}{2}$	$\frac{1}{2}$
	7	Y	+P	+P	$\frac{1}{2}$	$\frac{1}{2}$	$\frac{1}{2}$
	6	+P	+P	$\frac{1}{2}$	$\frac{1}{2}$	$\frac{1}{2}$	-
	5	+P	$\frac{1}{2}$	$\frac{1}{2}$	$\frac{1}{2}$	-	-
	4	$\frac{1}{2}$	$\frac{1}{2}$	$\frac{1}{2}$	-	-	-
	3	$\frac{1}{2}$	$\frac{1}{2}$	-	-	-	-
	2	$\frac{1}{2}$	-	-	-	-	-
	1	-	-	-	-	-	-

Parrying Table (Roll number or higher)								
		Parry Type						
		Rank 3 Martial Arts	Rank 1-2 Martial Arts	Shield (With Weapon Mastery)	Other Melee Parry (With Weapon Mastery)	Other Melee Parry (Without Weapon Mastery)	Any Ranged Weapon (With Weapon Mastery)	Any Ranged Weapon (Without Weapon Mastery)
Attack Type	Rank 3 Martial Arts	8	9	6	7	14	-	-
	Rank 1-2 Martial Arts	7	8	5	6	13	-	-
	Other Melee Attack (With Weapon Mastery)	9	10	6	7	14	-	-
	Other Melee Attack (Without Weapon Mastery)	6	7	4	5	9	-	-
	Any Ranged Weapon (With Weapon Mastery)	9	10	6	7	15	7	11
	Thrown Weapon (Without Weapon Mastery)	7	8	4	5	13	5	9
	Projectile Weapon (Without Weapon Mastery)	8	9	5	6	14	6	10
	Energy Blast	-	-	8	-	-	-	6

PERSONAL PROFILE TABLES

Confidence Table				
Confidence	Downtime Points	Can Increase Resources?	Will bonus for defence	Hero Points
15-30	-2	No	-	-
31-45	-	No	-	-
46-60	-	Yes	-	-
61-63	-	Yes	+1	-
64-66	-	Yes	+2	-
67-69	-	Yes	+3	-
70-72	-	Yes	+4	-
73-75	-	Yes	+5	-
76-78	-	Yes	+5	1
79-81	-	Yes	+5	2
82-84	-	Yes	+5	3
85-87	-	Yes	+5	4
88-90	-	Yes	+5	5

Financial Resources Table				
Financial Resources	Description	Home	Clothing	Transport
1	Destitute	Homeless	Rags	Foot
2	Scraping By	Hostel	A Single Change	Bus
3	Poor	Rented Room	Charity Shop Selection	Bicycle
4	Average	Rented Flat	Cheap Casual Clothes	Moped
5	Comfortable	Shared House	Cheap Suit	Second Hand Car
6	Well Off	Small House	Quality Suit	New Car
7	Affluent	Cottage	Made-to-measure Suit	4x4 or Sports Car
8	Loaded	Large Town House	Designer Suit	Chauffeur Driven
9	Rich	Mansion	High Fashion	Private Yacht
10	Filthy Rich	Castle	Personal Designer	Private Jet

Material Resources Table	
Material Resources	Description
1	None
2	A few simple and basic tools (screwdriver, shovel, hammer)
3	A basic tool set
4	Power tools
5	Scientific tools for one speciality
6	Scientific tools for many specialities
7	Full laboratory for one speciality
8	Full laboratories for many specialities
9	Entire research facility
10	Multinational research facilities

DOWNTIME TABLES

Device Components Table		
Complexity	Material Resources Needed	Experience Points Per Stage
Anyone could make it	3	5
Needs some know-how	4	10
Needs knowledge and equipment	5	15
Needs specialist equipment	6	20
Needs precision work and innovative research	7	25

Experience Point Cost Table	
Desired Result	Experience Points Needed
Increase a Personal Profile Score	10 x Current Score
Increase an Ability Score	10 x Current Score
Increase a Resource Level	10 x Current Score
Keep an Increase	5 per week for (New Score) weeks
Create a Device	Varies
Acquire a New Super Power	30 x Current Powers
Improve a Super Power's Rank	100 x Current Rank

Device Components Table	
Components Needed	Financial Resources Needed
Cheap, common parts	3
Average, common parts	4
Hard to find or expensive parts	5
Custom-made hi-tech parts	6
Secret, illegal or cutting edge parts	7

Downtime Point Experience Table	
Suitability Of Activity To Goal	Experience Points Gained
Completely Unsuitable	1
A Poor Fit	2
Average	3
Well Suited	4
Ideal	5

NAME:

SECRET IDENTITY:

STRENGTH

Damage Bonus:

Knockback Threshold:

AGILITY

Strike Bonus:

Dodge Bonus:

WILL

Panels Per Page:

Magic/Psychic/Energy:

ENDURANCE

Armour Class:

Movement Speed:

POWERS & PERKS

EQUIPMENT

HEALTH:

H Divider:

Battered:

Recovery Rate:

STAMINA:

S Divider:

Dazed:

Stunned:

Recovery Rate:

HERO POINTS:

Material Resources:

Financial Resources:

Downtime Pts / Week:

ATTACK	STRIKE CLASS	DAMAGE	NOTES

Backing:

Heroism:

Identification:

Public Relations:

Competence:

POPULARITY:

Methods:

Approachability:

Fame:

Power Use:

Contacts:

INVESTIGATION:

Conscience:

Social Circle:

Success Rate:

Public Response:

Security:

CONFIDENCE: