

CHAMPIONS

THE SUPERHERO ROLE PLAYING GAME
BY STEVE PETERSON AND GEORGE MAC DONALD



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DEDICATION

The 2nd Edition of **CHAMPIONS** is dedicated to the following people:

Glenn "**ICESTAR**" Thain

Steve "**FORCE**" Goodman

Bruce "**MARKSMAN**" Harlick

Stacy "**MIND MAID**" Laurence

Doug "**MERCENARY**" Garrett

Mike "**AIRACOBRA**" Gray

Tom "**ROSE**" Tumey

Our heartfelt thanks to all of the people who have helped us make this game work.

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Welcome!

Welcome to the superpowered world of **CHAMPIONS**. Here Superheroes and Supervillains are real, and battle for the destiny of the human race. **CHAMPIONS** allows anyone to become a Superhero and fight for justice. With these rules, and your pencils, paper, and imagination, you can recreate the fanciful world of the comic books and pulp adventure novels. **CHAMPIONS** is not a game for the weak at heart. It takes guts, intelligence, and imagination to survive. It will be worth it.

What is Role Playing?

A role playing game is fundamentally different from the usual games (chess or poker, for instance) that people play. When playing chess or poker the object is to win, to beat your opponent. The object of a role playing game is to have fun and be creative with your friends.

A good model of a role playing game is a play. A play has a director who helps set up the background of the play for the actors and has some control over how the actors will react in the play. A play also has an author, who sets up the situation (the plot), decides what each character is like, and then writes lines to reflect the personalities of the characters he has created. The characters try to react to the plot situation in ways consistent with their personalities.

When playing a role playing game one character will assume the part of the director and author. This person, called a Game Master (GM), will decide the basic plot of this particular adventure. The GM will describe to the players the settings they find themselves in. The players create characters using the game system, and then decide what personality their character has. The players make up dialogue on the spot, trying to talk and act as their characters would in the situations they find themselves in. The GM acts out the roles of all of the people the players will encounter. Obviously, the GM should be quick and creative.

Once combat occurs, the GM takes over as referee. The GM plays the part of the villains, deciding what actions they will take. The players respond as they believe their characters would. The GM tells the players what they need to do in order to accomplish their desire. If a player tells the GM he wants to hit the villain, the GM will tell the player what dice he needs to roll, and what number he must roll on the dice to hit. Of course, once the players are all familiar with the game "mechanics", play will proceed much faster.

The storyline or plot of the game should be very flexible and responsive to the decisions of the players. No two adventures will be the same because of the different directions that the characters can take. The GM should be willing to integrate the players' ideas and responses into the game. Ideally, a role playing game involves continuous feedback between the players and the GM.

Don't let the apparent complexity of these rules discourage you. The rules are designed to reflect real life (as seen in comic books) and they should enhance the interaction between the players and the

GM. The rules are simply a tool so that everyone can understand the actions of the characters. After playing the game a few times the mechanics will seem second nature and everyone will be able to concentrate on role playing.

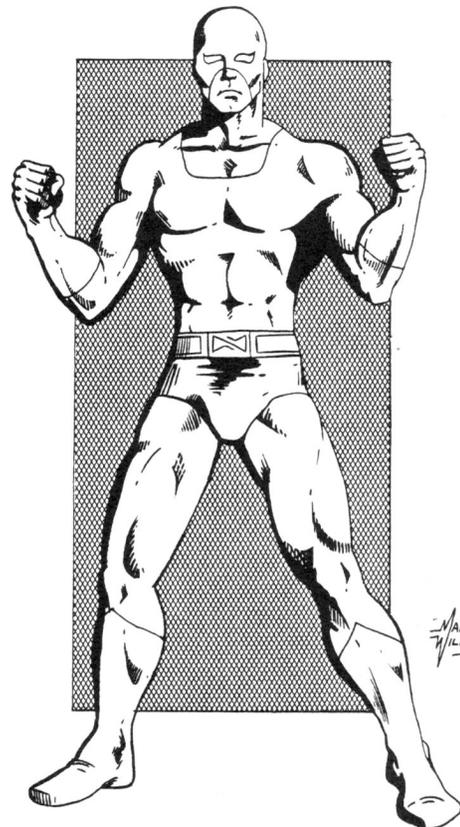
Playing Materials

Included with this game are the following materials:

- * A copy of **CHAMPIONS**, including 8 blank character sheets in the middle.
- * A copy of **VIPER'S NEST**
- * A 17" by 22" street map with 25 mm hexes, with blank 25 mm hexes on the reverse.
- * 6 dice

The following materials are very useful, but not absolutely necessary:

- * Paper and pencils
- * Copies of the character sheets
- * 25 mm lead miniatures to represent characters (available from Heritage Miniatures)
- * At least 3 dice for each player (more dice are helpful).



CREATING A CHARACTER

CHAMPIONS is designed so that you create exactly the character you want to play. All Powers, Skills, and characteristics are given a Power Point cost. The character simply spends his Power Points on the powers, skills, and characteristics he wants to have.

Each character is given 100 Power Points to start with. The character may take certain disadvantages (see Character Disadvantages) to increase this total.

We suggest you read through this rulebook before you build your first character. Knowing how the combat system works will help considerably when creating your character. As you create more characters, you will become more skilled at character creation. Study the sample characters we create (see Character Examples), and look at the villains listed in the back of the book for more examples.

Character Creation

Creating a character consists of three major steps:

- 1) Determine what sort of character you wish to play. This conception of your character may change as you build him, but the conception should be the basis for all further decisions about what the character is like.

Do you want to play a strong character, a fast character, someone who fires bolts of energy? What sort of personality will your hero have? What are his motivations? Answering these questions will give you a much better idea of what abilities and disadvantages your character will have.

- 2) Choose those Powers, Skills, particular characteristics, Character Disadvantages, and Limitations that will represent the character in game terms. Make a general note of how much you wish to spend on each Power, Skill, and characteristic. Determine how many points you expect to gain from Disadvantages and how much you expect to save from Limitations. Remember that you begin with 100 Power Points to spend.
- 3) Balance the point cost and the total points available. Often a character will have to be built at slightly below a player's initial conception. Characters such as these can grow into the player's conception as the character gains Experience Points.

Character Conception

Creating a character requires that you have a starting point, some idea to build the character around. There are three easy starting points for a character conception:

- 1) **Abilities:** The player may have some ideas what kinds of Powers, Skills, and characteristics he wants the character to have (such as being very strong, throwing energy bolts, flying, etc.).
- 2) **Name:** The player might have a special name in mind for a character. Often a name will suggest certain abilities and skills (**OGRE:** Strength, **STARBURST:** Energy Blast, etc.).
- 3) **Costume:** Using the character outlines on the character sheets, a player might come up with a costume design that suggests something about the character (a character's shield, ability to fly, a gun, etc.).

No matter where a character conception comes from, it should lead to a well-rounded character. The best conceptions are those whose Powers, Skills, characteristics, Disadvantages, Limitations, name, costume, and personality all fit together logically.

When putting a conception together there are certain questions the player should ask about how the character is turning out. These questions center around the character's capabilities in an average adventure. The following is a list of general categories of abilities. A well-rounded character should have some ability in most of these categories.

Mobility: Ask how your character gets around during an adventure. Does he fly, glide, run fast, teleport, have a fast car? Often a character can hitch a ride with another hero, but they are not always willing or able to help your character. It can be very embarrassing to have to hail a cab to chase a villain.

Offense: If the villain does not simply surrender when the hero shows up, there may be an altercation. During such an altercation, a character might find it very helpful to have a way of fending off, or even disabling, his opponent. A character should not be all offense, but may feel very impotent without some kind of damaging attack.

Defense: Once a battle is joined it may be disturbing for your character to fly in from a great distance, wow the crowd with your megablast, and then be cut down by a small child with a thrown rock. A character's defense can be as simple as a high DCV so as not to get hit often, a high PD and/or ED, a Force Field, or a

high enough SPD to put down your opponents before they can fire.

Flavor: Every character should have something that sets him apart from all other super-characters. A character may have a small power only used in emergencies, or a Power Advantage that makes his Energy Blast different from other Energy Blasts. Sometimes all a character needs is a classy Special Effect that has little direct impact on the game, but adds flavor and realism.

The character's origin can help define many of his Powers and Disadvantages. The character may have gained his powers at the expense of a villain (thus giving his character a good reason to be Hunted) or during an accident when something terrible happened (giving a rationale for a Psychological Limitation). A proper origin can be the springboard for many adventures. The player should select his origin very carefully. The following is a list of some possible origins that a character might have:

- 1) The character is an alien from another world.
- 2) The character was exposed to radiation (caught in a nuclear explosion, bitten by a radioactive spider, whatever).
- 3) The character is a product of intensive training (part of many origins).
- 4) The character built his powers himself (character may be a scientist or engineer).
- 5) The character took some sort of super-serum.



- 6) The character was exposed to magic (has a magic focus, magic powers, or had a magic accident).
 - 7) The character was accidentally exposed to strange chemicals, alien devices, etc.
 - 8) The character is a mutant.
- Etc.

These are merely the skeletons of a good origin. Be creative. Determine your character's real name, where he grew up, what his childhood was like. Ask yourself why the character is a superhero. His motives are an important part of his origin and an important part of his personality. When did he become supernormal? Was he born that way, or trained because of some terrible incident (his parents killed by criminals, perhaps)? Did he build a suit of powered armor? Why does he fight criminals?

The details of the character's origin are left up to the player. Perhaps the GM can assist him, but the player should let his imagination roam free. Invent the character's name, his family background, his job, his possessions. The more details that the player develops, the easier the GM can integrate the character into the campaign. The player will find his role playing more enjoyable with a well detailed character.

A large part of the character's conception can be centered around the character's Secret Identity (or lack of Secret Identity). If a character does not have a Secret Identity, the player must figure out what the character does between adventures. If the character does have a Secret Identity, then that identity should be consistent with the character's origin and history. Remember that often superheroes assume their superhero identity to get away from the problems of their Secret Identity.

The Basic Character

The basic character is defined by eight primary characteristics, and six figured characteristics. Each characteristic has a base value, and a cost for increasing that base value by one point. A normal person is considered to have the base value for each characteristic, on the average. A **CHAMPIONS** character starts out with those base characteristics, plus 100 Power Points to spend, plus any additional points he may obtain through taking Character Disadvantages. The basic character is shown below.

Base Value	Characteristic	Cost
10.....	Strength (STR).....	x1
10.....	Dexterity (DEX).....	x3
10.....	Constitution (CON).....	x2
10.....	Body Pips (BODY).....	x2
10.....	Intelligence (INT).....	x1
10.....	Ego (EGO).....	x2
10.....	Presence (PRE).....	x1
10.....	Comeliness (COM).....	x½

Once you have determined the final Values of the character's primary characteristics, use the following formulas to determine the base Value of his figured characteristics.

Physical Defense = (STR/5)
 Energy Defense = (CON/5)
 Speed = 1 + (DEX/10)
 Recovery = (STR/5) + (CON/5)
 Endurance Pips = 2 x (CON)
 Stun Pips = BODY + (STR/2) + (CON/2)

Once the base values for the figured characteristics are determined, the character may increase those values from there, using the listed point cost.

2.....Physical Defense (PD)....x1
 2.....Energy Defense (ED).....x1
 2.....Speed (SPD).....x10*
 4.....Recovery (REC).....x2
 20.....Endurance Pips (END).....x $\frac{1}{2}$
 20.....Stun Pips (STUN).....x1

* The cost of Speed is dependent on the DEX of the character. See Explanation of Characteristics: Speed.

The Cost is the amount of Power Points necessary to increase the characteristic by 1 pt. Thus, 1 pt. of DEX would cost 3 Power Pts.

A character may also reduce his characteristics below the base value given, thus gaining points according to the cost listed. Thus, a character who reduces his Body Pips to 9 will gain 2 pts. A character may reduce any or all of his primary characteristics, but only **ONE** figured characteristic may be reduced.

Explanation of Characteristics

Strength (STR): This characteristic represents the character's raw physical power. Strength determines the damage a character does in hand-to-hand combat, how much the character can lift, carry, throw, etc. Strength also adds to the base value of Physical Defense, Recovery, and Stun Pips. A character is considered 2x as strong for every +5 pts. of STR. 1 pt. of STR costs 1 Power Point.

Dexterity (DEX): This characteristic represents the character's coordination and agility. A character's Combat Value is based on his Dexterity. Certain Skills are partially based on DEX, and a character's base Speed is calculated from his DEX. 1 pt. of DEX costs 3 Power Points.

Constitution (CON): This characteristic represents how tough and healthy a character is. Constitution keeps a character from being stunned too easily in combat, and adds to the base value of Energy Defense, Recovery, Endurance Pips, and Stun Pips. 1 pt. of CON costs 2 Power Points.

Body Pips (BODY): This characteristic represents how much damage a character can take before being killed. Body Pips add to the base value of a character's Stun Pips. 1 Body Pip costs 2 Power Points.

Intelligence (INT): This characteristic represents the ability to assimilate and process data. Intelligence increases the character's Perception Rolls and certain Skills. 1 pt of INT costs 1 Power Point.

Ego (EGO): This characteristic represents a character's mental power and strength of will. Ego determines a character's base Ego Combat Value, for use in mental attacks. Ego also helps a character in tests of willpower. 1 pt. of EGO costs 2 Power Points.

Presence (PRE): This characteristic shows how forceful and charismatic a character is. Presence allows the character to impress or overawe people, and allows him to resist the effects of another person's high Presence. 1 pt. of PRE costs 1 Power Point.

Comeliness (COM): This characteristic represents how beautiful or handsome a character is. 1 pt. of COM costs $\frac{1}{2}$ Power Point.

Figured Characteristics

Physical Defense (PD): This characteristic represents how tough a character is against physical attacks. A character's PD is subtracted from the STUN and BODY damage done by a normal physical attack. Physical Defense has a base value of (STR/5), and may be increased 1 pt. for 1 Power Point.

Energy Defense (ED): This characteristic represents how tough a character is against energy attacks. A character's ED is subtracted from the amount of STUN and BODY damage done by normal energy attacks. Energy Defense has a base value of (CON/5), and may be increased 1 pt. for 1 Power Point.



Speed (SPD): This characteristic represents how many actions a character may perform in a turn. Speed has a base value of $1 + (DEX/10)$. Each additional Speed point costs 10 pts. Speed is the only value in the game that does not round off in favor of the character.

Example: A character with a DEX of 18 has a base speed of $1 + (18/10) = 2.8$, which rounds to 2. If the character wanted to be SPD 3, it would cost him 2 Power Points. If the character wanted to be SPD 4, it would cost him 12 Power Points, and so on.

If a character wishes to increase his Speed he must buy the remaining fraction of a Speed point. Each 1/10 of a Speed point costs 1 pt.

Recovery (REC): This characteristic represents how fast a character comes back from being exhausted or knocked out. Recovery has a base value of $(STR/5) + (CON/5)$. Each additional pt. of REC costs 2 Power Points.

Endurance Pips (END): This characteristic represents how long a character can expend energy. Anytime a character uses a power, moves, or uses his STR, he expends some of his END. END has a base value of $2 \times (CON)$. Each additional Endurance Pip costs $\frac{1}{2}$ Power Point.

Stun Pips (STUN): This characteristic represents how much damage a character can take before being knocked out. STUN has a base value of $BODY + (STR/2) + (CON/2)$. Each additional Stun Pip costs 1 Power Point.

Strength Chart

STRENGTH	LIFT	DAMAGE	JUMP	EXAMPLE
-20	1.6kg	----	---	Football
-15	3.2kg	----	---	
-10	6.4kg	----	---	Shotput
-5	12.5kg	----	---	
0	25kg	0D6	0"	TV set
5	50kg	1D6	1"	
10	100kg	2D6	2"	Man
15	200kg	3D6	3"	
20	400kg	4D6	4"	Motorcycle
25	800kg	5D6	5"	
30	1.6ton	6D6	6"	Small car
35	3.2ton	7D6	7"	Truck
40	6.4ton	8D6	8"	
45	12.5ton	9D6	9"	Jet Fighter
50	25ton	10D6	10"	
55	50ton	11D6	11"	Tank
60	100ton	12D6	12"	
65	200ton	13D6	13"	Large Plane
70	400ton	14D6	14"	
75	800ton	15D6	15"	Trawler
80	1.6kton	16D6	16"	
85	3.2kton	17D6	17"	
90	6.4kton	18D6	18"	Destroyer
95	12.5kton	19D6	19"	
100	25kton	20D6	20"	Cruiser

KEY

kg = Kilogram
ton = 1,000 kg

kton = 1,000 tonnes

Jump = running broad jump distance

This chart was simplified somewhat for ease of presentation. Some of the examples are approximations. The Strength Chart follows a pattern that can be extended for even greater Strengths. For those of you who like exact numbers, the specific formulas are:

$$\text{Lift} = 25 \text{ kg} \times 2^{(STR/5)}$$

$$\text{Damage} = 1D6 \text{ per } 5 \text{ pts. of STR}$$

$$\text{Jump} = 1'' \text{ per } 5 \text{ pts. of STR}$$

$$\text{KDamage} = +1D6 \text{ per } 15 \text{ pts. of STR}$$

Throwing Distance

The distance that a character may throw an object is determined by the weight of the object, the character's STR, how aerodynamic the object is, and whether or not the object is balanced.

The GM decides the weight of the object, and the minimum STR needed to lift that object is found on the Strength Chart. The character subtracts that STR from his STR, and the number left is the amount of STR used to throw the object. The character then looks up the amount of STR used to throw the object on the Throwing Distance Chart. The chart will show how far the character can throw the object if it is balanced or unbalanced.

Balanced objects are such things as girders, balls, manhole covers, roughly spherical rocks, cooperating characters, etc. Unbalanced objects are such things as cars, motorcycles, noncooperating characters, etc. Aerodynamic things are spears, or objects specifically designed for throwing or flight, like baseballs, planes, etc.

The damage done for thrown objects is the same as for the STR used to throw the object. Remember, however, that a character can get a bonus on his Attack Roll if the object is larger than man-sized (see Combat Modifiers Chart).

Throwing Chart

Extra Strength	Balanced, Aerodynamic	Balanced or Aerodynamic	Unbalanced Object
0	0"	0"	0"
5	10"	5"	2"
10	20"	10"	4"
15	30"	15"	6"
20	40"	20"	8"
25	50"	25"	10"
30	60"	30"	12"
35	70"	35"	14"
40	80"	40"	16"
45	90"	45"	18"
50	100"	50"	20"

etc.

For every 1" up an object is thrown, it loses 2" of forward distance.

Round Offs

Often when using the formulas for generating figured characteristics the numbers don't come out evenly. In the case of a number with a fractional remainder, always round to the nearest whole number. When the fractional remainder is $\frac{1}{2}$, the number should be rounded in the character's favor, either up or down.

Example:

ED is figured from the formula $ED = CON/5$.

If a character has a 20 CON his $ED = 20/5 = 4$.

If a character has a 22 CON his $ED = 22/5 = 4.4$ which rounds to 4.

If a character has a 23 CON his $ED = 23/5 = 4.6$ which rounds to 5.

Using the Character Sheet

Included as the center 8 pages of this book are 8 Character sheets. These sheets should be separated from the rules and cut apart down the center. The players have permission to photocopy the character sheets for their own use.

An example of a completed Character Sheet is provided for the first Character Example, **CRUSADER**. The player should note on his Character Sheet all of the important facts about his character. Personal notes can be written on the back of the character sheet.

The Character Sheet includes a character outline. Design a costume for your character and use the outline as the basis. The outline can be modified by scraping away lines with a sharp knife, or using whiteout and photocopying. Draw new lines with a fine felt tip pen. Be creative! A good costume really adds to the enjoyment of the game.



SKILLS

The abilities listed here under Skills are not grouped because they are all capable of being learned; they are grouped because none of them should be subject to Power Limitations or Power Advantages, and none of them should be put into Multipowers or Elemental Controls. The GM may make exceptions to this, but only in very special cases. There should be a very good reason why the character should have a Skill modified by Limitations or Advantages.

A character must normally make a Skill Roll to perform his skill successfully. The character should roll 3D6. If the total of the dice is less than or equal to the Skill Roll, then the Skill has been successfully performed. Any listed modifiers to the Skill Roll are modifiers to the roll, not to the dice (Stealth on an 11 or less with a +2 is Stealth on a 13 or less).

The GM should not require a Skill Roll when the task is easy. A character does not have to make a Climbing Roll to climb a ladder. Modifiers for difficult situations or circumstances should be used. Some examples are listed with each of the Skills.

Every character has a base chance of an 8 or less with Climbing or Stealth. The GM may give a character an 8 or less chance with Detective Work or Disguise under certain circumstances.

The Skill list given here is not intended to be exhaustive. We assume that each character is skilled in his Secret Identity's profession (doctor, lawyer, scientist, etc.). The character does not have to pay for this skill. If a character wants many such skills, then the GM should consider charging the character 1 Power Point for the equivalent of a college degree in the field. For 2 Power Points the character has the equivalent of an advanced degree, and has a base roll with the particular skill. The roll should be based on the appropriate characteristic (such as INT for sciences), with the standard $9 + (\text{Characteristic}/5)$ formula. Some skills might not be based on a characteristic, but would be a base 11 or less.

Each Skill is listed below with its effects and the cost.

ACROBATICS: This skill gives the character the ability to perform rolls, tumbles, flips, etc. like a circus acrobat. For 10 pts. a character may perform acrobatics on a roll of $9 + (\text{DEX}/5)$ or less. The character gets +1 to his Acrobatics Roll for every +2 pts. A successful Acrobatics Roll will allow a character to land on his feet after being knocked back so that the character does not take any damage from impacting against the floor. Acrobatics takes a half move to perform.

Acrobatics can be helpful in difficult situations, allowing the character to jump and flip over

an obstacle, landing on his feet ready to fight. Acrobatics can also allow the character to jump off of moving vehicles and take no damage, swing from flagpoles, bounce off of awnings, etc.

A successful Acrobatics Roll adds +2 to a character's DCV, except when the character is using his Acrobatics to land on his feet after Knockback. Whenever the character is performing Acrobatics to get out of a bad spot (Knockback, falling down, etc.) he will not get a +2 DCV bonus. A character may not add the +2 DCV from Acrobatics to the DCV bonus from doing a dodge. Some modifiers for Acrobatics:

Modifier	Circumstance
+1.....	Preparing a phase
-1 to -5	for Difficulty Factor. Examples:
-1.....	Rough surface
-2.....	Wet or slippery floors
-3.....	Carrying someone

Cost = 10 pts., roll $9 + (\text{DEX}/5)$, +1 per 2 pts.

CLIMBING: This skill gives the character the ability to climb walls, trees, buildings, etc. as long as there are handholds. For 5 pts. a character may climb successfully on a roll of $9 + (\text{STR}/5)$ or less. The character gets +1 to his Climbing Roll for every +2 pts. Base Climbing speed is 2" per phase. The character gets +1" per phase for every +2 pts. Some modifiers for Climbing:

Modifier	Circumstance
+1.....	Preparing a phase
+3.....	Preplanned (scouted, mapped, etc.)
-1 to -5	for Difficulty factor. Examples:
-1.....	Lack of proper equipment
-2.....	Poor handholds
-3.....	Very poor handholds
-3.....	Slippery surface

Cost = 5 pts., Roll $9 + (\text{STR}/5)$, +1 per 2 pts. Base speed 2" per phase, +1" per 2 pts.

COMPUTER PROGRAMING: This skill gives the player the ability to extract information from unfamiliar computer systems. For 5 pts. the character may get information out of an unfamiliar computer on a roll of 9 + (INT/5) or less. The character gets +1 to his Computer Programing Roll for every +2 pts. An unfamiliar computer may be reprogramed by rolling half or less of the normal Computer Programing roll. Some modifiers for Computer Programing:

Modifier	Circumstance
+1.....	Know the system well
+1.....	Know the program in advance
+1.....	Taking 1 Turn to make roll
+2.....	Taking 1 minute to make roll
+3.....	Taking 10 minutes or more to make roll
-5.....	Never seen computer language or system before
-3.....	Under combat conditions (no time for study)

Cost = 5 pts., roll 9 + (INT/5), +1 per 2 pts.

DETECTIVE WORK: This skill gives the character the ability to find clues and track people or things. For 5 pts. the character may find special clues or follow a trail on a roll of 9 + (INT/5) or less. The character gets a +1 for every +2 pts.

The character will get specific clues as to the position or persons involved in a situation by rolling half or less of the normal Detective Work roll. The GM should not let Detective Work become a substitute for thinking on the part of the player. Some modifiers for Detective Work:

Modifier	Circumstance
+1.....	Know object or area of investigation.
+1.....	Long or preplanned investigation.
+1 to +3.....	Player offers clever ideas on how to search for clues.
-1 to -3.....	Evidence was disturbed or faked.

Cost = 5 pts., roll 9 + (INT/5), +1 per 2 pts.

DISGUISE: This skill gives the character the ability to disguise himself to look like someone else. For 5

pts. the character may successfully disguise himself so that even suspicious characters must make Perception Rolls at -5 to spot the disguise by rolling 9 + (INT/5) or less. The character gets a +1 that may either be used to add to his own Disguise Roll or subtract from other character's Perception Rolls for ever +2 pts. Only characters who are actively suspicious may attempt to spot disguises. Disguise includes not only the ability to change one's appearance, but the ability to change one's voice and mannerisms. Some modifiers for Disguise:

Modifier	Circumstance
+1.....	Prepared disguise
+1.....	Know the person you're disguised as
-3.....	No costume or necessary props
-2.....	Less than 1 turn preparation

Cost = 5 pts., roll 9 + (INT/5), +1 per 2 pts.

FIND WEAKNESS: This skill gives the character the ability to find a weakness in the defenses of a target. For 10 pts. the character may reduce his target's appropriate defense by half on a roll of 11 or less. The character gets a +1 on the Find Weakness Roll for +5 pts. If the Find Weakness is made at range it takes a range modifier of -1 per 3". Attempting to Find Weakness takes a half phase.

A character may attempt to Find Weakness on a target as often as time allows. Each additional effect is cumulative (second time defense is $x\frac{1}{4}$, third time defense is $x\frac{1}{8}$, etc.). If the character ever fails to Find Weakness on a target he may make no further Find Weakness attempts on that target. Each subsequent attempt to Find Weakness has a cumulative -2 chance to Find Weakness (second try -2, third try -4, etc.).

Find Weakness only works for one of a character's types of attacks (punch, Energy Blast, etc.) and only works for the character who has the Find Weakness. The target defends against all attacks from other characters normally. Weakness may be found in all types of targets, including Force Fields, Walls, etc.

Any weakness is only applicable for that particular battle, and the next time the character sees the target he will have to make his Find Weakness Roll all over again. Conversely, if a character fails to Find Weakness on his target, he may try again when they meet in another adventure. Some modifiers for Find Weakness:

Modifier	Circumstance
+1.....	Preparing a phase
-1 to -3.....	Unusual or alien physique, totally unknown structure
-2.....	Second try on same target
-4.....	Third try on same target

Cost = 10 pts., roll 11 or less, +1 per 5 pts. -1 per 3", one attack only.

LUCK: This skill represents that quality which helps events turn out in the character's favor. The GM may have a character make a Luck Roll when the character is totally overwhelmed in combat, when an opponent is escaping, when a character has no idea of how to find what he is looking for, or any other time that outrageous fortune could come to the player's aid.

The GM should never let Luck rule a situation and has full control over when, how often, and how much Luck will help a character. Luck should not come into play very often, just as Unluck should not occur very often. Luck should occur as a surprise to the player, and not be something that he depends upon.

To perform a Luck Roll a character rolls 1D6 for every 5 pts. of luck the character has. Each 6 that is rolled counts as 1 pt. of Luck. The GM should then decide what (if anything) lucky happens to a character. The more points of Luck that the character rolled, the luckier the character should be. The following is a chart giving some general guidelines to follow when determining the effects of Luck:

SECURITY SYSTEMS: This skill represents the character's ability to detect and defeat security systems such as alarms, locks, and scanners. For 5 pts. the character may defeat a system on a roll of 9 + (INT/5) or less. The character gets a +1 to his Security Systems Roll for +2 pts. Security Systems is a broad category including electronic and mechanical locks, traps, and alarms. Some modifiers for Security Systems:

Modifier	Circumstance
+1.....	Knows system well
-3.....	in combat conditions (no time to study)
-5.....	Totally unknown sensor or alarm type

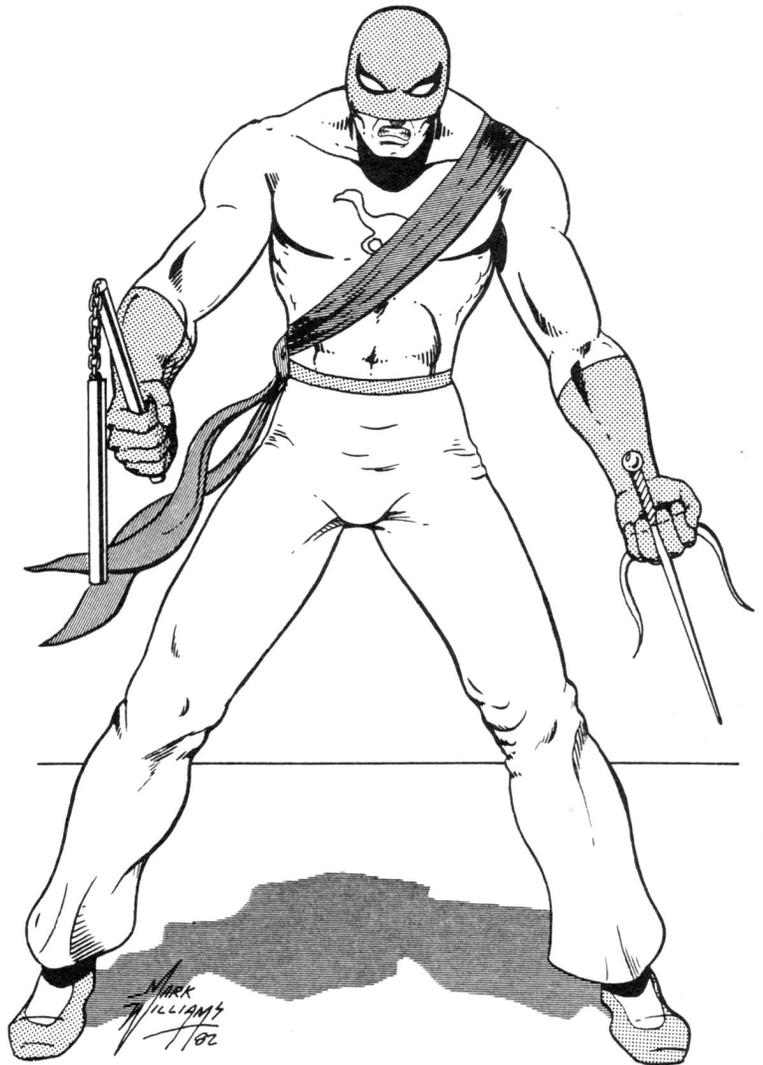
Cost = 5 pts., roll 9 + (INT/5), +1 per 2 pts.

Points of Luck	Possible Effects
1.....	The character might find a clue, or gain information, the character's opponent could be momentarily distracted, or impeded, giving the character a momentary advantage.
2.....	The character could accidentally happen upon someone important, or stumble across someone he was looking for. The character's opponent could be actively inconvenienced by a weapon's malfunction or a stalled getaway vehicle.
3.....	The character might be saved by the most miraculous of coincidences. The character may stumble upon Mister Big accidentally, or have a terminal fall broken by a huge pile of rubber pads that just happen to be in the right place. Incredible coincidence is possible.

Cost = 5 pts. per 1D6 of Luck, maximum 15 pts.

MARTIAL ARTS: Martial Arts includes any form of advanced hand-to-hand fighting technique, from Boxing to Kung Fu. Martial Arts allows a character to use the more efficient Martial attacks on the Combat Maneuvers Table (see Combat Maneuvers). Martial Arts costs a character as many Power Points as the character has STR. The character may increase the damage multiple of all of his Martial Attacks by $+x\frac{1}{2}$ at a cost of $\frac{1}{2}$ STR in points.

Example: **GREEN DRAGON** has Martial Arts with a STR of 15 and buys an extra damage multiple. The extra multiple will cost him $(15/2) = 7$ pts. He will now do $x2$ STR damage with a Martial Punch and $x2\frac{1}{2}$ damage with a Martial Kick.



Cost = STR in pts., $+x\frac{1}{2}$ damage for $+ \frac{1}{2}$ STR. Minimum Cost = 10 pts. Minimum Cost for an extra damage multiple is 5 pts.

USE ESPIONAGE COSTS

SKILL LEVELS: These represent the character's ability to perform better with his Powers and Skills. Each Level represents a +1 bonus when using a Power or Skill. The cost of a Level is dependent upon how many different ways that Skill can be used. The chart below describes the three categories of Skills:

Cost	Type of Level	Utility of Level
3 pts....	Specific Level	+1 with one Power, Skill, or attack.
5 pts....	Group Level	+1 with a group of related Offenses, Defenses, Powers, Skills, or any two specific things.
8 pts....	General Level	+1 with any two groups, or three specific things.
10 pts...	Overall Level	+1 with all Powers, Skills, attacks, or actions.

The +1 bonus for a level may only be applied to one aspect of a Power or Skill at a time. The character should declare what aspect a Skill Level is applied to every phase when in combat.

Examples of Skill categories

Specific Level: Energy Blast, Punch, Shield, Flight, Pistol, Block, Dodge, Martial Kick, Missile Deflection, other single specific Power or attack. May not be used with a Power or Skill where the cost of a +1 is already listed.

Group Level: All Guns, Hand to Hand Combat, Ranged Combat, All Movement Powers, All Martial Arts Attacks, All Ego Powers, All DEX based Skills, All INT based Skills, All Perception Rolls, or any group or class of Powers, Skills, or Attacks related by their operation. You may add your level to the roll of a Power or Skill where a +1 cost is listed only if that cost is less than +1 per 5 pts.

General Level: The use of several powers of different kinds related only by their special effects (Powered armor suits, Elemental Controls with three or more different powers, All Martial Arts Attacks and DEX Based Skills), All skills, All Combat, or any group of Powers, Skills, or attacks related by their conception. You may add your level to the roll of any Power or Skill where a +1 cost is listed if that Power or Skill falls under your General Level.

Overall Level: Any action which requires the character to make a roll of some sort (attack, Skill, etc.). This applies only to any Power or Skill that the character already has.

Example: A character has a 3 pt. level with his punch. This gives the character a +1 bonus when punching. The character may increase his OCV by 1 when punching, or his DCV by 1 when punching.

The character may only have his bonus in one aspect at a time. If the character had several Skill Levels with his punch then he could apportion the bonuses between OCV, and DCV as he wishes so long as the total bonuses do not exceed the number of levels that the character has.

Example: A character has a 3 pt. Skill Level with Energy Blast. He may increase his OCV by 1 when firing or increase his Range Modifier by 1 (from -1 per 3" to -1 per 4"). However, since he only has one Level, he may not add +1 to his OCV and increase his Range Modifier in the same phase. One or the other, but not both simultaneously.

Levels may be shifted at the beginning of the character's phase. This takes no time to shift the Levels. However, the Levels will stay where you allocated them until the beginning of your next phase, when you may change the distribution again.

STEALTH: This skill represents a character's ability to hide himself in shadows, move silently, and generally avoid detection. For 5 pts. the character may attempt to avoid detection on a roll of 9 + (DEX/5) or less. The character gets a +1 to his Stealth Roll for +2 pts. If a character successfully makes a Stealth Roll then any character attempting to find him should make a Perception Roll at -5. Stealth does not affect Radar, Sonar, and IR or UV vision. Conditions around a character may make it easier or harder to make a Stealth Roll or change the Perception Roll modifier.

Modifier	Circumstance
+1.....	Preparing a phase
+1.....	Good shadows, lots of cover
+1.....	Knows area well
-1 to -3.....	Difficult circumstances (squeaky floors, lack of cover, carrying noisy objects)

Cost = 5 pts., roll 9 + (DEX/5), +1 per 2 pts.

SWINGING: This Skill represents the ability to Swing great distances from a line. A character may Swing 1" for every 1 pt. the character has in Swinging. In order to Swing, the character must have some place to attach a Swing line. The maximum distance a character may Swing is equal to the maximum height that the character can attach a Swing line.

When a character Swings he declares an attachment point for his Swingline, and declares his Swing path. The Swing path may not be longer than the character's Swing distance nor longer than the attachment point is high. To Swing a character must have an implement (a Swing line).

Cost = 5 pts. Swing 1" per 1 pt.

POWERS

Powers are supernatural abilities, such as Flight, the ability to fire energy bolts, etc. Your character may possess these abilities by paying the cost listed under each power. The amount of points the character has in a power determines what the character may do with that power. For instance, if your character has 50 pts. in Energy Blast, he may do up to 10D6 of damage.

Once you have completed building your character, you may not shift points from one power to another (thus rebuilding your character). Of course, your first few characters may not be what you wanted, so the GM should allow to rebuild them once you are more familiar with the rules. As you gain points in the course of playing (see Experience), you may add to the powers you already possess. The GM may even allow you (with excellent justification) to add new powers to your character.

All Powers, unless otherwise noted, cost END to use as detailed in the Endurance section of the rules. All Powers that normally cost END to use have visible special effects (see the section on Special Effects). It is up to the player to decide exactly how his Power manifests itself, but it must be obvious where the Power is emanating from. Only Powers that don't cost END to use (not including Powers bought to 0 END Cost) do not require special effects.

Powers are listed below with an explanation of their effect and the cost of the power. If the exact power you want is not listed, read through the Power Advantages and Power Limitations sections. The section on Special Effects will also be helpful in creating the exact power you desire.

ARMOR: This power allows a character to buy fully resistant points of defense. Each 3 pts. of fully resistant defense (either PD or ED) costs 5 pts. Armor defense points act versus the BODY and STUN from normal or killing attacks. The Armor must be determined as PD or ED when the power is bought. Armor costs no END to use.

Cost = 3 pts. of resistant defense for 5 pts. Minimum Cost = 5 pts. Armor costs no END to use.

CLINGING: This power allows a character to cling to walls and sheer surfaces, and to move upon them as if they were level. While clinging, the character may exert a 10 STR for every 5 pts. in this power. Characters use 1" of ground movement to move 1" across a surface, and 2" of ground movement to move 1" up a wall. A character who uses more than the STR allowed by his pts. in Clinging will fall off the surface. A character may always use his full STR to do damage while Clinging, regardless of his points in Clinging.

Cost = 10 pts. for ability to exert up to 20 STR, +10 STR for 5 pts. Minimum Cost = 10 pts.

DAMAGE RESISTANCE: This power allows the character to use his PD and/or ED versus Killing Attacks. The character uses half of his PD or ED versus Killing Attacks according to the following table:

Cost	Half Defense versus
5 pts.....	Hand-to hand Killing Attacks
10 pts.....	Hand-to hand and physical ranged Killing Attacks
10 pts.....	Energy Killing Attacks
15 pts.....	All Killing Attacks

Hand-to hand Killing Attacks include such things as knives and claws. Ranged Killing Attacks includes such things as bullets and shell fragments. Energy Killing Attacks would be lasers, acetylene torches, etc. The character with Damage Resistance uses half his defense versus the BODY done by a Killing Attack, and he is allowed his full defense versus the STUN done by a Killing Attack. Damage Resistance may be purchased twice, thus allowing the character to use his full defense versus Killing Attacks. Damage Resistance costs no END to use.

Example: The supervillain OGRE has a PD of 23, and Damage Resistance versus hand-to-hand and ranged Killing Attacks. An UNTIL agent with a rifle foolishly shoots OGRE, doing 10 BODY and 30 STUN. OGRE subtracts half his PD of 23 from the BODY done by the attack: $10 - 12 = -2$, so no BODY damage was done to OGRE. OGRE subtracts his full PD from the STUN done by the attack: $30 - 23 = 7$. OGRE takes 7 STUN, and proceeds to teach the UNTIL agent the error of his ways.

Cost = 5 pts. for hand-to-hand Killing Attack resistance, 10 pts. for hand-to-hand and ranged Killing Attack resistance, 10 pts. for energy Killing Attack resistance, and 15 pts. for all Killing Attack resistance. Damage Resistance costs no END to use.

DANGER SENSE: This power gives a character a sixth sense about danger, alerting him to surprise attacks, traps, and things that could be harmful to him. The character gets a base 11 or less chance on 3D6 to sense danger for 10 pts. The Danger Sense chance is +1 for every 3 pts. spent.

Normally, Danger Sense just gives the character the "feeling" of being in danger. If the character reacts he is allowed his full DCV versus an attack. If a character rolls less than or equal to half his Danger Sense Roll the true position and type of

danger are known well enough for the character to launch an attack at full OCV. Danger Sense costs no END to use.

Cost = 10 pts. for base 11 or less roll, +1 to roll for every 3 pts. Danger sense costs no END to use.

DARKNESS: This power allows the character to create an obscuring darkness in an area at range or around the character. An area 1" in radius can be made equal to full darkness for 10 pts. Darkness acts as a moonless night, with a base sighting modifier of -3 and a range modifier of -1 per 1" range. The Darkness may be made impervious to normal sighting for +5 pts., impervious to Ultraviolet Vision for +5 pts., impervious to Infrared Vision for +5 pts., impervious to Radar for +5 pts. and impervious to X-ray Vision for another +5 pts.

The radius of the Darkness may be expanded by +1" for every +10 pts. The character may not see through his own Darkness unless he has some special Enhanced Sense that lets him see or sense through the Darkness.

A character in normal Darkness may be attacked with the attacker's normal OCV if the attacker makes a successful sight Perception Roll. If the attacker fails his sight Perception Roll, he may still attack, but at half OCV. If the attacker cannot see through the Darkness (the Darkness is impervious to his vision) and has no idea where the target is, he chooses a hex where he thinks the target might be. If the target is not in that hex, the attack misses. If the target is in that hex, he attacks with an OCV of 0, and normal range modifiers. If the target is attacking visibly, then an attacker only takes a -1 to his OCV.

Cost = 10 pts. for 1" radius Darkness. Impervious to normal sight, +5 pts. Impervious to Ultraviolet Vision, +5 pts. Impervious to Infrared vision, +5 pts. Impervious to Radar, +5 pts. Impervious to X-ray vision, +5 pts. +1" radius for +5 pts. Range = 5x pts. in inches.

DENSITY INCREASE: This power allows a character to become stronger and physically tougher by increasing his density. Density Increase adds to the character's STR, CON, PD, ED, and BODY without changing the character's appearance. The character gains the following qualities for every 10 pts. in Density Increase:

+5 STR	+3 fully resistant PD
+5 CON	+3 fully resistant ED
+1 BODY	-1" of Knockback
2x normal mass	

Example: A character with 40 pts. in Density Increase would have +20 STR, +20 CON, +12 PD, +12 ED, +4 BODY, -4" Knockback, and 16x normal mass. He must pay 8 END a phase to maintain this, in addition to paying for any STR he uses.

A character's added STR, CON, and BODY do not affect his figured characteristics. The STR added by Density Increase does not add to the distance a character may leap.

Cost = 10 pts. for +5 STR, +5 CON, +3 fully resistant PD and ED, +1 BODY, -1" Knockback, and 2x mass. Minimum cost = 10 pts.

DESOLIDIFICATION: This power allows a character to become insubstantial, to walk through walls and ignore attacks. When this power is used the character is immune to all normal physical, energy, and mental attacks. The character is also immune to such things as Power Drain. The character may also move through walls and other solid objects at the rate of 1 BODY of wall per 5 pts. in Desolidification per phase. A Desolid character is still visible, but he looks somewhat hazy (people can tell he is Desolidified).

When a character is Desolidified, he may not affect the physical world in any way, and he may launch no attacks. Two characters that are both Desolidified affect each other normally.

Example: DENSITY, with 50 pts. in Desolidification, would move through 10 BODY of wall per phase.

Cost = 40 pts., Move through +1 Body Pip of wall for +5 pts. Minimum Cost = 40 pts.

EGO ATTACK: This power allows a character to attack directly into another character's mind, bypassing normal defenses. After making an Attack Roll based on Ego Combat Value, the attacker rolls 1D6 of damage for every 10 pts. in Ego Attack. The target subtracts his Ego Defense (if any) and takes any remaining damage. Ego Attacks are STUN only, have no effect on inanimate objects and do no Knockback. Ego Attacks require that the attacker has a clear line of sight to the target, and the attack has no range modifier. Ego Attacks, like all Ego Powers, are considered visible unless bought with the Power Advantage Invisible Power Effects.

Cost = 10 pts. for every 1D6 damage. Minimum cost = 10 pts. No range modifier, requires line of sight.

EGO DEFENSE: This power allows the character to resist some of the effects from Ego Attack, Mind Control, Mental Illusions, Mind Scan and Telepathy. The character gets his INT/5 + the number of pts. spent as an Ego Defense. Ego Defense costs no END to use.

Example: PHOTON, with a 15 INT, buys 5 pts. of Ego Defense. His Ego Defense is therefore $15/5 = 3$, $3 + 5 = 8$. When the character is attacked by one of the powers listed, he subtracts his Ego Defense from the points of damage done by the attack, or from the points of effect from the attack.

Example: PHOTON is attacked by a villain's Mind Control. The Mind Control is rolled, and has 35 pts. of effect. PHOTON's Ego Defense is 8. The points of effect of the Mind Control would be $35 - 8 = 27$.

Cost = 1 pt. for +1 Ego Defense, base Ego Defense INT/5. Minimum Cost = 5 pts. Ego Defense costs no END to use.



ENERGY BLAST: This power allows the character to attack at range with bolts of energy. The character states his target and makes an Attack Roll. The character then rolls 1D6 for every 5 pts. in Energy Blast as a normal attack versus the character (see sections on Determining Damage and Taking Damage).

Energy Blast is defined by the player when the power is bought as to what type of energy it is (see section on Special Effects). Energy Blast may be defined as a STUN only attack. The player also defines whether or not his Energy Blast causes Knockback or causes no Knockback. Energy Blast can also be spread to get a bonus on OCV, or spread to cover a slightly larger area (see Spreading Energy Blast in the Combat section). The maximum range for Energy Blast is 5 x pts. in inches.

Cost = 5 pts. for 1D6 of Energy Blast. Minimum Cost = 10 pts. Maximum Range = 5 x pts. in inches. Range Modifier is -1 for every 3". *END COST 1/d6 (like normal damage)*

ENHANCED SENSES: These powers all give the character the ability to sense things beyond the range of normal human senses. We feel that the senses are related in some ways, so the cost is reduced if the character buys several Enhanced Senses. The two most expensive Enhanced Senses are bought at the listed cost. The next two most expensive Enhanced Senses are bought at half ($x\frac{1}{2}$) the listed cost. Any further Enhanced Senses are bought at one fourth ($x\frac{1}{4}$) the listed cost.

Example: The hero MICROWAVE wants to buy several Enhanced Senses: Radar, Telescopic Vision, IR Vision, UV Vision, and Ultrasonic Hearing. MICROWAVE ranks these senses in order of their cost, and applies the reduced cost rule explained above.

Radar	Cost (20), Real Cost 20
Telescopic Vision	Cost (15), Real Cost 15
Ultrasonic Hearing	Cost (10), Real Cost 5
UV Vision	Cost (10), Real Cost 5
IR Vision	Cost (5), Real Cost + 1

Total Cost = 46 pts.

Enhanced Senses do not cost END to use. Multiple buys of the same Enhanced Sense count as a more expensive single sense. Thus, +3 Enhanced Vision would count as a 9 pt. Enhanced Sense for the reduced cost sequence.

Enhanced Vision: +1 to sight Perception Roll, +1" to Range modifier for sight Perception Roll.

Cost = 3 pts.

Infrared Vision: Character sees heat patterns and traces. Allows normal sighting at night, but the character can only perceive outlines.

Cost = 5 pts.

Ultraviolet Vision: Character sees at night as well as he does during the day, no night modifiers are taken.

Cost = 10 pts.

Telescopic Vision: Allows the character to define a point at a distance, and sight to that point as if it were 1/10 the distance away. Telescopic Vision does not change your normal Sight Perception Roll Modifier, nor does it help your range modifier for attacks.

Telescopic Vision may be bought more than once (second time sight as if point were 1/100 distance, third time sight as if point were 1/1000 distance, etc.).

Cost = 15 pts.

Microscopic Vision: Allows the character to view things at close range at 10x magnification. Microscopic Vision may be bought more than once (second time you view things

at 100x magnification, third time 1000x magnification, etc.).

Cost = 10 pts.

X-Ray Vision: Allows the character to make normal sight Perception Rolls through walls and light substances. X-Ray Vision will not penetrate lead, high energy fields, or dense substances.

Cost = 20 pts.

N-ray Vision: Allows the character to make normal sight Perception Rolls through any material not specifically prohibited by the GM. The character must also define a substance that his N-ray vision cannot see through (aluminum, concrete, Force Fields, steel, etc.).

Cost = 30 pts.

Enhanced Hearing: +1 to hearing Perception Roll, +1 to range modifier on hearing Perception Roll.

Cost = 3 pts.

Ultrasonic Hearing: Allows the character to hear very high and very low frequency sound. Enables the character to spot Active Sonar.

Cost = 10 pts.

Parabolic Hearing: Allows a character to define a point at a distance and hear as if the point were 1/5 the distance away. Parabolic Hearing may be bought more than once (the second time, distance is 1/25, third time distance is 1/125, etc.).

Cost = 15 pts.

Active Sonar: Allows the character to find objects with a successful Hearing Perception Roll, thus compensating for being blinded. The character knows where the objects are as well as if he could see them. The character also emits ultrasonic sounds.

Cost = 20 pts.

Passive Sonar: Acts as Active Sonar except the character does not emit any sound, but uses the sounds around him to gain a picture of his surroundings.

Cost = 25 pts.

Discriminatory Smell: Allows a character to make a smell Perception Roll to recognize and identify smells.

Cost = 5 pts.

Tracking Scent: Allows the character to track someone or something by scent with a successful smell Perception Roll.

Cost = 15 pts.

Radio Hearing: Allows a character to hear normal AM, FM, and Police band signals.

Cost = 3 pts.

High Range Radio Hearing: Allows a character to hear up and down all the radio communications bands. The character may search for a specific frequency on a roll of 9 + (INT/5) or less. The character may also transmit radio signals.

Cost = 10 pts.

360 Degree Vision: Allows a character to make a sight Perception Roll against any point around the character. The character can have his full DCV against perceived threats.

Cost = 20 pts.

Radar Sense: Allows a character to spot with a base Perception Roll, with a range modifier of -1 per 10". A Radar sighting does not give details, merely general outline. Radar compensates for being blind. A character with Radar Sense is a Radar Emitter. The range modifier for Radar Sense doubles (2x) for every +5 pts.

Cost = 20 pts. 2x range modifier for every +5 pts.

ENTANGLE: This power allows a character to immobilize an opponent or create a barrier. The character must make a normal ranged Attack Roll versus the target. The character then rolls 1D6 for every 10 pts. in Entangle. The dice are read as normal dice looking for the BODY total (see Determining Damage). The total number of BODY equals the strength of the Entangle. The Defense (PD and ED) of an Entangle is equal to 1/10 the amount of active pts. in Entangle. This DEF is resistant (see Breaking Things).

Example: SPINNERETTE has 40 pts. in Entangle with her web shooters. When she successfully Entangles someone, the webbing is DEF 4 (in other words, PD 4, ED 4), and she rolls 4D6 to determine how many BODY the webbing has. This time SPINNERETTE rolls 4 BODY.

The character must equal or exceed the amount of Defense the Entangle has, either through STR, Energy Blast, or other method of doing damage, in order to cause damage to the Entanglement. Once the amount of BODY in the Entangle has been destroyed, the character is free. If the Entangled character does less than 2x the BODY in his effort, but still breaks out, this takes a half phase. If the Entangled character does 2x the BODY in the Entangle or more in one effort, he may still take his full action phase.

A character who is Entangled cannot move and generally has his arms and legs pinned, giving him a DCV of 0. Characters with Energy Blast could still use their Energy Blast to break out. Characters who have their attacks through an accessible Focus will probably be unable to use their Focus to help them out of the Entangle, though this depends on the special effects of the Focus.

Entanglement may also be used to create a "wall" in one hex (to create an Entangle over an area, use the Area Effect Power Advantage), depending on the nature of the Entanglement. An Entanglement could be such things as webbing, ice bonds, turning the ground to mud, etc.

The Entangle will take any damage directed at the character first, and then the character's defenses will absorb any remainder, until the Entangle is destroyed. The Entangle will absorb an amount of STUN equal to the total of its Defense and BODY, then the Entangled character will absorb the rest of the damage. The END for the Entangle is only paid once, on the phase that the Entangle is thrown. The Entangle will then remain until broken. Entanglement has a range of pts. x 5 in inches.

Cost = 10 pts. for 1D6 of Entangle, 1 DEF. Minimum Cost = 10 pts. Range = 5 x pts. in inches. Range modifier = -1 per 3".

EXTRA LIMB: This power allows the character to possess a usable extra limb (example: a prehensile tail or an extra arm). Each Extra Limb gives the character an additional +1 OCV in hand to hand combat. The limb acts as any other limb in combat with the character's normal STR and DEX. Having an Extra Limb does not allow the character extra attacks in a phase.

Cost = 10 pts. for each Extra Limb. Minimum Cost = 10 pts. Extra Limb costs no END, but using STR with the Extra Limb incurs the normal END cost.

FASTER THAN LIGHT (FTL) TRAVEL: This power allows a character who flies to travel faster than light when in space. The character may fly faster than light in space for 10 pts. A character may only travel faster than light in space, never in atmosphere.

To compute how fast a character may travel faster than light, determine how many inches the character may fly in a full turn and use exactly his REC in END pips. This is the character's maximum sustained Flight speed. The character may travel as many light years in a day as he has inches in sustained Flight. The character's speed in light years per day doubles (2x) for every +5 pts. in FTL travel. FTL flight costs no END to use.

Cost = 10 pts. for FTL travel, 2x FTL speed for +5 pts. FTL flight costs no END.

FLASH: This power allows a character to produce a blinding flash. The character makes an Attack Roll versus each target in the area of his Flash, and then rolls 1D6 for every 10 pts. in Flash. The character totals the amount of BODY done by the dice, and every character that has been hit is blinded 1 phase for every "Body pip" done. The area of the effect is a 1" radius for every 10 pts. in Flash. The attack does no

STUN or BODY damage, but merely blinds. The character gets +1D6 of Flash in a +1" radius for every 10 pts.

The Flash Attack is performed against the raw DCV of the target. Modifiers for size (Growth or Shrinking), Martial Combat Maneuvers (Punch, Block, Kick, etc.) do not apply. Overall Levels or Combat Levels on Defense would apply.

Blinded characters act at a Combat Value of 0 unless they have some form of compensatory Enhanced Sense (such as Sonar). Characters who are prepared for a Flash attack (cover their eyes, turn their head, etc.) are not Flashed. Such preparation requires a half phase to perform, and characters who avert their eyes to avoid a Flash are treated as blind for the attacker during that half phase. Flash does not work in a Darkness field. Flash has a range of 5 x pts. in Flash.

Cost = 10 pts. for 1D6 of Flash in a 1" radius. Minimum Cost = 20 pts. Maximum Range = 5 x pts. Range modifier = -1 per 3".

FLASH DEFENSE: This power lessens the effect of Flash upon a character. The character subtracts 1 phase from the number of phases he would be blinded by the Flash for every 1 pt. invested in Flash Defense. Flash Defense costs no END to use.

Cost = 1 pt. for every -1 phase Flashed. Minimum Cost = 5 pts. Flash Defense costs no END to use.



FLIGHT: This power allows the character to fly. The character may fly at 5" per phase for every 10 pts. in Flight. The character gains +1" of Flight for every +2 pts. spent. Climbing, diving, turning and noncombat Flight speed are covered under Movement.

Cost = 2 pts. for every 1" of Flight. Minimum Cost = 10 pts. END cost is 1 END for every 5" of Flight.

FORCE FIELD: This power allows the character to create around himself a field of energy that absorbs damage. This Force Field protects the character with 10 pts. of fully resistant defense for every 10 pts. of the power. The character gains +1 resistant defense point for every +1 pt. invested. The character must decide when buying the power what portion of his Force Field will act versus physical attacks and what portion will act versus energy attacks.

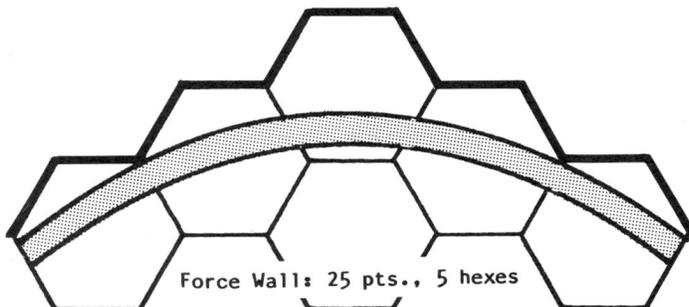
Example: NEBULA puts 20 pts. in Force Field. He decides that at full power, the Force Field acts as +8 resistant PD and +12 resistant ED. NEBULA subtracts 8 BODY from any physical killing attack or normal attack, and subtracts 12 BODY from any killing or normal energy attack. NEBULA adds his PD to the +8 PD for the Force Field when subtracting damage from all physical attacks. Likewise, NEBULA adds +12 to his ED versus the damage from all energy attacks.

The ratio of points in PD and ED decided upon when the character buys Force Field remains constant at all times.

Example: NEBULA has decided that his Force Field acts as +8 PD and +12 ED at full power. If NEBULA decides to run his Force Field at half power, the Force Field would add +4 PD and +6 ED.

Cost = 1 pt. for every +1 pt. of resistant defense. Minimum Cost = 10 pts.

FORCE WALL: This power acts as a Force Field except that a Force Wall covers hexes at range. This field protects with 2 pts. of fully resistant defense for every 5 pts. invested. This field protects one side of a hex for every 5 pts. (see illustration). The hexes protected must be connecting, and they must be in a simple geometric pattern (square, line, circle, etc.) If the ends of the Force Wall are connected (in, say, a circle) the top and bottom are considered covered. For each 1 hex subtracted from the Force Wall, the Force Wall may be 1" taller.



Any attack treats the Force Wall like a real wall with 0 BODY. An attack (whether from the inside or the outside) must blow down the Force Wall to continue to target. If the attack does not break the Force Wall, then no STUN gets through. Any BODY and STUN left after eliminating the Force Wall will be applied to the target normally.

Someone engulfed by a Force Wall may break through by exceeding the PD (or ED, depending on the character's attack) of the Force Wall. The Force Wall then goes down, and may not be restored until the caster's next action phase. Like Force Field, the proportion of the Force Wall that adds to PD and ED must be specified when the power is bought. The range from the caster to the center of the Force Wall may be up to (pts. in Force Wall) in inches.

Cost = 5 pts. for every +2 resistant defense pts. Minimum Cost = 10 pts. Hex halves = (pts. in Force Wall/5"). Range = pts. in Force Wall in inches.

GLIDING: This power allows the character to glide through the air. The character may glide 8" per phase for every 10 pts. The character may glide +4" for every +5 pts. A character must drop 1" per phase to maintain Gliding speed. From a standing start the character is considered to start with a velocity and altitude equal to his upward leap in inches. Gaining altitude is under the GM's control, and gaining altitude slowly is easy under normal circumstances. Gliding costs no END to use.

Cost = 5 pts. for +4" Gliding. Minimum Cost = 10 pts. Gliding costs no END.

GROWTH: This power allows a character to increase in size, thus increasing his STR and other characteristics. Growth increases a character's STR, BODY, PRE, PD, ED, Running, and climbing speed. Growth decreases a character's DCV and knockback. Growth also increases your chances to be seen by other characters. The character has the following changes for every 10 pts. in Growth:

+5 STR	+1 meter (3 feet) taller
+2 BODY	+2" of Running
+5 PRE	+1" climbing movement
+1 PD	+1 OCV in hand-to-hand combat
+1 ED	-1 DCV
	-1" when knocked back
	+1 to other's Perception Rolls
	2x normal mass

The characteristics gained from Growth do not count towards the figured characteristics. The mass doubles with each level of Growth. Consult the STR Chart to find your mass (each 5 pts. on the STR Chart is 2x mass).

Minimum Cost = 10 pts.



INVISIBILITY: This power allows a character to become invisible. A character becomes invisible to normal sight for 20 pts. Characters that are Invisible cannot be found with normal sight Perception Rolls, but may be found by hearing Perception Rolls if the Invisible character makes noise. Characters who are Invisible leave a fringe around them at short range where the light bends around the character. An Invisible character may be spotted with a normal sight Perception Roll at a range of 1" or less.

A character attacking an Invisible target has an OCV of 0 and gets no levels, if the attacker has absolutely no idea where the character is. If the Invisible character is making a noise, or picking something up, or making footprints, etc., the attacker gets half the total of his OCV and levels if he makes a Perception Roll. If the attacker fails his Perception Roll, he attacks with an OCV of 0 and no levels.

If the Invisible character is making a visible attack, or is in hand-to-hand combat with the attacker, the attacker only takes a -1 to his OCV if he makes a Perception Roll. If the attacker misses his Perception Roll, then he attacks at half OCV and levels.

The attacker may attempt to make a new Perception Roll each phase to find the Invisible target. In all cases, the Perception Roll need only be made once, until the attacker turns his attention somewhere else, and then he must make a new Perception Roll to reacquire the Invisible target.

Normally Invisible characters can be seen with Infrared, Ultraviolet, X-ray or N-ray Vision, or with Radar. A character's Invisibility may be improved to cover these parts of the spectra.

The character is Invisible to Infrared Vision for +5 pts., and Ultraviolet Vision for an additional +5 pts. The character is Invisible to X-ray Vision for +5 pts., and N-ray Vision for an additional +5 pts. The character is Invisible to Radar for another +5 pts. Finally, for an additional $+\frac{1}{2}$ cost (treat as a Power Advantage), the character does not have a fringe effect. So, to have a character that is completely Invisible would cost $20 + 5 + 5 + 5 + 5 + 5 = 45$ pts., and without the fringe effect that would cost $45 + (45/2) = 67$ pts. total.

Cost = 20 pts. for Invisibility, +5 pts. for Invisibility to Infrared Vision, +5 pts. Invisible to Ultraviolet Vision, +5 pts. Invisible to X-ray Vision, +5 pts. Invisible to N-ray Vision, +5 pts. Invisible to Radar, + $x\frac{1}{2}$ cost no fringe effect. Minimum Cost = 20 pts.

INSTANT CHANGE: This power allows a character to instantly change from Secret Identity to superhero form. The character may also change back instantly. The character may change back into the clothes he was wearing for 5 pts. The character may change into any set of clothes he wishes for 10 pts. Instant Change costs no END to use.

Cost = 5 pts. for changing into superhero form and back to the same clothes, 10 pts. for changing into any set of clothes. Instant Change costs no END to use.

KILLING ATTACK (hand-to-hand): This power allows a character to attack in hand-to-hand combat with a killing attack like a knife or laser sword. The character rolls 1D6 killing attack for every 15 pts. invested. The character may add 1D6 for every 15 pts. of STR he uses with his killing attack.

A character may not add more damage dice for STR than he has dice of Hand to Hand Killing Attack. A character may define his attack as physical or energy damage. Killing Attack costs normal END for the attack plus the normal END for the STR used with Killing Attack.

Example: BLACK LEOPARD has claws that do 1D6 Hand to Hand Killing Attack. He also has a strength of 40. BLACK LEOPARD may do 1D6 of killing attack for 3 END by using his Hand to Hand Killing Attack. He may do 2D6 Hand to Hand Killing Attack for 6 END by using his Killing Attack and 15 STR. He can not do more damage by using his 40 STR unless he pushes his Hand to Hand Killing Attack.

Cost = 15 pts. for 1D6 Killing Attack. Minimum Cost = 15 pts. No Range.

KILLING ATTACK (Ranged): This power allows the character to project a Killing Attack at range that acts like a bullet or laser. The character rolls 1D6 Killing Attack for every 15 pts. invested. The attack may be thrown up to a range equal to 5x pts. in Killing Attack. The character must define whether the Killing Attack is physical or energy damage. Killing Attacks ignore normal defense and are only stopped by Damage Resistance, Force Fields, Force Walls, and Armor.

Cost = 15 pts. for 1D6 Killing Attack. Range = 5x pts. Minimum Cost = 15 pts.

LACK OF WEAKNESS: This skill represents a character's ability to toughen himself so that it is harder for an opponent to find a weakness. Whenever an opponent attempts to use the skill "Find Weakness" he must subtract the character's Lack of Weakness value from his Find Weakness roll. For 5 pts. the character gets a Lack of Weakness value of 5. The character gets a +1 to his Lack of Weakness value for +1 pt. Lack of Weakness costs no END to use.

Cost = 1 pt. for -1 to Find Weakness Roll. Minimum Cost = 5 pts.

LIFE SUPPORT: This power allows a character to operate in unfriendly or deadly environments without harm. The following table shows the point cost for various types of Life Support. Each category of Life Support includes all those above it on the chart (i.e., 30 pts. of Life Support includes survival in all environments listed). Life Support costs no END to use.

Cost	Effect
5 pts.....	Character may breathe underwater.
10 pts.....	Character does not have to breathe, immune to inhaled gas.
15 pts.....	Character is immune to gasses absorbed through the skin.
20 pts.....	Character may survive in space or under high pressure.
25 pts.....	Character need not eat or excrete.
30 pts.....	Character may survive under conditions of extreme heat, cold, radiation, pressure, etc., although he still takes damage from attacks of these natures due to shock.

MENTAL ILLUSIONS: This power allows a character to project illusions directly into an opponent's mind. After making an Attack Roll based on Ego Combat Value, the character defines what illusion he wants the target to see. The character then rolls 1D6 for every 5 pts. in Mental Illusions, subtracts the target's Ego Defense (if any), and the remainder is compared to the target's INT according to the following chart.

Mental Illusion total is greater than:	Effect
1x target's INT.....	Target sees Illusion
2x target's INT.....	Target perceives the illusion with all of his senses.
3x target's INT.....	Target takes STUN from illusory attacks.
4x target's INT.....	Target may take both STUN and BODY from illusory attacks.

The particular illusion can have an effect upon how real the target considers it. A well conceived illusion that fits well into the surroundings and events of the scenario is worth +1 level of effect (move down the chart one line). A poorly worded or absurd illusion is worth 1 or even 2 levels less (move up the chart one or two lines).

The maximum amount of damage that a target may take from an illusory attack is half the number of dice in Mental Illusion. Thus a character with 10D6 of Mental Illusion could do up to 5D6 (normal) to the target, if the target believed he was taking damage.

Cost = 5 pts. for 1D6 of Mental Illusions. Minimum Cost = 10 pts. Range is line of sight, no range modifier.

MIND CONTROL: This power allows a character to control the actions of another character. After making an Attack Roll based on Ego Combat Value, the attacking character rolls 1D6 for every 5 pts. in Mind Control. The target's Ego Defense (if any) is subtracted from the total of the dice and the remainder is compared to the defending character's EGO according to the following chart.

Mind Control total is greater than:	Effect
1x target's EGO.....	Target will perform actions he is inclined to do anyway.
2x target's EGO.....	Target will perform actions he wouldn't mind doing.
3x target's EGO.....	Target will perform actions he is normally against performing.
4x target's EGO.....	Target will perform actions he is violently opposed to doing.

The action that the attacker wishes the target to perform must be specified before the attack is rolled.

So long as the attacker keeps spending END the target will continue to react to the first command given to him. Each time a new command is given to the target the attacker must reroll his Attack Roll and

his Mind Control Roll. A command that works with a character's Psychological Limitation is worth +1 level on the Mind Control Chart. A command that works against a character's Psychological Limitation is worth 1 or 2 levels less on the Mind Control Chart.

Cost = 5 pts. for 1D6 of Mind Control. Minimum cost = 10 pts. Range is line of sight, no range modifier.

MIND SCANNING: This power allows a character to search an area with his mind in order to find a single mind. The character first defines how big an area he wishes to search. This area may be of any size. Then an Attack Roll based on Ego Combat Value is rolled, modified by the number of people in the area being scanned. The Attack Roll is modified according to the following chart.

# of people being scanned	Modifier
1.....	0
2.....	-1
4 (small game company).....	-2
8.....	-3
16 (bar).....	-4
32.....	-5
64 (theater).....	-6
125.....	-7
250 (small building).....	-8
500.....	-9
1000 (large building).....	-10
2000.....	-11
4000 (small town).....	-12
8000.....	-13
16000 (medium town).....	-14
32000.....	-15
64000 (large town).....	-16
125,000.....	-17
250,000 (small city).....	-18
500,000.....	-19
1 million (medium city).....	-20
2 million.....	-21
4 million (large city).....	-22
8 million.....	-24
16 million (megapolis).....	-25
32 million.....	-26
64 million (small country).....	-27
125 million.....	-28
250 million (large country).....	-29
500 million.....	-30
1 billion (continent).....	-31
2 billion.....	-32
4 billion (world).....	-33

If the total modified Attack Roll is less than 3, than the area to be searched is too big and must be reduced until the Attack Roll is a minimum of 3. The character may buy +1 to Attack Roll for 3 pts. Once the Attack Roll is made, the character then rolls 1D6 for every 5 pts. in Mind Scan. The target's Ego Defense (if any) is subtracted from the total and the remainder is compared to the target's EGO according to the following chart:

The character need only expend END to maintain his knowledge of the target's position from then on. The character may not attack in the same phase he finds someone with his Mind Scan. Mind Scan does not work on inanimate objects.



Mind Scan total is greater than	Effect
1x target's EGO.....	General position of target is known.
2x target's EGO.....	Target's exact position in area is known.
3x target's EGO.....	Character may use any other mental powers (Ego Attack, Mind Control, Mental Illusions, or Telepathy) on the target with a normal Attack Roll.

Cost = 5 pts. for 1D6 Mind Scan. Minimum Cost = 10 pts. +1 to Attack Roll for every +3 pt. Line of sight is not necessary, and there is no range modifier.

MISSILE DEFLECTION: This Power represents the ability to parry or dodge incoming ranged attacks. For 10 pts. a character may deflect a thrown object by rolling 9 + (DEX/5) or less. The character may deflect bullets for 15 pts. Any type of ranged attack may be deflected except Ego Attacks, Area Effects, Entangles, or NND attacks (depending on the special effects), and attacks that are not perceived by the deflector, for 20 pts. An example of a NND attack that could be deflected would be a poisoned bullet. A successful Missile Deflection Roll means that the character takes no damage.

Missile Deflection takes a half phase to execute. A character may not deflect a projectile that weighs more than half what the character could

lift with his STR. Once a character is Missile Deflecting he may attempt to parry as many ranged attacks as are fired at him. Each Missile Deflection Roll after the first attack is made at a cumulative -2 penalty (second deflection -2, third deflection -4, etc). Missile Deflection costs no END to use.

Cost = 10 pts. for thrown objects, 15 pts. for bullets and shrapnel, 20 pts. for Energy Blasts. Missile Deflection Roll is $9 + (DEX/5)$. Minimum Cost = 10 pts. Missile Deflection costs no END to use.

POWER DEFENSE: This allows a character to resist the effects of Power Drain and Power Transfer. The character gets 1 pt. of Power Defense for every 1 pt. spent. When Power Drain or Power Transfer is used against the character, he subtracts his Power Defense from the attack. Any remaining points of Power Drain or Transfer are applied normally to the character. Power Defense costs no END to use.

Example: LEECH attempts to drain 10 pts. of STR from GOLIATH. GOLIATH has 7 pts. of Power Defense, which he subtracts from the attack: $10 - 7 = 3$ pts. GOLIATH loses 3 pts. of STR.

Cost = 1 pt. of Power Defense for 1 pt. Minimum cost = 5 pts. Power Defense costs no END to use.

POWER DRAIN: This power allows a character to temporarily subtract from the value of an opponent's characteristic or power. The character drains 1D6 of Power Point Equivalents for 10 pts. Thus, if a character drains 3 Power Point Equivalents of STR, he drains 3 pts. of STR. If the character drains 3 Power Point Equivalents of END, he would drain 6 END. Use the cost multiple on Characteristics to determine the number of points of that characteristic that will be drained.

Example: To drain 1D6 of STR costs $10 \times 1 = 10$ pts. To drain 1D6 of REC would cost 10 pts. $\times 2 = 20$ pts.

The characteristic or power to be drained must be chosen when Power Drain is purchased. This power only affects the drained characteristic, not any characteristics figured from the drained characteristic. The drained Power Points return to the target at the rate of 1 Power Point per segment, beginning the segment after the Power Drain took place. The return of the drained Power Points may be delayed by +1 segment for every (+2 pts \times cost multiple of characteristic).

Example: To delay the return of STR drained from the target, the character would spend 2 pts. per extra segment. Thus, for +4 pts. the STR would not start returning to the target until the third segment after the STR was drained. To delay the return of REC would cost +4 pts. per segment.

The effects of multiple drains on one character are cumulative. Powers may only be drained when the player has a very good justification and explanation, and only with the GM's permission.

Cost = 1D6 for 10 pts. times cost multiple of characteristic to be drained. Minimum cost = 10 pts. Power has no range.

POWER TRANSFER: This power allows the character to temporarily subtract points from an opponent's characteristic and add those points to his own characteristic. The character may transfer 1D6 points of an opponent's characteristic to his own characteristic for 15 pts. times the cost multiple of the characteristic.

Example: The character wishes to transfer 1D6 of an opponent's DEX to his DEX. This costs 15 pts. times 3 = 45 pts.

The characteristic that the Power Points are taken from is determined when the Power Transfer is purchased. The Power Points may transfer to a different characteristic than the Power Points were taken from, or they may even transfer to a Power. Power Points may only be transferred into a Power that the character already possesses.

The Power Points taken by Power Transfer return at the rate of 1 Power Point per segment, as in Power Drain. The return of the Power Points may be delayed by 1 segment for every (+3 pts. \times the cost multiple of the characteristic). Thus, to delay the return of transferred DEX by two segments would cost 18 pts. Any characteristics figured on transferred characteristics are not altered (i.e., Stun Pips don't change when Strength is transferred).

Power Points may not be transferred from Powers without a good justification, and permission from the GM. The GM should feel free to disallow any Power Drain or Transfer that he feels is unreasonable and unrationalized by the player.

Cost = 1D6 for 15 pts. times cost multiple of transferred characteristic. Minimum cost = 15 pts. Power has no range.

REGENERATION: This power allows a character to recover BODY faster than the normal rate of 1/10 REC in BODY per day. The character with Regeneration will regain one Body Pip each time he Recovers for every 10 pts.

Cost = 10 pts. to Recover 1 BODY each Recovery. Minimum Cost = 20 pts. No END cost.

RUNNING: This power allows a character to run faster than the 6" per phase normally allowed. The character gains +1" of Running (Ground Movement) for every +2 pts. spent.

Cost = 2 pts. for every +1" of Running.

SHRINKING: This power allows a character to decrease in size, becoming more difficult to see and to hit. The character may shrink to half size for every +10 pts., adding +2 to his DCV and -2 to all other character's sight (including Sonar and Radar, also)

Perception Rolls. The character also has $x\frac{1}{2}$ inches of Running, +3 to any Knockback that occurs to the character, and $1/8$ normal mass.

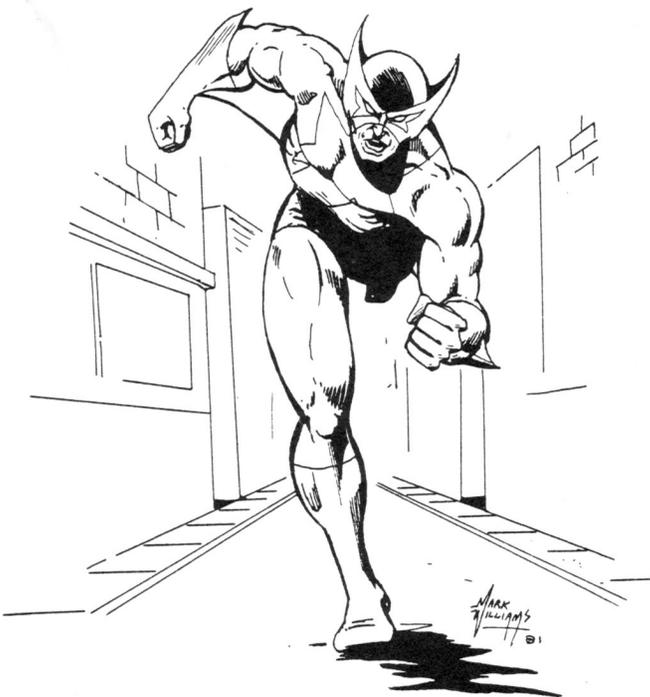
Example: MOTH puts 40 pts. in Shrinking. When shrunk, she has +8 DCV, -8 to other's sight Perception Rolls, $x1/16$ inches of ground movement (which is $6''/16$ or $3/4$ of a meter per phase), +12 to knockback (thus, when rolling knockback, add 12 to the amount of BODY done by the attack, only for the purpose of determining knockback), and $1/3856$ normal mass.

A character with Shrinking may add their growth momentum to their punch damage. The character gets +1D6 of damage to their punch for every level of Shrinking they have. In order to do this, the Shrunk character literally grows up under the jaw of the opponent. Of course, the character then remains normal size (thus losing his DCV bonus, etc.) until his next phase, when he can shrink down again. A character cannot use growth momentum on someone the same size or smaller.

Cost = 10 pts. for every +2 DCV, -2 sight Perception Rolls by others, $x\frac{1}{2}$ inches of ground movement, +3 to knockback, half size, and $1/8$ mass.

STRETCHING: This power allows the character to stretch parts of his body, attack at range and reach for things at long distance. The character may Stretch 1" in combat for every 5 pts. invested. The character's Stretching distance is doubled out of combat. Attacks made at range have a range modifier of -1 per 3", first 3" at -0.

Cost = 5 pts. for 1" of Stretching (2" noncombat). Minimum Cost = 10 pts.



SUPERLEAP: This power allows the character to leap great distances. A character may normally leap 1" forward for every 5 pts. of STR, and 1" upward for every 10 pts. in STR. (see Movement). A character may leap 2x his normal distance for every 10 pts. in Superleap. When doing a Move Through with a leap, the character takes a range modifier of -1 per 3", in addition to the Move Through modifiers. A character must always leap in a straight line. A leap requires a full phase, even if you are not leaping your full distance.

Cost = 10 pts. for every 2x distance. Minimum Cost = 10 pts.

SWIMMING: This power allows a character to swim faster than the 2" normally allowed. The character gains +1" of Swimming for every +2 pts. spent.

Cost = 2 pts. for +1" of Swimming.

TELEKINESIS: This power allows a character to manipulate objects at a distance with his mind. The character may use up to a STR of 10 at a range of 10" for every 10 pts. This STR affects the object as a whole, so Telekinesis cannot be used to squeeze the object. There is no action/reaction with Telekinesis; thus, a character cannot pick himself up with Telekinesis, or grab a flying character and be dragged along.

A "Grab" maneuver may be used with Telekinesis with a range modifier of -1 per 3". The DCV of a Grabbed character is 0. The Grabbed character may attempt to break out with a STR vs. STR roll. Fine work may be accomplished with Telekinesis with a roll of $9 +$ (pts. in Telekinesis/5). The -1 per 3" range modifier applies to the fine work roll also. To determine how far you can move an object with Telekinesis, consult the Throwing chart.

Cost = 10 pts. for 10 pts. of STR. Range = pts. in Telekinesis. Minimum Cost = 10 pts.

TELEPATHY: This power allows a character to read minds or to communicate with another character. First the character declares whether he is trying to read the target's mind or is attempting to communicate with the target. Then an Attack Roll is made based on Ego Combat Value, and the character rolls 1D6 for every 5 pts. in Telepathy. The total is compared to the target's INT according to the following chart.

Telepathy roll is greater than	Accuracy
1x target's INT.....	may read surface thoughts.
2x target's INT.....	may read deep, hidden thoughts.
3x target's INT.....	may read into target's memory.
4x target's INT.....	may read into target's subconscious.

The character using Telepathy need only expend END each phase to remain in contact. To communicate with someone requires 1x INT. If the telepath attempts to read past a target's Psychological Limitation, or deeper into the target's mind, he must make a new Attack Roll and Telepathy Roll.

Cost = 5 pts. for 1D6. Minimum Cost = 10 pts. Range is line of sight, no range modifier.

TELEPORTATION: This power allows a character to disappear from one point and appear at another, without traveling in between. The character may Teleport 15" to a spot he can see for 30 pts. The character may normally only Teleport himself and his costume, but for each +5 pts. the character may Teleport 2x normal human mass (100 kilograms).

Example: For +5 pts. in Teleport the character could Teleport himself and some other character he was touching. For +10 pts. the character could Teleport himself and 3 other people he was touching.

The character may prepare 1 extra phase and Teleport 2x his normal distance for +5 pts. A character may Teleport to any spot he can see as long as it is within his range. The Teleporter may memorize a location for +1 pt., and Teleport there without that place being in his sight, but only if

the spot is within his range. A character may not Teleport into a solid object. A character may Teleport half his full distance and attack for +10 pts.

Cost = 30 pts., +1" for every +2 pts., 2x mass for +5 pts., 2x distance for +1 phase and +5 pts., 1 location for +1 pt.

TUNNELLING: This power allows a character to move through the ground by creating a man-sized tunnel. The character may Tunnel through a material with a Defense of 1 for every 5 pts., and may Tunnel 1" for every 5 pts. of power. When the character creates a tunnel, he may either leave the tunnel behind him, or close the hole behind his back.

Example: ARMADILLO has 40 pts. in Tunnelling. He may Tunnel through substances with a Defense of 8 or less, at the rate of 8" per phase.

Tunnelling may not be used on living objects to cause damage. The Defense that a character may Tunnel through may be increased by +1 for 3 pts.

Cost = 5 pts. for 1" per phase. Minimum Cost = 20 pts.

Power Modifiers

Not every hero will have the same powers as every other hero. One character may want to group his powers so that only one is available at a time, another might want his powers to be totally invisible. The various ways that powers can be changed or grouped are called Power Modifiers. Effective beginning characters can easily be built without any of the Power Modifiers. Experienced players, though, may wish to use the Power Modifiers to more exactly represent their character conceptions in game terms.

The Power Modifiers are divided into three different classes. First, there are two different ways to group related Powers, and then an overall modifier on a Power's END cost. Next are Power Advantages: modifiers that make Powers more effective and more expensive. Finally, there's Power Limitations: modifiers that restrict the use of Powers, but make them cheaper to buy. The player should be able to create a character with nearly any capability he wishes using a combination of the Skills, Powers, and Modifiers.

ELEMENTAL CONTROL: This Modifier allows a character to buy several related Powers at a reduced cost. The Powers in an Elemental Control should be closely associated, linked by common Special Effects. An Elemental Control may have as few as two Powers, or as many Powers as the character can reasonably link together with a good rationale. An Elemental Control is essentially a way of giving the character a bonus for having a good character conception and a cohesive set of powers. Therefore, the GM is the final judge of the acceptability of an Elemental Control.

To set up an Elemental Control, buy the first Power at the listed cost. Each subsequent related Power costs half normal cost.

Example: The supervillain WINDSTORM has two Powers he wants to put into an Elemental Control, grouped under the title Control of Air and Winds. His Powers are Flight (wind riding) and Energy Blast (concentrated air blasts, a physical attack). WINDSTORM decides that he wants both the Powers to operate at 40 active pts. He buys Flight for a cost of 40 pts. (which gives him 20" of Flight). Then he buys Energy Blast for 20 pts., which gives him 40 pts. of effect in Energy Blast (8D6).

Elemental Control: Air and Winds

Slot 1: 20" Flight (40 active pts.),
Cost 40 pts.

Slot 2: 8D6 Energy Blast (40 active pts.),
Cost 20 pts.

Total Cost = 60 pts.

WINDSTORM decides he wants another Power in his Elemental Control, so he buys Force Wall (defined as a wall of wind, all the defense points are in PD). This costs him 20 more pts. and gives him 40 pts. of effect in Force Wall. To summarize:

Elemental Control: Air and Winds

Slot 1: (20" Flight) 40 active pts.,
Cost 40 pts.

Slot 2: (8D6 Energy Blast) 40 active pts.,
Cost 20 pts.

Slot 3: (16 PD Force Wall) 40 active pts.,
Cost 20 pts.

Total Cost = 80 pts.

WINDSTORM could continue to add more Powers to his Elemental Control. Each additional Power would have the same active points (40), and the same cost (20). Any slot in an Elemental Control can never have less than the amount of active points that were in the first slot. Thus, in **WINDSTORM**'s Elemental Control, each slot will have at least 40 active pts. The amount of active points in a slot may be increased at the normal cost for the power.

Example: **WINDSTORM** decides to increase his active points in Energy Blast by 10 pts., so he can have an 10D6 attack. His Elemental Control now looks like this:

Elemental Control: Air and Winds

Slot 1: (20" Flight) 40 active pts.,
Cost 40 pts.

Slot 2: (10D6 Energy Blast) 50 active pts.,
Cost (20+10) = 30 pts.

Slot 3: (16 PD Force Wall) 40 active pts.,
Cost 20 pts.

Total Cost = 90 pts.

Power Advantages may be bought on individual slots. Power Limitations may be purchased on individual slots, but Power Limitations will only reduce the cost of a slot, and may never increase the amount of active points in a slot. The Power Limitation is applied to the real cost of the slot.

Example: **WINDSTORM** decides to expand his Elemental Control even more, by buying two new slots. **WINDSTORM** buys Energy Blast (physical attack wind) with the Area Effect (hexes) Power Advantage, and he buys Telekinesis (focussed winds) with the Power Limitation Activation Roll (14 or less). His Elemental Control now looks like this:

Elemental Control: Air and Winds

Slot 1: (20" Flight) 40 active pts.,
Cost 40 pts.

Slot 2: (10D6 Energy Blast) 50 active pts.,
Cost 30 pts.

Slot 3: (16 PD Force Wall) 40 active pts.,
Cost 20 pts.

Slot 4: (4 hex, 4D6 EB) 40 active pts.,
Cost 20 pts.

Slot 5: (STR 40 TK, Act. 14) 40 active pts.,
Cost (20 at + $\frac{1}{2}$ Bonus) = 13 pts.

Total Cost = 123 pts.

Reduced END Cost may be purchased on individual slots, or it may be purchased on several slots simultaneously, or on the entire Elemental Control. Reduced END Cost is bought on the active points in each slot.

Example: **WINDSTORM** decides to reduce the END cost on slots 1 and 2. He adds the active point costs of slots 1 and 2 together, for a total of 90 pts. He reduces the END cost by half for a cost of 22 pts. (see Reduced END Cost). **WINDSTORM** can now fly, wind blast, etc., all at the same time. Remember that the normal END cost is based on the active points in each slot.

Elemental Controls should never be put inside of a Multipower, or inside of another Elemental Control. Elemental Controls should not contain any Skills or Characteristics, unless the GM allows it (there should be some very compelling reasons for this!) Generally, Powers that don't normally cost END to use should not be put into Elemental Controls. Redundant power slots are not allowed in an Elemental Control, so you can't have three slots of Energy Blast in your Elemental Control. Remember, however, that a Power with a Power Advantage is a new Power.

The GM should look over an Elemental Control carefully before allowing the player to use it. It's up to the player to have good reasons for the way his Elemental Control is built. Remember that the GM is the final arbiter of the appropriateness of the Powers grouped in your Elemental Control, and may not allow the player to put certain Powers in his Elemental Control.

Examples of Possible Elemental Controls

Ego Powers:
Ego Attack
Mental Illusions
Mind Control

Telekinetic Powers:
Telekinesis
Telekinetic Shield (bought as Force Field)
Telekinetic Fist (bought as Energy Blast, physical attack)

Weather Powers:
Fog (bought as Darkness)
Whirlwinds (bought as Energy Blast, area effect)
Wind Riding (bought as Flight)

Ice Powers:
Ice Ram (bought as Energy Blast, physical attack)
Ice Armor (bought as Armor)
Ice Slide (bought as Running, special effect: slides along ground)

MULTIPOWER: This power allows the character to have several different powers that draw from a common point reserve. The points in the reserve are distributed among the various powers in the Multipower, and the distribution of points may be varied from phase to phase. When the Multipower is bought, the character sets aside a point reserve, then chooses which powers will draw off of this point reserve.

Example: NEBULA decides to set up a Multipower. He sets aside a point reserve of 50 pts., and puts Flight, Energy Blast and Force Field in his Multipower. NEBULA now decides from phase to phase how the 50 pt. reserve is divided among those three powers.

NEBULA may place all 50 pts. in Flight, and therefore there are no pts. in Energy Blast or Force Field. He may put 10 pts. in Flight, 10 pts. in Force Field and 30 pts. in Energy Blast. The point reserve may be divided any way the character chooses each phase as long as the points do not add up to more than the point reserve.

Multipower (50 pt. reserve)

- 1) Flight
- 2) Energy Blast
- 3) Force Field

Some Possible Variations:

- | | | |
|---------|----------|------------|
| 1) 50 | 1) 10 | 1) 20 |
| 2) 0 | 2) 10 | 2) 10 |
| 3) 0 or | 3) 30 or | 3) 20 etc. |

The character pays for each Power (hereafter called a "slot") in his Multipower. The cost for each slot is equal to the number of active points that may be put into the slot divided by 5.

Cost of slot = (maximum active pts. in slot/5)

The cost of a slot in the Multipower example above would be 10 pts.

Example: The cost of NEBULA's Multipower would be as follows.

50 pt. Reserve

10 pts. Slot 1: Flight
10 pts. Slot 2: Energy Blast
10 pts. Slot 3: Force Field

80 pts. = Total Cost

If your character wants a lower limit on the amount of points in one of the slots, he would pay less.

Example: NEBULA wants to restrict his Flight slot to a maximum of 30 pts. instead of the full 50 pts. The cost would only be $30/5 = 6$ pts.

A character may also define one or more of his Multipower slots as "fixed". The amount of points that may be put into a fixed slot (also called an ultra) is decided when the power is bought. The cost of a fixed slot is equal to the number of pts in the slot divided by 10.

Cost of a fixed slot = (pts. in slot/10).

Example: NEBULA might decide to make his Force Field an ultra, fixed at 50 pts. Thus whenever NEBULA decides to use his Force Field, he must put 50 pts. of his reserve into Force Field, no more, no less. The slot only costs him 5 pts. instead of 10 pts.

Power Limitations may be applied to Multipowers. If the Limitation applies to a slot within the Multipower, then the Limitation serves to decrease the cost of the slot. If the Limitation is applied to the whole Multipower, then the Limitation reduces the cost of the point reserve and the slots.

Example: PALADIN has a suit of powered armor with several powers built into it. PALADIN puts Flight, Force Field, and Energy Blast in a Multipower. The point reserve is 60 pts. PALADIN wants his Energy Blast, Flight, and Force Field to be flexible, so he has standard slots with a maximum of 60 pts. in the slot, which costs $60 \text{ pts.} / 5 = 12$ pts. for his Energy Blast, Flight, and Force Field slots. PALADIN's powered armor is an OIF, so his cost for the Multipower looks like this:

Real Pts.	Active Pts.	Point Reserve
40	60	
8	12	Slot 1: up to 60 pts. Energy Blast
8	12	Slot 2: up to 60 pts. Flight
8	12	Slot 3: up to 60 pts. Force Field

Total = 64 Real pts., 96 Active pts.

He decides that he only needs the Force Field 4 times a day, so he buys that slot with the Charges limitation. That limitation gives him a +1 bonus (see Limitations), so the slot cost will be reduced. PALADIN figures that he won't need to vary the points in his Force Field slot, so he makes that slot fixed at 60 pts. The cost is then $60 \text{ pts.} / 10 = 6$ pts.

Real Pts.	Active Pts.	Point Reserve
40	60	
8	12	Slot 1: up to 60 pts. Energy Blast
8	12	Slot 2: up to 60 pts. Flight
2	6	Slot 3: 60 pts. of Force Field, 4x a day.

Total = 58 Real, 90 Active

Characteristics and Skills may not be placed in Multipowers without special permission from the GM. The character should have an excellent justification for the GM to allow a characteristic or Skill to be put into a Multipower. Multipowers may not be placed inside Multipowers, and Multipowers may not be placed inside Elemental Controls, or vice-versa.

Cost = 1 pt. for every 1 pt. in the power reserve, active pts. in slot/5 = cost of slot, active pts. in slot/10 = cost of fixed slot. Minimum power reserve = 20 pts.

REDUCED ENDURANCE COST: This Modifier allows a character to use a power at half the normal END cost. To reduce the END cost of a power costs $\frac{1}{2}$ the points in the power as an additional cost. Reduced Endurance Cost may be taken several times on the same power. The fractions multiply together when figuring the final END cost of a power ($\frac{1}{2}$, $\frac{1}{4}$, etc.). Each END cost rounds down to the nearest whole number. When the END cost is $\frac{1}{2}$ Pip or below, the power is considered to be at zero END cost (7 to 3 to 1 to 0).

Example: PROJECTRA has 40 pts. of Invisibility and wishes to reduce the END cost, which is 8 pips for using all 40 pts. The END cost is cut to 4 pips ($8 \times \frac{1}{2}$) for 10 extra pts. ($40 \times \frac{1}{2}$). PROJECTRA wishes to reduce the END cost still further, so she pays 10 more pts., and the END cost is now 2 pips. PROJECTRA now has 40 pts. of Invisibility that costs 2 Endurance pips to use, for a total cost of $40 + 20 = 60$ pts.

The cost of Reduced Endurance Cost is based on the cost of all parts of a power that costs END. If a power has a Power Advantage that increases the END cost, then Reduced Endurance Cost must be purchased on both the power and the advantage. Advantages that do not increase the END cost of a power do not count when reducing the END cost.

Example: HORNET has a 6D6 Energy Blast that cost 30 pts. The Energy Blast also has the Power Advantages Explosion and Affects Desolid Objects. The Power Advantages are both $+\frac{1}{2}$ and both cost 15 pts. The total Power cost $30 + 15 + 15 = 60$ pts. The Energy Blast and the Explosion Power Advantage both cost END. The total END cost would be $30/5 + 15/5 = 9$.

To buy Reduced Endurance Cost for this Power would require paying $\frac{1}{2}$ x the cost of the Energy Blast and the Explosion or $(30 + 15) \times \frac{1}{2} = 11$ pts. This would reduce the END cost of using the Power to 4 END and increase the Power's cost to $60 + 11 = 77$ pts.

A power with Reduced Endurance Cost can be treated like a power bought normally, or a Power with a Power Advantage, in relation to Multipowers and Elemental Controls. The cost of the reducing the END cost is simply added to the Power. The total cost of the combination is placed in the slot in the Multipower or Elemental Control.

Example: MIND MAID has a Multipower with a 50 pt. reserve. One of the slots that she buys is a +20 PD, +20 ED Force Field at $\frac{1}{2}$ END cost. The Force Field costs 40 pts. and the $\frac{1}{2}$ END costs $\frac{1}{2} \times 40 = 10$ pts. The total cost is 50 pts. The Force Field would cost $40/5 = 8$ END, but now only costs $8 \times \frac{1}{2} = 4$ END per phase it is up.

If MIND MAID puts only 25 pts. into this slot of her Multipower she would have 20 pts. of Force Field (+10 PD, +10 ED) and 5 pts. ($20 \times \frac{1}{4} = 5$) towards reducing the END cost. The Force Field would still be at $\frac{1}{2}$ END cost.

Example: EARTHSON has Elemental Control Earth. His base power, a Stone Bolt of 9D6 Physical EB, is bought at 45 pts. EARTHSON wants to put a Sand Storm of Darkness at $\frac{1}{2}$ END cost into his Elemental Control. He can buy 30 pts. worth of Darkness (for a 3" Radius) and $(30 \times \frac{1}{2}) = 15$ pts. worth of Reduced Endurance Cost into a 45 pt. Elemental. He pays $45 \times \frac{1}{2} = 22$ pts. for the slot, just as in a normal Elemental Control.

Cost: Each half END cost requires $\frac{1}{2}$ x points in Power additional points. No END cost for Reduced Endurance Cost.

Power Advantages

Many characters will want powers similar to the ones listed, but with modifications. Modifications that raise a power's total effectiveness are called Power Advantages. Each Power Advantage has a multiplier that is used to compute the total cost of the power plus its advantages. The total active cost of a power is computed using the following formula.

Total Cost = Power Cost x (1 + total multipliers)

Example: FORCE wishes to buy 30 pts. of Energy Blast with the Power Advantage: Area Effect (radius). The multiplier for that advantage is +1. The formula would be:

Total Cost = 30 pts. x (1 + 1) = 60 pts.

Thus, FORCE would pay 60 pts. for the power. He would still have 6D6 of Energy Blast, but he would pay his END cost based on the active point total, so his END cost would be 12.

Power Advantages are always applied to the power before any Power Limitations are applied. A Power with a Power Advantage is considered to be a different Power. The END cost is based on the active points in the Power, except where otherwise noted.

AREA EFFECT (hexes): This Advantage allows powers that normally affect only one target to affect all targets in an area. The character may affect 1 hex per 5 pts. in the base Power, before applying the multiplier.

Example: FORCE buys 6D6 of Energy Blast for 30 pts. He decides to apply the Area Effect (hexes) Power Advantage, so this power now costs him 60 pts. The area of effect is 6 hexes (1/5 of 30 pts.)

All the hexes must be adjacent to at least one other hex. The hexes may form a line, circle, triangle, square, or other simple shape. The character determines a target hex. The character must roll an Attack Roll vs. a DCV of 3, with half his normal Range Modifier. The hex you are standing in has a DCV of -2. The center hex of the Area Effect misses by 1" for each point the Attack Roll is missed. Roll 1D6 to determine which direction the attack goes. All characters within the area are subject to the attack, and individual Attack Rolls are not necessary.

Multiplier = +1.

AREA EFFECT (radius): This advantage allows powers that normally affect only one target to affect all targets in a circle. The area is 1" in radius for every 10 pts. in the power before applying the advantage. The character declares a target hex where the effect will center, and rolls an Attack Roll as detailed in Area Effect (hexes). The power is otherwise like Area Effect (hexes).

Multiplier = +1.

ARMOR PIERCING: This Advantage allows an attack to act against one half ($\times\frac{1}{2}$) of the defense it normally acts against. The damage for an Armor Piercing attack is rolled normally, but only half of the target's defense is subtracted from the damage.

The Power Advantage Hardened Defense allows you to ignore the effect of Armor Piercing. Armor Piercing may be bought multiple times, but can never reduce the defense below half. The only effect of multiple Armor Piercing is to negate Hardened Defenses (of course, you could buy Hardened Defenses several times...).

Example: HEXMASTER fires an Armor Piercing Energy Blast at a hero with an ED of 15. The hero does not have a Hardened Defense, so he only subtracts 8 from the BODY and STUN done by the attack, instead of 15.

Multiplier = $+\frac{1}{2}$.

ATTACK WITH NO NORMAL DEFENSE: This advantage, applied to Energy Blast, allows a STUN only attack that ignores normal defenses. Attacks with no normal defense are not stopped by PD, ED, Force Field, Armor, etc. The defender takes the full amount rolled on the dice as STUN. When a character purchases Attack with No Normal Defense, he must define a reasonably common Power or effect (or a set of uncommon Powers or effects) as the defense. If the defender has this defense, then the attack is totally ignored. Some possible attack types and their suggested defense are listed below:

Type of Attack	Defense
Gas Attack	10 pts. in Life Support.
Poison Dart Attack	Force Field, Armor, or Damage Resistance.
Solidification Attack	Force Fields, having Desolidification.
Hypnotic Attack	Ego Defense, no eye contact.
Sonic Attack	20 pts. in Life Support, being deaf, having full ear covering with your costume.

There are other possible attacks, but they must all be STUN only and have a reasonably common defense (or set of defenses), approved by the GM. The Special Effects of the NND will often lead to defenses; a Gas Attack might well be nullified if the character was holding his breath before the attack occurred. Normally, a character may not have more than one type of NND attack.

Multiplier = +1.

BASED ON EGO COMBAT VALUE: This advantage allows the Attack Roll of a Power to be based on Ego Combat Value rather than on normal Combat Value. Powers based on Ego Combat Value take no range modifiers. Any Powers that would be modified by defenses (such as Energy Blast, Power Drain, etc.) are modified by the target's Ego Defense, or the attack can work against the normal defense. All Ego based attacks should be STUN only, except with the special permission of the GM.

Multiplier = +1.

EXPLOSION: This Advantage allows a damage Power to act as an explosion. The character defines a target hex for the center of the explosion. He then rolls his Attack Roll for the target hex as detailed in Area Effect. The full effect of the base Power occurs in the target hex. The damage done by the attack is -1D6 for every 1" distance from the target hex. The largest 1D6 rolled is always subtracted first. No Attack Roll is necessary on people within the blast radius of the explosion.

Example: CRATER buys 40 pts. of Energy Blast with the Power Advantage Explosion. His Energy Blast costs him 60 pts., and he does 8D6. CRATER throws his attack, and rolls 1,2,3,3,4,5,6,6 for his damage. The target hex takes $1+2+3+3+4+5+6+6 = 30$ STUN and $0+1+1+1+1+1+2+2 = 9$ BODY. Someone 2" away from the target hex would take $1+2+3+3+4+5 = 18$ STUN and $0+1+1+1+1+1 = 5$ BODY.

Multiplier = $+\frac{1}{2}$

INVISIBLE POWER EFFECTS: This Advantage allows a Power to work invisibly. Normally, any Power that affects another character is quite visible, and the

source of the effect is obvious (see Special Effects). This advantage allows a Power to work without visible effects, and the source of the power remains inobvious. Characters with Infrared, Ultraviolet, X-ray or N-ray Vision can see normally invisible attacks. Fully invisible attacks cannot be seen or heard by any character. This Power Advantage does not increase the END cost of the base Power.

Multiplier = $+\frac{1}{2}$ for normally invisible, +1 for fully invisible.

HARDENED DEFENSES: This advantage hardens a particular defense for $+\frac{1}{4}$ cost, enabling that defense to ignore the effect of an Armor Piercing attack. Each particular defense must be hardened; having a Hardened Force Field does not mean that your own PD or ED is Hardened. This Power Advantage does not increase the END cost of defenses that cost END.

Multiplier = $+\frac{1}{4}$.

POWER AFFECTS DESOLIDIFIED OBJECTS: This advantage allows a power to affect a character who is Desolidified, as well as normal objects or characters. This Power Advantage does not increase the END cost of the base Power.

Multiplier = $+\frac{1}{2}$.

RANGE: This Advantage allows powers that normally only work on contact to be used at range. Combat powers take a standard -1 per 3" range modifier.

Multiplier = $+\frac{1}{2}$.

USABLE ON OTHERS: This advantage allows a power that is normally only usable on yourself to affect others.

Example: Invisibility, Enhanced Senses, Regeneration, etc. The character must make an Attack Roll on the target to use his power on them. This advantage does not mean that the power is usable at range (buy Power usable at Range). The character with the power pays the END cost.

Multiplier = $+\frac{1}{2}$.

Power Limitations

Power Limitations are used to highlight the particular effects of a Power and to lower the cost of the Power to the character. A look at the Power Limitations is very helpful when you are building a character. Often Power Limitations are very important to the character's conception. Both the player and the GM should remember that Power Limitations are disadvantages, and the GM should exploit these weaknesses in the character.

The GM should be wary of characters that have gratuitous Limitations. The GM has the final word on whether or not a character is allowable in his campaign. The GM may feel that certain Power Limitations are worth more or less in his campaign, and adjust accordingly.

Players should be certain that each Limitation represents their character correctly. Remember that the GM is going to be taking advantage of your Limitations. Sometimes that wonderful savings in points isn't worth having your focus grabbed when you need it the most. Consider your Power Limitations carefully before you take them.

To determine the cost of a Power with a Limitation, first total up the Bonuses the Power's Limitations are worth. Then use the formula below to find the real cost of the Power:

$$\text{Real Cost} = \text{Active Cost} / (1 + \text{Total Bonus})$$

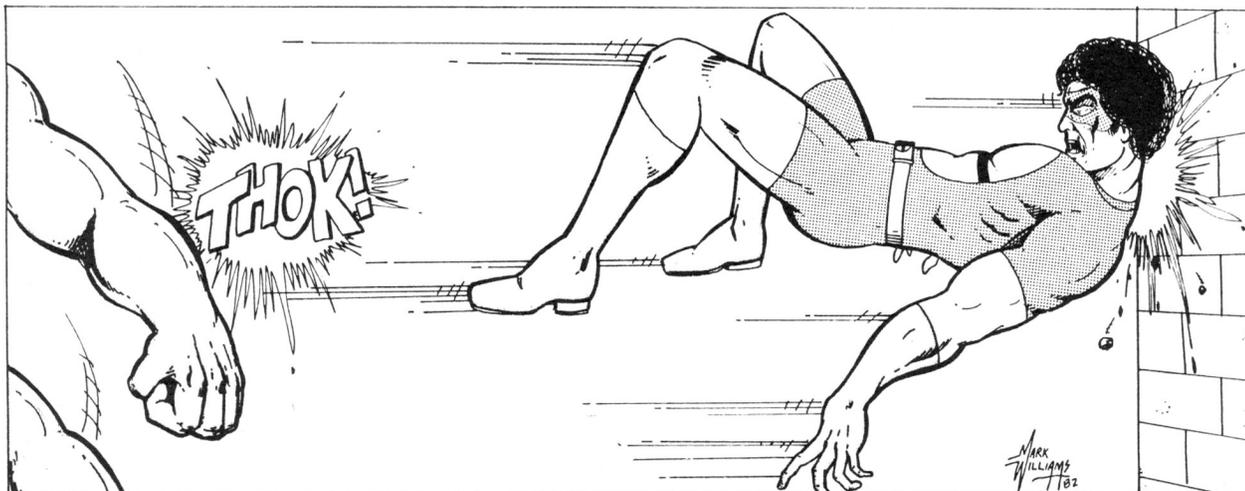
The Real cost is the number of Power Points the character must expend to buy the Power.

The Active cost is the number of points that the Power is considered to have when figuring END cost and Power effect.

The Total Bonus is the total of the listed Bonuses for each of the different Limitations that the Power has.

Example: MARKSMAN buys 40 pts. in Flight (20"), with the Limitation that he has an obvious, inaccessible Focus (Boot Jets). This Limitation is worth $+\frac{1}{2}$ Bonus. Putting these numbers into the formula, the Active cost is:

$$40 / (1 + \frac{1}{2}) = 26 \frac{2}{3} \text{ which rounds to } 27 \text{ pts.}$$



The character then pays 27 power points for 40 pts. (20") of Flight.

Example: MARKSMAN wishes to build an energy pistol. The pistol does 6D6 normal damage which is 30 pts. of Energy Blast. The pistol only has 12 shots, which is worth $+\frac{1}{4}$ Bonus and is an obvious accessible Focus which is worth +1 Bonus. Putting these numbers into the formula, the Active cost is:

$$30 / (1 + \frac{1}{4}) = 13 \frac{1}{3} \text{ which rounds to } 13 \text{ pts.}$$

ACTIVATION: This limitation represents when a Power only works some of the time. Each phase that the character wishes to use this Power he must roll the listed number or less on 3D6. The character must expend the END necessary to use the Power even if it does not Activate. If he makes his Activation Roll, then he may use his Power freely that phase, and may gain any benefits from its use. The character must continue to make Activation Rolls every phase he wishes to use that Power. The chart below shows the Activation Roll and the Bonus.

Activation Roll	Bonus
8 or less.....	+2
11 or less.....	+1
14 or less.....	$+\frac{1}{2}$

ALWAYS ON: A power that the character can never turn off is worth a $+\frac{1}{4}$ bonus. The power must be bought to 0 END cost with the Reduced Endurance Cost Power Modifier. A Power that is Always On cannot be "pushed" (see Pushing). The GM must define that there is some disadvantage to the character having the power always on.

Example: GOLIATH buys one level of Growth at 0 END Cost, and takes the Always On Limitation. The disadvantage is that his mass is 2x normal, and he is 3 meters tall, which may prevent him from going certain places, fitting in certain vehicles, maintaining his Secret Identity, etc.

Bonus = $+\frac{1}{4}$

ENDURANCE BATTERY: A character may set up a separate END pip reserve for a particular Power or group of Powers. The character should determine the maximum (without Pushing) amount of END pips the largest Power will cost to use. Then the character should refer to the chart below and multiply the END cost by the Battery Multiple to get the total number of END pips the battery contains.

If you put more than one Power into the same END Battery, each Power after the first one only adds half as many END to the Battery. A Multipower counts as only one Power for the purpose of adding END to a Battery. You could only buy the END Battery on the point reserve of the Multipower. You can't buy an END Battery on each slot and add the END together. However, you can buy an END Battery on an individual slot, as long as that's the only thing in that END Battery.

The END pips in an Endurance Battery may only be used on the Power or Powers for which they were bought. END pips in a battery may be used in all ways like normal END pips when it comes to using or Pushing a Power. The chart below gives the Battery Multiple and the Bonus for various levels of Endurance Battery.

Battery Multiple	Bonus
x1.....	$+1\frac{1}{2}$
x2.....	+1
x3.....	$+\frac{3}{4}$
x4.....	$+\frac{1}{2}$
x6.....	$+\frac{1}{4}$
x8.....	No Bonus

Example: TITAN wants his Powered armor to operate on an END Battery. His Powers are Energy Blast 50 pts. (10D6), Flight 30 pts. (15"), and Flash 40 pts. (4D6). TITAN buys the Energy Blast with a x8 Multiple, so he gets no bonus. Since his Energy Blast costs 10 END to use at full output, this adds 80 pts. to his battery.

TITAN buys his Flight at a x4 Multiple (worth $+\frac{1}{2}$ bonus on the cost of his Flight). His Flight costs him 3 END to use, so this would normally be worth 12 END to the battery. However, this is his second Power in the battery, so he only adds 6 END to the battery. Finally, TITAN buys Flash at a x2 Multiple (+1 bonus), adding $(16/2) = 8$ END to the battery. The battery has a total of 94 END.



50 pts. Energy Blast uses 10 END. (10 x 8 = 80 END in battery) No bonus. Cost = 50 pts.
30 pts. Flight uses 3 END. (3 x 4 = 12 END, $\times\frac{1}{2}$ = 6 END) $+\frac{1}{2}$ bonus. Cost = 20 pts.
40 pts. Flash uses 8 END. (8 x 2 = 16 END, $\times\frac{1}{2}$ = 8 END) $+1\frac{1}{2}$ bonus. Cost = 20 pts.
Total END in battery = 94 END.

Endurance batteries normally recharge at the rate of 1 END per 10 minutes. An Endurance Battery may be made rechargeable in a shorter period of time by reducing the Battery Multiple bonus one level, according to the following chart.

Recharge at	Level
1/10 minutes.....	-0
1/1 minute.....	-1
1/1 turn.....	-2
1/1 phase.....	-3
1/1 segment.....	-4

Thus, if you want your x⁴ END battery to recharge 1 END per minute, the bonus would be + $\frac{1}{2}$ instead of the normal + $\frac{1}{2}$.

FOCUS: This limitation represents a Power that works through some sort of device. Foci are defined as being either obvious or inobvious and either accessible or inaccessible. A Focus that cannot be removed without killing the character is not a Focus. The GM should keep in mind that a Focus is a Limitation, and should be stressed whenever appropriate.

An obvious Focus is a device that an observer can tell is responsible for a character's ability to use a Power. An inobvious Focus is a device that allows a character to use a Power but does not let an observer know that the device is responsible. An accessible Focus is one which an opponent can remove or make useless in combat.

Normally, an accessible Focus can be removed with a Grab maneuver or easily incapacitated. An inaccessible Focus is one which can only be removed or incapacitated given some time and work out of combat. The chart below lists the various types of Foci and the bonus.

Type of Focus	Bonus
Inobvious, Inaccessible (IIF).....	+ $\frac{1}{4}$
Inobvious, Accessible (IAF).....	+ $\frac{1}{2}$
Obvious, Inaccessible (OIF).....	+ $\frac{1}{2}$
Obvious, Accessible (OAF).....	+1

A Focus is either defined as replaceable or unreplaceable. A device that the character could build again, given time and money, is replaceable. Replaceable Foci are breakable and have 1 BODY and 1 DEF for every 10 active points through the Focus (see Breaking Things). Foci that are not replaceable should not be breakable. Some examples of Foci:

Gun.....	OAF
Wings.....	OAF
Powered Armor.....	OIF
Power ring.....	OIF
Magic Amulet.....	IAF

Some Foci can be obvious for one character and inobvious for another. If your Power Ring glows incredibly when you exert your Powers, and the beams come directly from the ring, then that is an obvious Focus. If your ring just sits there while you exert your Powers, then it is inobvious.

INCREASED ENDURANCE COST: This limitation represents a Power that costs a character more END than normal to use. Normally Powers cost 1 END per 5 pts. of Power used. The character gains a bonus if his Power costs a multiple of the normal END cost. The chart below shows the multiple of normal END cost and the Bonus.

Endurance Multiple	Bonus
x $1\frac{1}{2}$	+ $\frac{1}{2}$
x2.....	+1
x3.....	+2
x4.....	+3
x5.....	+4

Strength at multiple END cost does not count towards figured characteristics. A Power may not have both Increased END Cost and Reduced END Cost.

LIMITED POWER: This is the most general of the limitations. Limited Power includes any Power disadvantage you can think of that is not already covered by other limitations. The chart below shows some examples of Power Limitations and the Bonus. If you think of a Limitation not listed, the GM should assign a bonus based on the list below. The maximum bonus is +2, although this may add to other bonuses. Some Limitations are not really disadvantageous (such as: Only works versus villains), and thus are not worth a bonus.

Bonus	Power Limitation
+ $\frac{1}{2}$	Power has no range (only works with Powers that normally have a range).
+ $\frac{1}{2}$	Power costs END to use (only works with Powers that normally cost no END to use).
+ $\frac{1}{2}$	Power is based on another Power (Smaller point cost Power is based on higher point cost Power so that the smaller Power only works when the larger Power is on. Only smaller Power gets the Bonus).
+ $\frac{1}{4}$ to +2.....	Power only works in a given situation (Bonus is based on how often the situation occurs).
Some Examples:	
+ $\frac{1}{2}$	Power only works in darkness.
+1.....	Power only works in water
+2.....	Power only works in an intense magnetic field.
Etc.	
+ $\frac{1}{4}$ to +2.....	Power does not work in a given situation (Bonus is based on how often the situation occurs).

		Active Points Cost																		
Pts.	5	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	100
+1/4	4	8	12	16	20	24	28	32	36	40	44	48	52	56	60	64	68	72	76	80
+1/2	3	7	10	13	17	20	23	27	30	33	37	40	43	47	50	53	57	60	63	67
+3/4	3	6	9	11	14	17	20	23	26	29	31	34	37	40	43	46	49	51	54	57
+1	2	5	7	10	12	15	17	20	22	25	27	30	32	35	37	40	42	45	47	50
+1 1/4	2	4	7	9	11	13	16	18	20	22	24	27	29	31	33	36	38	40	42	44
+1 1/2	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40
+1 3/4	2	4	5	7	9	11	13	15	16	18	20	22	24	25	27	29	31	33	35	36
+2	2	3	5	7	8	10	12	13	15	17	18	20	22	23	25	27	28	30	32	33
+2 1/4	2	3	5	6	8	9	11	12	14	15	17	18	20	22	23	25	26	28	29	31
+2 1/2	1	3	4	6	7	9	10	11	13	14	16	17	19	20	21	23	24	26	27	29
+2 3/4	1	3	4	5	7	8	9	11	12	13	15	16	17	19	20	21	23	24	25	27
+3	1	2	4	5	6	7	9	10	11	12	14	15	16	17	19	20	21	22	24	25

Some Examples:

+1/2.....Power does not work in darkness.

+1/4.....Power does not work in intense magnetic fields

Etc.

LIMITED USES: This represents those Powers that only can be used a limited number of times per day. A Power that has Limited Uses (also called "charges") does not cost END to use. Your charges are considered to return in a day's time from when you use them. The time required for your charges to return may vary depending on the special effects of the Power.

If the character wants a Power with Limited Uses to use END then he gets an additional +1/2 Bonus. The number of Limited Uses is the number of times a day a Power may be used. The chart below lists the number of uses a Power gets and the Bonus.

Number of Uses	Bonus
1.....	+2
2.....	+1 1/2
3.....	+1 1/4
4.....	+1
6.....	+3/4
8.....	+1/2
12.....	+1/4
16.....	No Bonus

Each charge only lasts for one phase, so charges of Force Field are not very useful. However, you may buy "continuing charges"; that is, the number of uses is the number of times per day that you may turn on the Power.

Continuing charges automatically cost END to use, and the bonus is the same as listed on the chart. Thus, 2 continuing uses of Force Field per day would give a +1 1/2 bonus, and allow you to turn on the Force Field twice per day. The Force Field would remain up as long as you paid END.

The following chart may help when using Power Limitations. To use the chart, merely find the Active points in the Power across the top, and the total Limitation bonus along the side. The intersection is the Real point cost to the character.

Example: MARKSMAN buys a Flash grenade. He takes 40 pts. of Flash (4D6) with the Limitations Obvious Accessable Focus (+1 Bonus), 3 charges (+1 1/4 Bonus). This gives him 3 4D6 Flash Grenades. The total Bonus is +2 1/4, so MARKSMAN finds the 40 point column, and looks down to the +2 1/4 row. The real cost of his 40 active pts. Flash Grenades would be 12 pts.

Character Disadvantages

A character is composed of weaknesses, as well as strengths. Disadvantages for the character are important to the total conception, as well as providing the character with more points. The Disadvantages help determine the personality of your character, and give the GM a starting point for the game. Often, your Disadvantages will lead directly to adventures and role playing with the other characters.

The GM should be aware of the character's disadvantages, and take advantage of them. A disadvantage shouldn't be overemphasized (example: every villain has the weapon the character is vulnerable to), just brought into play often enough so that the character is aware of it. Disadvantages can be put to good use by a GM who needs an idea for a gaming session (Hunted's are excellent for this).

When taking more than one disadvantage of the same type (i.e., several Hunteds, several Vulnerabilities), successive Disadvantages are worth less, according to the following table.

1st Disadvantage.....	x1 pts.
2nd similar Disadvantage.....	x1 pts.
3rd similar disadvantage.....	x $\frac{1}{2}$ pts.
4th similar Disadvantage.....	x $\frac{1}{2}$ pts.
5th similar Disadvantage.....	x $\frac{1}{4}$ pts.
6th similar Disadvantage.....	x $\frac{1}{4}$ pts.
any more similar disadvantages...	x0 pts.

Example: ROSE takes three Hunteds: a 25 pt. Hunted, a 20 pt. Hunted, and a 15 pt. Hunted. The two most expensive Hunteds are given full pts., and the third Hunted is worth x $\frac{1}{2}$ pts. Thus the character gets 25 + 20 + 8 (15/2 rounds to 8) = 53 pts.

BERSERK: A character with this disadvantage tends to go berserk during periods of stress. Berserk characters do not know friend from foe, and automatically attack whoever is in front of them, until the target is knocked out or killed (whichever comes first). The Berserk character will then attack the nearest moving character in his sight. Berserk characters will use their most familiar or often used offensive power at full damage while Berserk.

A character with "Berserk" must specify a set of circumstances under which he will go berserk (at the sight of blood, a woman's scream, etc.). A character with Berserk specifies how easily the character goes Berserk, how easily the character recovers from Berserk, and under which circumstances the character checks to see if he goes Berserk. The points a character gets for Berserk are detailed below.

Chance to Go Berserk	Pt. Bonus
8 or less.....	5 pts.
11 or less.....	10 pts.
14 or less.....	15 pts.

Chance to Recover	Pt. Bonus
14 or less (base chance).....	0 pts.
11 or less.....	+5 pts.
8 or less.....	+10 pts.

Circumstances	Pt. Bonus
Uncommon circumstance.....	0 pts.
Common Circumstances.....	+5 pts.
Very Common Circumstances.....	+10 pts.

The GM decides whether a circumstance is Uncommon, Common, or Very Common.

Every phase that a character is in a circumstance where he can go Berserk, he should roll his chance to go Berserk. Once he goes Berserk, a character may attempt to recover from Berserk whenever he runs out of END, changes targets (usually because he has knocked out or killed his opponent), or has someone attempt to snap him out of his Berserk (sometimes a dangerous task). He gets a free attempt to recover from Berserk on segment 12 if he has not attempted to recover in that turn.

DEPENDENT NPC: A character with this disadvantage has a non-player character friend or loved one who gets in the way and gets into trouble a lot, requiring the character to protect or save them. The character should define how competent the NPC is and how often the NPC gets involved in scenarios. The points for a Dependent NPC are given by the following chart.

The NPC gets involved:	Pt. Bonus
Infrequently (8 or less).....	+5 pts.
Occasionally (11 or less).....	+10 pts.
Frequently (14 or less).....	+15 pts.

The GM should determine at the beginning of the scenario whether or not the Dependent NPC will be involved in the scenario. The roll is given as a guideline.

The character also gains points if the NPC is less competent than normal, according to the following chart.

The NPC is:	Pt. Bonus
Competent (A normal person, with about +50 pts. in characteristics and skills).....	+0 pts.
Normal (A normal person, no extra points, but possibly some points are shifted around).....	+5 pts.
Incompetent (A normal person with -20 pts. in characteristics).....	+10 pts.

The Dependent NPC should be someone very close to the character. The character will take extra care to make sure that the NPC is not harmed by involvement in scenarios.

Example: A character has a weak old Aunt Mary, who tends to get involved in scenarios frequently. The point bonus would be: (Frequently involved, Incompetent person) 15 + 10 = 25 pts.

The player must determine who his Dependent NPC is before he begins to play his character. The GM can help choose a Dependent NPC, develop his personality, etc. Sometimes the player may leave the Dependent NPC entirely up to the GM, and let the GM surprise him.



HUNTED: A character with this disadvantage is hunted by some person or group in the campaign. The character may or may not know he is Hunted, at the player's discretion.

The points a character gets for being Hunted depends on the quality and number of the hunters, and how actively they are looking for the character. The point values are listed in the chart below:

Hunter is a single person.....	5 pts.
Hunter is a small group (4 or less villains, or less than 40 people).....	10 pts.
Hunter is a large group (5 or more villains, more than 40 people).....	15 pts.

These definitions of group size are very general, and should be modified according to the power of the organization.

Hunter has advanced weapons, and/or highly trained personnel (Agents).....	+5 pts.
Hunter has superheroes or supervillains included.....	+10 pts.
Hunter is a superhero or supervillain (group).....	+15 pts.

The chance for a Hunter to show up in each game session is a base 8 or less. The GM secretly rolls this chance at the beginning of the adventure, and if he rolls an 8 or less the hunter should show up sometime during the course of the adventure. This chance to show up is meant as a general guideline for the GM, and should not constrain the GameMaster. If a character is Hunted more actively, he gains more points as shown below.

Hunter is after character full time (11 or less).....	+5 pts.
Hunter is after character fanatically (14 or less).....	+10 pts.

All hunted must be agreed upon by the GM, and all hunters should be already created by the GM.

The player (with the GM's help) should determine why he is being hunted by that particular individual or group. The Hunters may be involved with the character's origin or some part of his early (non-played) career. The Hunters may wish to kill the character, discover the source of the character's power, take revenge on the character for some act, retrieve something the character has taken, etc.

The hunters are normally villains, but the character may be wanted by the police for questioning, or sought after by a government agency (FBI, CIA, etc.) for any of the above reasons. Characters do not get points for individuals or groups that begin hunting the character after the character has started play.

PHYSICAL LIMITATION: A character with this disadvantage has a physical problem which hampers him, such as lack of hands, blindness, etc. The amount of points given for a physical limitation is determined by how often the limitation gets in the way and by how damaging the limitation is. The relative intensity of these qualities is governed by the GM. Points are awarded as follows:

How Often Limitation Affects	Pt. Bonus
Infrequently.....	5 pts.
Frequently.....	10 pts.
All the time.....	15 pts.

Limitation Impairs	Pt. Bonus
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Slightly.....	+0 pts.
Greatly.....	+5 pts.
Fully.....	+10 pts.

Examples: No Hands (All the Time, fully impairing) = 25 pts.
 Unable to walk (frequent, fully impairing) = 20 pts.
 Blindness (All the time, fully impairing) = 25 pts.
 Lack of Depth Perception, and Peripheral Vision on one side: missing one eye (infrequent, slightly limiting) = 5 pts.

Characters with Physical Limitations often have powers that compensate for their limitations.

PSYCHOLOGICAL LIMITATIONS: A character with this disadvantage has a psychological quirk about a given thing or situation. The character reacts unusually to this thing or situation, usually with fear or hatred.

The character defines how often the situation for his limitation occurs and how damaging it is. The Psychological Limitation always affects the character when that situation turns up. The character gets points according to the following chart.

Frequency of Occurrence	Pt. Bonus
-------------------------	-----------

An uncommon situation.....	5 pts.
A common situation.....	10 pts.
A very common situation.....	15 pts.

Once the situation occurs, the Psychological Limitation affects the character's choice of targets in combat or his reaction to a character out of combat. If the reaction is even stronger, the character gains more points according to the following chart.

Character takes irrational actions concerning the situation.....	+5 pts.
Character becomes totally useless in the situation due to total collapse or frantic retreat.....	+10 pts.

Once the situation has occurred, the character must react as his Psychological Limitation dictates for at least one phase. Then, the character may attempt to shut away his fears through strength of will. If the character makes an EGO Roll of 9 + (EGO/5) or less, than the effect of the Psychological Limitation is one category less on the chart.

Even if the character has made his EGO Roll, the GM may impose combat effects on the character, such as half normal CV, when the Psychological Limitation deals with fear. The GM should feel free to modify the EGO Roll up or down considering the exact situation the character is in.

Psychological Limitations should be used to define the major outlines of the character's person-

ality. The GM should not allow frivolous or silly Psychological Limitations (fear of mice, hatred of disco music, etc.).

Examples of Psychological Limitations:

Code Against Killing: Common Situation, Total Commitment.....10 + 10 = 20 pts.

Claustrophobia: Uncommon situation, irrational actions.....5 + 5 = 10 pts.

Overconfidence: Very common situation, irrational actions.....15 + 5 = 20 pts.

The amount of points for these examples could of course vary due to the intensity of the limitation, which varies from character to character. The "irrational actions" that Overconfidence leads to would be jumping 10 supervillains at once, taking on an army, etc.

PUBLIC IDENTITY: A character with this disadvantage has no possible underground or secret identity. His face is known and recognized nearly everywhere. The character should be on 24 hour alert, as the authorities, supervillains, and autograph seeking fans can always find him.

A character might have a Public Identity because of Unusual Looks, which would make it hard to maintain a Secret Identity. Public Identity can make a character's life easier in some ways, as the character does not have to worry about maintaining a secret. A Public Identity is worth a 10 pt. bonus.

SECRET IDENTITY: A character with this disadvantage has a well kept identity as a normal person. He leads a life as a normal person, with a job, friends, house, etc. until he changes into his superhero form. A character with this disadvantage will go to great lengths to protect his secret. The character feels (often, quite correctly) that if he was known to be a superhero, his family and friends would be in constant danger from supervillains. A Secret Identity is worth a bonus of 15 pts.

Your character is assumed to be skilled in at least one profession. Pick a profession for your Secret Identity. Usually, free-lance or roving positions are the easiest for the GM to handle (such as reporter, trucker, investigator). The character's Dependent NPCs will be involved with his Secret or Public Identity, perhaps as coworkers, relatives, or lovers.

Your Secret Identity can be wealthy or poor, unknown or famous. If a character is wealthy or famous, though, the GM should take care to emphasize the disadvantages of wealth also: the lawsuits, the financial infighting, government regulations, etc. Fame has similar problems.

A character with neither a Secret Identity or a Public Identity is considered to have a private life, but a fair number of people know that he is a superhero. His identity is also fairly easy to discover with a little work.

SUSCEPTIBILITY: A character with this disadvantage takes damage from objects or effects that are harmless to most people. The character defines how often the damaging object or effect is encountered, and how much damage the character will take from it. The points a character gets for Susceptibility are given by the following chart.

Object or Effect is:	Pt. Bonus
Uncommon.....	+5 pts.
Common.....	+10 pts.
Very Common.....	+15 pts.
Character Takes:	Pt. Bonus
1D6 per phase (base effect).....	+0 pts.
2D6 per phase.....	+5 pts.
3D6 per phase.....	+10 pts.

A Susceptible character takes STUN damage with no defense every phase they are subject to the effect of the Susceptibility. Once they are unconscious, they will begin to take BODY from the attacks as well.

Example: CENTURION takes 3D6 from green argonite meteorites. He is placed in a green argonite cell, and takes 3D6 STUN each of his phases. CENTURION soon goes unconscious. Now he will take 3D6 STUN and BODY each phase, until he dies. Don't worry, he'll be rescued before then.

Some examples of Susceptibility are:

Character takes 2D6 damage in full sunlight = (Very Common, 2D6) 15 + 5 = 20 pts.
Character takes 3D6 damage from glowing meteorites = (Uncommon, 3D6) 5 + 10 = 15 pts.

A character may choose to take BODY and STUN from his Susceptibility. If so, he should buy the Susceptibility twice.

UNLUCKY: A character with this disadvantage has improbable, unlucky things happen to him. The GM should ask the character to make an Unluck Roll when the character is winning easily in a fight, depending on a sure thing, taking a simple task for granted, etc. The GM should be careful not to overemphasize this disadvantage, as Unluck can be most frustrating and annoying.

The character rolls 1D6 for every 5 pts. of Unluck. Each "1" that appears on the dice counts as one level of Unluck. The more levels of Unluck, the more intense the effects should be. The following chart gives some suggested effects for Unluck.

1 level of Unluck....Character might slip and be put at a combat disadvantage, or one of his minor gadgets might malfunction. The character could be delayed in transit by traffic jams, nasty air traffic controllers, newsmen, etc.

2 levels of Unluck....Bystanders might get between the character and his target, normally friendly people might be unwilling or unable to help the character, one of his major gadgets might malfunction, etc.

3 levels of Unluck....Character might suddenly have the table turned on him in a fight by falling debris, another enemy might show up, a downed enemy is revived by a spectacular coincidence, etc.

Unluck is not just a roll. It should affect the character in minor ways whenever a character is winning or on top of a situation. A character may be Lucky when losing and Unlucky when winning (resulting in a very confused character).

UNUSUAL LOOKS: A character with this disadvantage is startling, unusual or just plain hideous. The character decides how often people will react poorly to his looks (run away, refuse to help, mistake him for a villain or a demon, etc.). Unusual Looks could also be such things as an unusual smell, a tangible aura of evil, a strange hollow voice and eerie presence, etc. The points a character gets for Unusual Looks are given on the following chart.

People react poorly to the character:	Pt. Bonus
On an 8 or less.....	+5 pts.
On an 11 or less.....	+10 pts.
On a 14 or less.....	+15 pts.

Normal superhero costumes are not considered as Unusual Looks. A costume would have to be particularly horrifying or bizarre to qualify as Unusual Looks.

VULNERABILITY: A character with this disadvantage takes more damage from a particular attack than other characters. The character determines (with the help of the GM) how common the attack is, and what multiple of normal damage he takes. The points a character gets for a particular Vulnerability are given in the following chart.

The Attack is:	Pt. Bonus
Uncommon.....	+5 pts.
Common (A group of Uncommon attacks, or a single Common attack).....	+10 pts.
Very Common (A group of Common attacks).....	+15 pts.

A character takes $1\frac{1}{2}$ x STUN damage from the attack. A character may take $1\frac{1}{2}$ x BODY damage from an attack for the same point bonus. If a character takes 2x STUN (or 2x BODY) damage from an attack, the point bonus is 2x the amount listed.

The frequency of a certain type of attack will vary from campaign to campaign. If almost all the agents in your campaign have blasters, then blasters are a Common attack.

Special Effects

The Powers in **CHAMPIONS** have been explained thoroughly in game terms, but the special effects have been left undefined. The special effects of a Power define exactly how the Power works, what the Power looks like, and sometimes minor advantages and disadvantages attached to the Power.

All Powers that normally cost END to use must have a visible special effect. If you want an invisible Force Field or Energy Blast, you have to buy the Power Advantage Invisible Power Effects. The special effects can take any form you want, as long as it's clear the power comes from your character.

When you buy the Power Energy Blast, for instance, there is no set way that your Energy Blast is performed. The energy blast may come from your fingertips, your eyes, or your forehead. The energy may be lightning, fire, cold, sonics, radiation, etc. Rather than list each type of Energy Blast we could think of, we let you choose what type of energy you project. **You** define the special effects of your Power.

The special effects of your Power can contain minor advantages and disadvantages, otherwise too small to reflect with Power Advantages or Power Limitations. The GM should feel free to play up both the minor advantages and the minor disadvantages that he feels your Power gives you. Of course, once the advantages or limitations of your Power become very significant, they can (and should) be reflected with greater or lesser cost for the Power.

Example: **HOWLER** has bought Energy Blast, and she has defined her Energy Blast as a sonic attack. Since her attack is sound, it wouldn't work in a vacuum, and would probably work better underwater (perhaps adding one or two D6, or becoming a small Area Effect). The GM might allow her to shatter glass in a room without rolling an attack. However, if **HOWLER** was playing in an outer space campaign, she should take a Limitation on her Energy Blast (doesn't work in a vacuum), since a vacuum would be a very common occurrence.

Another example of special effects would be Flight with a glowing energy trail. Leaving a glowing energy trail when you fly can be useful, alerting heroes and officials to your presence and position, but can also be detrimental, alerting villains to your presence and position.

The GM should play with the special effects, letting them affect the game on occasion. Sometimes the only way that a player can overcome his deathtrap or save the world is by a creative use of his Powers and their special effects. Often, the special effects that a player thinks of will lead to a design for a hero or villain.

When a character defines his special effects he helps himself, and the GM, get a better handle on how the character plays. Gliding with a parawing can be different from gliding by making yourself lighter than air. Extra running bought through a skateboard has some inherent limitations and advantages (doesn't work well cross country, but can get velocity bonuses going down hill) that simple sprinting would not have to deal with. The better you know your character, the more fun he will be to role play.

Occasionally, the player will come up with a conception that does not fit directly into the rules. Perhaps the player wishes the character to have a Power or skill that is not directly listed. The GM and the player must then get together and see if any combination of Powers, limitations and advantages can build the Power or skill needed.

Example: **SPEEDSTER** wants to have Super Running, to be able to run at hundreds of KPH, to be able to run up buildings and down cliffs. **SPEEDSTER** might try to buy Running. But buying enough Running to go hundreds of KPH would be expensive, and Running does not allow moving up buildings and down cliffs. A closer fit to the character conception would be Flight, with the limitation that the Flight only works when the character is touching a surface. This limitation is worth $\frac{1}{2}$ (see Limitations).

Since the Power is defined as Flight, the character gets a good noncombat movement multiple (so that the character can run at hundreds of KPH), and Flight allows one to gain or lose altitude (so the character can run up buildings and down cliffs). Other Powers that are often helpful when attempting to fit strange Powers into the game are Telekinesis and Force Field.

Combat in **CHAMPIONS** has also been fully explained in game terms. But no system, however complex, can include every possible combination of punch, kick, and ray blast. The combat maneuvers have names simply to represent the general form of an attack. The fictitious execution of an attack should not be constrained by the names of the maneuvers.

Many different maneuvers fit under the styles of attack maneuvers listed. Snap kicks and elbow smashes are maneuvers that are not listed because they fit the same general game modifiers as a punch. A character may use a snap kick against a fallen foe, or an elbow smash when infighting, but these can all be used with the OCV, DCV, and STR Multiple of a punch.

Other maneuvers can have flexible effects also. A haymaker can be a double handed smash, a kick, or a full uppercut. A Martial Punch can represent an open palm strike or a boxer's best jab. The Martial Kick modifiers could be used when representing a double hand clap or the uppercut that finishes the heavy weight championships. Martial Throws can be as simple as a foot, thrust in the way of a running character.

Players should get creative with their actions in combat and then find the maneuver that best represents their actions. GMs should be careful not to give gratuitous bonuses for fancy maneuvers. The listed maneuvers assume that both the attacker and defender are fighting intelligently. Only very surprising, risky, or exciting maneuvers should get bonuses beyond those listed.



Character Examples

At first the character building system may seem a bit imposing. The following section consists of several characters, built step by step. The players can refer to the examples when building their own heroes.

Example 1: In this case, the player started with the abilities he wanted the hero to have. He decide to play a character with martial arts and some other Skills. A search through the Skills and Powers section turned up the following list of desired abilities:

10 pts. Acrobatics
5 pts. Detective Work
10 pts. Gliding
? pts. Martial Arts
5 pts. Stealth
10 pts. 2 Levels w/Martial Arts

Now, the character needs some characteristics.

Value	CHA	Pts.	Notes
20	STR	10	A good STR, 4x normal
26	DEX	48	Very high DEX, for a high CV
20	CON	20	A good CON
10	BODY	0	Normal
18	INT	8	High INT
10	EGO	0	Normal
15	PRE	5	A little impressive
12	COM	1	A handsome character
14	PD	10	A good PD
10	ED	6	A fair ED, not very tough
6	SPD	24	Very high SPD
12	REC	8	A good REC
40	END	0	Enough END to last awhile
30	STUN	0	A fair amount

Total Pts. = 140

Now the player goes back to the list of his abilities, and can put in the cost of his Martial Arts since the Cost = STR. The character now costs 140 pts. for characteristics, and 60 pts. for abilities, so the total cost is 200 pts. The character needs some disadvantages to pay for his Powers, so a search through the Character Disadvantages turns up the following list:

15 pts. Secret Identity
30 pts. Hunted by VIPER, 8 or less
20 pts. Hunted by the CIA, 8 or less
20 pts. Psychological Limitation: Code against Killing
15 pts. Hatred of Killing Attacks
100 pts. Total

The character has a fairly cohesive set of disadvantages. He now has 100 pts. as a base plus 100 pts. in disadvantages for a total of 200 pts. The character's total is even. The player decides to call him **CRUSADER**, and has developed an origin for him, based on his Powers and disadvantages:

CRUSADER was trained by the CIA, and assigned to infiltrate **VIPER**. The organization found out he was a CIA agent, and brainwashed **CRUSADER** into becoming an assassin for them. He killed one victim, but the psychological strain broke the conditioning. However, both the CIA and **VIPER** are now looking for him. **CRUSADER**'s Code against Killing and his hatred of Killing Attacks all stem from the brainwashing and his reaction against it. The following character sheet shows how the character was written down.

Example 2: This example was based on a costume design. The player designed a costume with a cape, and a star on the character's chest. After some thought, the player decides to build an Energy Projector named **STARBURST**. As **STARBURST**'s main abilities will be his Powers, the player built them first. The player decide upon the following list of Powers:

Pts.	Powers
50	Multipower (50 pt. reserve)
10	Energy Blast, 10D6 maximum
10	Flight, 25' maximum
10	Force Field, +25 PD, +25 ED maximum
10	Telescopic Vision
90	= Total cost of Powers

Now the player builds **STARBURST**'s characteristics.

Value	CHA	Pts.	Notes
15	STR	5	Normal STR
20	DEX	30	A good DEX
23	CON	26	A high CON
10	BODY	0	Normal
10	INT	0	Normal INT
11	EGO	2	Above average
10	PRE	0	Normal
18	COM	4	A handsome character
10	PD	7	A good PD
15	ED	10	Above average
5	SPD	20	A good SPD
10	REC	4	A good REC
50	END	2	Reasonable END
30	STUN	0	Low STUN pips

Total Pts. = 110

STARBURST now needs some disadvantages to help pay for his Powers and characteristics.

15 pts. Secret Identity
25 pts. Hunted by PULSAR, 11 or less
30 pts. Hunted by VIPER, 8 or less
10 pts. Psychological Limitation: Unsure of self, may hesitate in an emergency situation
20 pts. Vulnerability: 2x STUN from Hand-to-Hand Killing Attacks
100 pts. Total Disadvantages

STARBURST's characteristics and Powers cost 200 pts., and he has 200 pts. to spend. He is even. His origin:

STARBURST was a physicist engaged in fusion control experiments. One night, when he was working by himself in his lab, PULSAR broke in. PULSAR was looking for expensive equipment to steal. When PULSAR broke into the lab he upset an experiment, which exploded. The explosion bathed STARBURST in strange radiation. Incredibly, he was not vaporized, but acquired strange powers. When PULSAR turned away from the accident, the novice superhero blasted him. PULSAR was captured, and has vowed revenge upon STARBURST.

Example 3: The GM decides to build a villain for his heroes to fight. The GM designs him around a name: OGRE. The name suggests someone strong and ugly. The GM decides to base the character around STR as his major ability. So, the following characteristics are generated:

OGRE has 100 pts. base plus 100 pts. in disadvantages. OGRE's characteristics plus his powers equal 197 pts. The GM decides to buy +1 Enhanced Vision to help OGRE's Perception Roll. This costs 3 pts. and brings the total cost of OGRE's characteristics and powers to 200 pts. OGRE is balanced.

OGRE was a normal man until MECHANON used a devolution ray in an attempt to create a mindless slave. The ray had only part of the effect that MECHANON expected, lowering the man's INT and making him vulnerable to Ego Attacks. The ray also physically transformed him into the powerhouse that we now know as OGRE. OGRE used his strength to escape while MECHANON was away, and embarked on a life of crime. OGRE's lack of intelligence has made him a poor criminal, but his great strength makes him tough to catch and hold.

Sample Character Sheet

Value	CHA	Pts.	Notes
60	STR	50	Very high STR
18	DEX	24	Medium DEX
30	CON	40	Very high CON
15	BODY	10	Lots of BODY, tough
5	INT	-5	Low INT, stupid
10	EGO	0	Normal
20	PRE	10	An impressive character
6	COM	-2	Below normal, ugly
23	PD	11	A high PD
18	ED	12	A good ED
4	SPD	12	Medium SPD
18	REC	0	A high REC
60	END	0	Enough END to last awhile
60	STUN	0	A huge amount

Total Pts. = 162

OGRE is really tough so far, and a few powers would help. A search through the powers list turns up:

- 10 pts. Damage Resistance (all physical Killing Attacks)
- 10 pts. Superleap
- 15 pts. Reduced END Cost - STR
- 35 pts. for powers

Now for some disadvantages to help pay for all of these characteristics and powers.

- 10 pts. Public Identity
- 25 pts. Hunted by the FBI, 11 or less
- 20 pts. Hunted by MECHANON, 8 or less
- 15 pts. Psychological Limitation: Hatred of people who remind him he's stupid.
- 5 pts. Fear of people with Ego Powers
- 10 pts. 2x STUN from Ego Attacks
- 15 pts. 2D6 from Ego Powers
- 100 pts. Total for disadvantages

Value	Characteristics	Cost	Base Pts
20	STR.....x1	10	10
26	DEX.....x3	10	48
20	COM.....x2	10	20
10	BODY.....x2	10	0
18	INT.....x1	10	8
10	EGO.....x2	10	0
15	PRE.....x1	10	5
12	COM.....x1	10	1
14	PD (STR/5).....x1	4	10
10	ED (COM/5).....x1	4	6
6	SPD 1+(DEX/10).....x10	3.6	24
12	REC (STR/5)+ (COM/5).....x2	8	8
40	END (COMx2).....x1	40	0
30	STUN (BODY)+(STR/2)+(COM/2).....x1	30	0

Characteristics Cost: 140
Powers Cost: 60
Total Cost: 200

Attack	OCV	DCV	Damage
Punch	+0	+0	x1
Haymaker*	+0	-5	x1†
Kick*	-2	-2	x1†
Block	+0	+0	—
Dodge	—	+3	—
Grab	-1	-2	—
Move By	-2	-2	x‡ + V/5
Move Through†	-4/5	-3	x1 + V/3
Martial Punch	+0	+2	x1†
Martial Kick	-2	+1	x2
Martial Block	+2	+2	—
Martial Dodge	—	+5	—
Martial Throw	+4/5	+1	x1 + V/5

*=1 segment †attacker take ‡ damage

Disadvantages	100+ Pts
SECRET IDENTITY—	15
SAM SAUNDERS, REPORTER	
HUNTED BY VIPER	30
B OR LESS	
HUNTED BY G.I.A.	20
B OR LESS	
PSYCHOLOGICAL LIMITATION 20	
(HATRED AGAINST KILLING)	
PSYCH. LIMITATION—	15
(HATRED OF KILLING ATTACKS)	

Experience: Disadvantages Total: 100
Experience Spent: —
Total Points: 200

NAME: CRUSADER	
Secret ID: SAM SAUNDERS	Player: GLENN THAIN

Pts	Powers	END
70	ACROBATICS (14 OR LESS)	
5	DETECTIVE WORK (13 OR LESS)	
10	GLIDING 8"	
20	MARTIAL ARTS (6D6 PUNCH, 8D6 KICK)	
5	STEALTH (14 OR LESS)	
10	2 LEVELS WITH MARTIAL ARTS	

60 = Powers Cost

OCV (DEX/3):	9
DCV (DEX/3):	9
ECV (EGO/3):	3
Levels: +2	
W/MARTIAL ARTS	
PD: 14 ED: 10	
END: 40 PHA	
STUN: 30	
BODY: 10	
Moves: 6" RUN	
8" GLIDE	
INT Roll (9+INT/5):	13
DEX Roll (9+DEX/5):	14
EGO Roll (9+EGO/5):	11
PER Roll (9+INT/5):	13

COMBAT



Comic book combat is extravagant, exaggerated, impossible, and an incredible amount of fun. Things can happen in comic book combat that can not happen anywhere else. **CHAMPIONS** is an attempt to bring every shattering punch, every glowing energy bolt, and every victorious hero into a simple format that allows the players a maximum of control over their own actions. Combat in **CHAMPIONS** has been broken down into several essential routines. The routines are designed to be as simple as possible while retaining the flavor of comic book combat.

The rules present the different routines of combat in the order in which a combat occurs. The first section is on the Order of Combat (who strikes when), the second is on Combat Maneuvers (how does he strike him), then Determining Damage, Taking Damage, Recovering from Damage, and the Effects of Damage (what happens when he hits him) are listed. The new GM or player should read these pages carefully so as to be able to build characters and play the game better and more swiftly.

The Order of Combat

The order of combat is determined first by the different Speeds of the characters, and then by the DEX of the characters.

There are three separate time increments in **CHAMPIONS**. Each is defined below:

TURN: The overall time frame of a **CHAMPIONS** game is called a turn. Each turn is equivalent to 12 seconds of real time. Each turn a character may execute a number of actions equal to his Speed. To regularize the turn, it is divided into 12 Segments.

SEGMENT: Each turn consists of 12 segments that are approximately 1 second long. Each segment in a turn is executed in order and any characters who may perform an action in a given segment do so in order of their DEX values. The character with the highest DEX score goes first, the second highest goes next,

etc. Two or more characters with the same DEX that act in the same segment should each roll 1D6. The characters then act in order of their roll on the 1D6, from high to low. Ties should roll again.

PHASE: A phase is the length of time necessary for a character to perform an action. As different characters perform actions at different rates, a phase is not always the same length. Each character has a number of phases equal to his Speed.

To regularize the different speeds of the characters, each character is given a set of segments. Each time a character's segment comes up, he may execute a phase. The segments a character is given are determined by the character's Speed. The chart below gives the character's Speed and the segments that character executes his phases.

CHARACTER'S SPEED

	1	2	3	4	5	6	7	8	9	10	11	12
1	-	-	-	-	-	-	-	-	-	-	-	X
2	-	-	-	-	X	X	X	X	X	X	X	X
3	-	-	X	X	-	-	X	X	X	X	X	X
4	-	-	-	X	X	X	-	X	X	X	X	X
5	-	-	-	-	X	-	-	X	X	X	X	X
6	-	X	-	X	-	X	X	X	X	X	X	X
7	X	-	-	-	-	-	X	-	X	-	X	X
8	-	-	X	-	X	X	-	X	X	X	X	X
9	-	-	-	X	-	-	X	X	-	X	X	X
10	-	-	-	-	X	X	-	-	X	X	X	X
11	-	-	-	-	-	-	X	X	X	X	X	X
12	-	X	X	X	X	X	X	X	X	X	X	X

SEGMENT

To use the speed chart, find the character's Speed across the top. Every segment in that Speed column with an "X" in it represents a segment where the character may execute a phase. Thus, a character with a SPD of 5 would execute on segments 3, 5, 8, 10, and 12.

Characters may choose not to act when their DEX value indicates it is their phase. They may delay until a lower DEX value or until some action occurs ("I wait until he strikes, I wait until he comes around the corner, etc.). A character may even delay his phase until another segment, but he may never take two actions in one segment.

A character may also choose to perform a half move and then reserve the second half of his action. He is considered "ready", and may perform a half phase action at any time. In both cases, if someone runs up to a "ready" character, the ready character may attack first, even if the attacker has a higher DEX.

The following chart lists actions and how much time they take.

Action	Time required/Move required
Move By.....	1 phase 1"
Move Through.....	1 phase 1"
Haymaker.....	½ phase* ----
Kick.....	½ phase* ----
Other Combat	
Maneuvers.....	½ phase** ----
Full move.....	1 phase Full move
Leaping.....	1 phase ----
Change clothes.....	1 phase ----
Recover from being	
Stunned.....	1 phase ----
Half move.....	½ phase Half move
Find Weakness.....	½ phase ----
Missile Deflection..	½ phase ----
Making an Attack....	½ phase** ----
Acrobatics.....	0 phase Half move
Turning on a power..	0 phase ----
Turning off a power.	0 phase ----
Shift Multipower....	0 phase ----
Danger Sense.....	No time ----
Soliloquy.....	No time ----
Presence Attack.....	No time ----
GM asks you to make a roll.....	No time ----

* Action takes place at the end of the next segment.
** You may not perform another action after these, but you may perform a half phase action before these actions.

Any attack action such as Mind Control, Energy Blast, Punch, etc., takes a half phase, but must be the last action performed in your action phase. You may half move and then attack, but you may not attack and then half move. The 0 phase actions may be performed at any point in your phase, as many as you wish, but not after you have performed an attack action.

You may choose to abort your next action to perform a defensive Combat Maneuver. This requires your next full phase to perform. Once you have performed an attack in your phase, you may not abort to any action before the next segment.

Example: MERCENARY has just shot someone as his action for this phase. In that same phase, a villain shoots at him. **MERCENARY** cannot abort to any defensive action yet, because it is still the same segment in which he attacked. Fortunately, the villain misses.

Next segment, before **MERCENARY** would act again, a hero takes a punch at him. **MERCENARY** chooses to abort his next action to perform a Block maneuver. He Blocks successfully, and loses his next action phase.

The maneuvers you may use are Block, Dodge, and Martial Throw. You may not abort to a movement action, without the exceptional permission of the GM.

You may also choose to abort to a 0 phase action defensively, such as turning on your Force Field, turning Desolid, Shrinking, etc. This requires the expenditure of your next action phase.

Combat Value and Attack Rolls

Whether or not an attack actually hits a target is determined by an Attack Roll of 3D6. The basic chance to make an Attack Roll is 11 or less. If the character rolls 11 or less on 3D6, his attack has hit the target. If the character rolls 12 or more his attack has missed. This Attack Roll varies according to circumstances. There are a number of modifiers to a character's Attack Roll. The basic modifier to the Attack Roll is called Combat Value (CV). The Attack Roll is normally calculated by the following formula:

$$\text{Attack Roll} = 11 + \text{Attacker's OCV} - \text{Defender's DCV}$$

There are two different kinds of CV dependent upon how a character is being attacked. If a character is attacking through physical blows, Energy Blasts, or any worldly type of attack then a CV based on the character's DEX value is used. If the character is attacking through mental means with an Ego Attack, or Mind Control, then a CV based on the character's EGO is used. The DEX based CV is simply called Combat Value (CV). The EGO based CV is called Ego Combat Value (ECV). Almost all combat works the same whether an attack is based on CV or ECV.

Both CV's are basic numbers that all characters have. The CV's reflect how good the character is at a particular kind of combat. The CV's are computed with the following formulas:

$$\text{Combat Value} = \text{DEX} / 3$$

$$\text{Ego Combat Value} = \text{EGO} / 3$$

If the result of the formula is a fraction, round the CV to the nearest whole number (for a DEX of 20, CV is $20 / 3 = 6 \frac{2}{3}$ which rounds to 7).

Both the attacker and the defender in a combat have a CV. The Attack Roll is modified by adding the attacker's CV and subtracting the defender's CV. If the attacker's CV is 8 and the defender's CV is 6, then the Attack Roll is $11 + 8 - 6 = 13$ or less. If the attacker has a CV of 7 and the defender has a CV of 10 then the Attack roll is $11 + 7 - 10 = 8$ or less.

Skill levels can modify the character's CV. For every +1 level a character wishes to use to increase his CV, his CV is increased by +1. Skill Levels can also be used for defense, adding to a character's CV when he is attacked. Skill levels with ranged attacks may not be used for defense.

Example: FORCE has a base CV of 7 and three levels in Hand-to-Hand combat. He adds 1 level to his CV for offense and 2 levels to his CV for defense. If FORCE attacks someone hand-to-hand, his CV will be $7 + 1 = 8$. If he defends in hand-to-hand, his CV will be $7 + 2 = 9$. These values will be known as Offensive Combat Value (OCV) and Defensive Combat Value (DCV), respectively.

When a character attacks at range his attack is given a range modifier. The range modifier is given

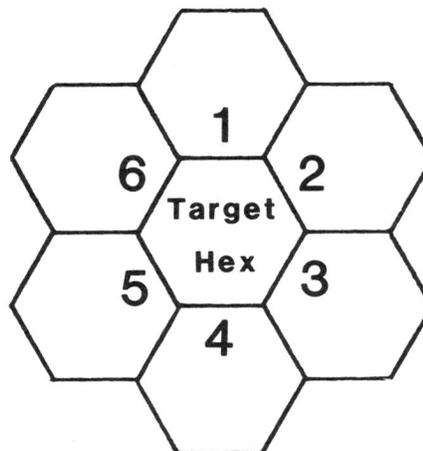
as "-1 per 3 inches". This means that if the character attacks a target from 0 to 3 inches away his OCV will be normal. If he attacks a target from 4 to 6 inches away his OCV will be -1. For each additional multiple of the attack's range modifier, the character's OCV is reduced by another -1.

Example: FLARE, with an OCV of 8, uses an attack with a range modifier of -1 per 3". Her target is 10" away. The target is in the fourth (0-3,4-6,7-9,10-12) multiple of the range modifier. Since the first multiple of the range modifier does not affect the character's OCV, she will only take a -3. FLARE's final OCV is $8 - 3 = 5$.

THE BOUNCE: A character with a ranged attack and Skill Levels that apply to that ranged attack may bounce his attack off of an appropriate surface. The GM will have to decide what surfaces are appropriate to bounce a given type of attack. For each "bounce" that the character wants the attack to perform, the character must use one Skill Level to bounce. The Range Mod for an attack that bounces is counted along the entire path of the attack. A bounce can give the character a Surprise Maneuver bonus (+1 to +3), or can even count as Surprise if the target is totally unaware of the attack.

AREA EFFECT ATTACKS: Area Effect Attacks may be made at either a hex, or at the target's normal DCV. The DCV of a hex is 3. Area Effect Attacks are subject to a $\times \frac{1}{2}$ Range Modifier. Thus, an attack that normally has a Range Modifier of -1 per 3" would have a Range Modifier of -1 per 2" if done as an Area Effect (the character gets the benefit of the round-off).

The character designates the hex he is aiming for, and also designates which is the central hex of his Area Effect (if he is using Area Effect Hexes). The center of the Area Effect will miss the target hex by 1" for every 1 pt. that the Attack Roll is missed by. Roll 1D6 and consult the illustration below to see which direction the Area Effect misses towards.



Everything in the area of the Area Effect attack will take the damage, without requiring a separate Attack Roll on each target. Note that even if the center of the Area Effect misses your target hex, you may still catch your target with one of the hexes in the Area Effect, depending on how far the Area Effect

misses by, and in what direction. A good tactic is to aim at a stationary object next to your target, for your chance to hit a wall is generally better than your chance to hit a hex.

AUTOFIRE ATTACKS: Autofire is +4 OCV vs. one target, and $\times \frac{1}{2}$ Range Modifier. A standard burst of Autofire is 10 shots. For every 2 pts. the Attack Roll is made by, the target will take one hit.

Example: MARKSMAN fires his rifle Autofire at a villain. MARKSMAN's normal OCV is 8. With the +4 OCV for Autofire he has an OCV of 12. The villain is at a range of 8". MARKSMAN normally has a Range Modifier of -1 per 3", but since he is firing Autofire, his Range Modifier is -1 per 2".

The villain normally has a DCV of 7, and

his DCV is +3 for the Range Modifier, so his total DCV is 10. MARKSMAN needs a 13 or less to hit him. MARKSMAN rolls a 9, and hits the villain with 3 shots (1 shot at 13, 1 shot at 11, and 1 shot at 9).

A character may also choose to fire Autofire at multiple targets. When doing this, the character doesn't get the +4 OCV, but takes a -1 OCV per target hex, and still has $\times \frac{1}{2}$ Range Modifier. So if the character fires at targets in 5 continuous hexes, he takes a -5 OCV on each target. When firing at multiple targets, each target can only take one hit.

There are many different things that can affect a character's CV. The chart below lists a set of actions or circumstances that can modify CV's and Range Modifiers. The chart lists the circumstance, the modifier to the character's OCV, the modifier to the character's DCV, and the Modifier to the character's Range Modifier if making a ranged attack.

Modifier	OCV	DCV	Range Modifier	Modifier	OCV	DCV	Range Modifier
Area Effect Attack				Spreading Energy Blast for a small Area Effect (may roll Attack vs. all targets in a hex for -1D6, each -1D6 adds 1 hex to area).			
DCV of Target hex = 3. If you miss, the Area Effect centers 1 hex away for each point the Attack roll is missed by. Roll 1D6 for direction of miss.				Spreading dice for area.....+0 --- ---			
Area Effect Attack.....	+0	---	$\times \frac{1}{2}$	Surprise Attacks			
Autofire				Surprise attack, target in combat.....+0 Target's DCV is $\times \frac{1}{2}$ ---			
Autofire always requires that 10 shots be expended for each burst of Autofire.				Surprise attack, target not in combat +0 Target's DCV is 0 ---			
Autofire vs. 1 target.....	+4	---	$\times \frac{1}{2}$	Surprise Maneuver			
Autofire vs. many targets.....	-1/hex	---	$\times \frac{1}{2}$	Attacker does a type of attack that the defender was surprised by. GM must decide level of surprise and feasibility of maneuver.			
Bracing for a phase (requires a solid object to brace against).....				Surprise Maneuver.....+0-+3 --- ---			
	+1	Drops to 0	$\times 2$	Target Size			
Concealment				Target fills 1 hex.....+2 --- ---			
Target is concealed.....	-2	---	---	Target fills 2 hexes.....+4 --- ---			
Target is 3/4 concealed.....	-4	---	---	Target fills 4 hexes.....+6 --- ---			
Target shows head only.....	-6	---	---	Target fills 8 hexes.....+8 --- ---			
Explosion				Target is $\frac{1}{2}$ man sized.....-2 --- ---			
As Area Effect.....	+0	---	$\times \frac{1}{2}$	Target is $\frac{1}{4}$ man sized.....-4 --- ---			
Half Move				Target is $\frac{1}{8}$ man sized.....-6 --- ---			
Half move and attack.....	-1	---	---	Target size Modifiers also modify OCV when throwing a larger than Man sized object (a bus would be +8).			
Prone				Throwing			
Prone or knocked down.....	+0	$\times \frac{1}{2}$	---	Throwing an Unbalanced Object (Irregular shapes like unwilling characters, a chair, a building, etc.)			
Setting				Unbalanced Thrown.....+0 --- -1/1"			
Setting 1 full phase.....	+1	---	$\times 2$	Throwing a Balanced Object (Regular shapes like a spear, a pole, a cooperative character, etc.)			
Spreading Energy Blast				Balanced Thrown.....+0 --- -1/2"			
Spreading Energy Blast for a better chance to hit (+1 to OCV for every 1D6 not used for damage).							
Spreading dice to hit.....	+1/D6	---	---				

Combat Maneuvers

The number of different ways to strike someone in hand-to-hand combat are nearly infinite. The differences between the vast majority of these "maneuvers" are minimal, so we have simplified the number of different Combat Maneuvers that a character may perform.

There are eight basic Combat Maneuvers in CHAMPIONS. These Combat Maneuvers modify the character's OCV, DCV, and the damage that the character does. The modifiers from the maneuver are in effect when the character performs the maneuver until he performs another maneuver. The character may elect to use any of these Combat Maneuvers, according to the restrictions listed on the Combat Maneuvers Chart.

The character may also strike people in ways that are not listed, as with a chair, a sword, a club, Energy Blast, Entangle, etc. The modifiers on those type of unspecified attacks are considered to be +0 to OCV and DCV, and the damage is up to 1x STR (see Determining Damage) or the damage specified by the attack. Some objects more out of the ordinary may provide different modifiers, and these are covered under the Combat Modifiers Chart.

A character may come up with a particularly clever, surprising or inventive way of punching someone. This is covered in the section Surprise Maneuvers.

The more advantageous Martial Combat Maneuvers are usable only by those people who have the skill Martial Arts.

COMBAT MANEUVERS CHART

Combat Maneuver	OCV	DCV	Damage
Punch	+0	+0	x1
Haymaker*	+0	-5	x1½
Kick*	-2	-2	x1½
Block	+0	+0	----
Dodge	---	+3	---
Grab	-1	-2	---
Move By	-2	-2	x½ + (Velocity/5)
Move Through#	-(Vel/5)	-3	x1 + (Velocity/3)
Martial Punch	+0	+2	x1½
Martial Kick	-2	+1	x2
Martial Block	+2	+2	----
Martial Dodge	---	+5	----
Martial Throw	+(Vel/5)	+1	x1 + (Velocity/5)

* This maneuver takes one extra segment to perform.
The character takes half the STUN and BODY damage he does to his target.

OCV: The character adds this modifier to his Offensive Combat Value when using this maneuver.

DCV: The character adds this modifier to his Defensive Combat Value when using this maneuver.

Damage: This modifies the amount of damage the character will do. Multiply the character's STR by the multiplier given, then determine the number of dice of damage that would result. Some maneuvers add more dice for the target's velocity in inches per phase.

Punch: This maneuver has no prerequisite. A Punch could be an uppercut, a cross, a jab, etc.

Haymaker: This is basically an all out punch, and takes an extra segment to execute. If a character states on segment 6 that he wishes to do a Haymaker, the blow will not land until the end of segment 7, after all characters in segment 7 have taken their action.

Kick: This is considered a full out kick. This maneuver takes one extra segment to execute, like Haymaker.

Block: This action blocks an opponent's blow, and sets the character up to deliver the next blow. A character rolls his Block as his OCV compared to his opponent's OCV. If the character successfully Blocks, he takes no damage and no Knockback. If these two characters both have their next action phases in the same segment, the character who blocked automatically gets to strike first regardless of relative DEX.

Dodge: A character performing a Dodge maneuver cannot attack, but is considerably harder to hit.

Grab: A character who successfully executes a Grab maneuver can get a hold of his opponent's accessible focus, his costume, or even the opponent. If the character Grabs his opponent he can throw or squeeze him in the same phase. If the character squeezes or throws his opponent he may do up to 1x STR in damage.

When a character tries to escape from being held, both characters roll 1D6 for every 5 pts. of STR they possess. Both sides count the BODY points done, and the higher total wins. So the grabbed character must beat his attacker's BODY total on the dice in order to break free. A character who is Grabbed is considered to have a DCV of 0, and most types of Accessable Foci will be rendered unusable (like wings, guns, swords, etc.). His arms are also considered immobilized.

Move By: This action allows a character to attack while doing a full move. The character simply thrusts out an arm, leg, tail, etc. and hits his opponent as he moves by. The character plots his entire movement path, and then makes his Attack Roll. The target may be at any point along the character's intended path. Hit or miss, the character will end up at the end of his movement path.

Example: AIRACOBRA has 15" of Flight and is 5" away from a villain. AIRACOBRA does a Move By on the villain and ends up 10" away from the villain at the end of the maneuver. The villain takes (x½) AIRACOBRA's STR damage plus (15"/5) = 3D6 for the AIRACOBRA's velocity. If AIRACOBRA had a 20 STR, the villain would take (4D6x½) + (3D6) = 5D6 of damage.

Move Through: This action allows the character to attack at the end of a full move. The character simply runs right into his opponent. If you miss your target, you will travel in a straight line through the hex the target was standing in. You may decelerate after passing the target (see Movement), or continue going as far as you can.

If you hit the target and do no Knockback, you are considered stopped in the hex directly in front of the target. If you hit and do Knockback, you travel with the target, and may decelerate or end up in the hex in front of the target.

The character's OCV modifier does not apply if the target is unaware of the character. If the character hits, he does $1 \times \text{STR} + (\text{Velocity}/3)$ in dice of damage. The character then applies half of the STUN and BODY he did to the target to his own PD.

Example: AIRACOBRA does a Move Through on a villain. AIRACOBRA does 4D6 for STR, and $(15''/3) = 5D6$ for velocity, for a total of 9D6. AIRACOBRA rolls the damage, and applies half the STUN and BODY versus his own PD. Yes, it's possible to knock yourself out!

The character does not have to travel his full move to get the damage for his velocity. A character is considered to accelerate 5'' in velocity for every 1'' moved, so in the example AIRACOBRA would only have to move 3'' to get his full velocity against the villain.

All the Martial Attacks require that the character purchase Martial Arts in order to use these maneuvers.

Martial Punch: This attack is the equivalent of a karate chop, kung fu punch, etc.

Martial Kick: This action is the equivalent of a spinning back kick, flying kick, etc.

Martial Block: This maneuver acts as a normal Block, with the special OCV and DCV modifiers.

Martial Dodge: This maneuver is the same as a normal Dodge, except for the DCV bonus.

Martial Throw: This maneuver allows a character to throw an opponent much as one would block an attack. The character's OCV is +1 for every 5'' of velocity that the target has. A character does his STR damage to the target plus 1D6 for every 5'' of velocity that the target has. The target ends up in an adjacent square to the character.

Attack Roll

Anytime a character attempts any roll of 3D6, a roll of 3 will always hit or succeed. A roll of 18 on 3D6 will always miss or fail. The GM should consider giving a character some advantage for rolling a 3 (perhaps some extra dice of damage), and some disadvantage for rolling an 18 (perhaps reducing his DCV for a phase).

Spreading Energy Blast

A character may "spread" his Energy Blast in order to get a better chance to hit. Effectively, he is widening the beam at the cost of doing less damage. The character does 1D6 less damage for every +1 OCV he wants. The END cost must still be paid on all the dice, even though some of the dice are not doing damage.

A character may also spread his Energy Blast to be able to hit several targets. The character loses 1D6 of damage for each hex he wants to fill with his

Energy Blast. The hexes must be adjacent, and one hex cannot obscure another. The attack could therefore hit a hex, and the hexes on either side, but not the hex behind. The character rolls a separate Attack Roll against each target. The END cost is paid on all the dice, even though some of them are not doing damage.

Example: SUNBURST has 12D6 of Energy Blast. He decides to spread his attack to get a better chance to hit his target. He spreads his attack by 2D6. This gives him a +2 OCV, and he will only do 10D6 if he hits. However, he pays the full 12 END that his Energy Blast normally costs.

SUNBURST now wants to try to hit several agents with one shot. The agents, not being extraordinarily clever, have conveniently lined up shoulder to shoulder, six agents in three adjacent hexes. SUNBURST spreads his attack by 3D6, thus filling up all three hexes. SUNBURST must now roll his Attack Roll against each agent. Each agent he hits will take 9D6 damage. SUNBURST pays the full 12 END for his Energy Blast.

Surprise Attack

A character who is surprised while not in combat has a DCV of 0, and takes 2x STUN from the attack. A character who is attacked by surprise while he is in a combat situation has his normal DCV halved ($\times \frac{1}{2}$).

Surprise Maneuver

A character who comes up with a move that the GM judges to be sufficiently startling to his opponent may earn a bonus to his OCV of +1, +2, or +3 (sometimes even greater).

Such a Surprise Maneuver might be shooting past the opponent to hit a balcony which will fall on the opponent, faking unconsciousness and then attacking, using your tail to hit after using your fists, or a similar unusual attack. The GM should reward such inventiveness on the part of his players with a bonus, for this type of playing adds great interest to the game. Of course, the villains should also get their chance to pull Surprise Maneuvers on the heroes.

Determining Damage

Damage is determined by rolling dice. This means that the damage done by an attack is variable, but centers around an average. The variation in damage from rolling dice helps make combat more interesting.

The number of dice to roll, in most cases, is determined by the rule of five: 1D6 of effect for every 5 pts. in a Power. This rule also applies to STR, so that if a character has a STR of 40 he could roll up to $40/5 = 8D6$ of damage.

STR or a Power can be bought in other than multiples of 5 pts. If the Power or STR is over half

way to the next multiple of 5 (3, 4, 8, or 9) then the character can add $\frac{1}{2}$ D6 of effect.

Killing attacks are three times as expensive as normal attacks. A character gets 1D6 for every 15 pts. of Killing Attack. If a character had 30 pts. into a Killing Attack he could throw up to $30/15 = 2D6$ killing damage.

Killing Attacks can also be bought in other than multiples of 15 pts. If the character has one third (5-9 pts.) more than a multiple of 15 he may add +1 to his damage roll. If a character has more than two thirds (10-14 pts.) more than a multiple of 15 may add $+\frac{1}{2}$ D6 to his damage roll.

NORMAL ATTACKS: Most attacks in CHAMPIONS are defined as normal attacks. The total of the dice rolled for normal damage is the number of Stun Pips done to the target. Each die also does some BODY damage. Any die that rolls a "1" does 0 BODY. Any die that rolls "2-5" does 1 BODY. Any die that rolls a "6" does 2 BODY. The number of BODY done will usually be close to the number of dice rolled.

Example: BOMBER uses his 35 STR to hit a villain. BOMBER may roll up to $35/5 = 7D6$. BOMBER decides to roll all 7 dice for damage. He rolls the dice and the following numbers come up: 2,6,4,4,1,5,4. The total of the dice is 26, so 26 STUN are applied to the villain.

There is a single "1" among the dice, which does 0 BODY damage. There are five rolls of "2-5", which do 1 BODY each, for a total of 5 BODY. There is a single "6" among the dice, which does 2 BODY. The total BODY damage is $0+5+2 = 7$ BODY.

If a character needs to roll a $\frac{1}{2}$ D6 he determines damage differently. One die should be rolled separately or segregated by color to identify it as the $\frac{1}{2}$ D6. The face value of the die is multiplied by one half and rounded up to get the number of STUN done. The $\frac{1}{2}$ D6 does 1 BODY only if the roll is a 6.

Example: STARLIGHT is going to shoot BOMBER with her 43 pts. in Energy Blast. STARLIGHT can roll $43/5 = 8\frac{1}{2}$ D6. After being hit she decides to roll all $8\frac{1}{2}$ D6. The 8D6 roll 29 STUN and 8 BODY. The $\frac{1}{2}$ D6 rolls a 5. The $\frac{1}{2}$ D6 does 3 STUN but no BODY. The total is 32 STUN and 8 BODY.

KILLING ATTACKS: Damage for Killing Attacks (bullets, knives, claws, lasers, etc.) is determined differently. Generally, Killing Attacks do 1D6 of Body Pips per 15 pts. invested. The total of the dice is the number of BODY applied to the target. The character then rolls 1D6-1, and multiplies the result by the amount of BODY done. The minimum STUN multiplier is 1. The result of the multiplication is the amount of STUN damage done to the target.

Example: PANTERA slashes a hero with her claws. PANTERA does 2D6 Killing Attack with her claws. The dice roll is 4 and 3, for a total of 7 BODY. PANTERA then rolls 1D6, rolling a 5. Since the multiplier is 1D6-1, she subtracts 1 from the 5 she rolled for a STUN multiplier of 4. The total STUN damage done is $7 \times 4 = 28$ STUN.

Several different Combat Maneuvers and circumstances can increase the amount of damage done by an attack. Martial Arts, Kicks, and Haymakers multiply a character's STR before determining damage. Move Bys and Move Throughs add extra dice to a character's damage. The GM may also sometimes give a player bonus damage dice for extraordinary circumstances or maneuvers.

Maneuvers that multiply a character's STR increase damage without increasing END cost. A character executing a Martial Punch multiplies his STR by $1\frac{1}{2}$. He then divides his multiplied STR by 5 to get the number of dice of damage he rolls.

Example: WHITE CRANE has a STR of 20 and Martial Arts. When he does a Martial Punch, he has $(1\frac{1}{2} \times 20) = 30$ STR, = 6D6 of attack. When he does a Martial Kick, he has $(2 \times 20) = 40$ STR = 8D6 of attack.

The character only pays END for the STR he used, before multiplying. If a character Pushes his STR by expending extra END, the extra dice are added after multiplying his base STR.

A character may do Haymakers with a Hand to Hand Killing Attack. He multiplies his STR by 1 before dividing by 15 to get dice of damage bonus. The amount of dice in the damage bonus may not exceed the number of dice in the original attack.

Maneuvers that add extra damage to a character's STR represent bonuses for movement (Move Bys and Move Throughs) or circumstance. The character must pay END for any movement, but only for the STR involved. The extra dice of normal damage can exceed the number of dice a character has for STR. If a character has bought his STR as Armor Piercing he only adds 1D6 for every 1 D6 of damage bonus.

If a character has a Hand to Hand Killing Attack he may add +1D6 for every 3D6 of bonus normal dice he would get for movement. If a character has an Armor Piercing Hand to Hand Killing Attack he may add +1D6 for every 4 D6 bonus dice for movement. As always, the total dice of damage bonus for STR, Velocity, circumstances, etc. cannot exceed the number of dice in the original attack.

Taking Damage

Now that you know how to dish out damage, we'll show you how to take it. A character's PD is subtracted from the amount of damage done to him by normal physical attacks (Punches, Kicks, Falling, Clubs, etc.). The character's PD is subtracted from the total STUN done by the attack, and again from the total BODY done by the attack.

Example: MARKSMAN takes a punch which does 8 BODY and 28 STUN. He has a PD of 16, so he takes $28 - 16 = 12$ STUN and $8 - 16 = -8$ or 0 BODY.

ED works the same way as PD, but against energy attacks (Energy Blast, fire, etc.). Powers like Force Field and Armor add to the defenses.

Killing Attacks are applied differently from normal attacks. A character's PD or ED does not subtract from the either the STUN or the BODY damage done by a Killing Attack (bullets, lasers, knives, etc.) unless the character has bought the power Damage Resistance, Force Field, or Armor. Defenses that stop Killing Attacks are called Resistant Defenses.

A character with Resistant Defenses that gets hit with a Killing Attack gets the appropriate Resistant Defense vs. the BODY of the attack. He gets his total appropriate defense vs the STUN of the attack. Any character takes a minimum of 1 STUN for every 1 BODY that gets through his defenses.

Effects of Damage

There are three major effects of damage. In order of severity, the effects are Stunning, Knock Out, and Death.

Stunning

When a character takes (after subtracting his defenses) STUN from a single attack that exceeds his CON the character is Stunned. If the character takes STUN less than or equal to his CON, no effect, other than the loss of the STUN, occurs.

A character who is Stunned instantly has his CV reduced to 0. The character remains Stunned and can take no action until he recovers on his next phase. A character who is Stunned or recovering from being Stunned may take no action, no Recoveries (except free post-segment 12 recovery), and may not move. Any Powers that cost END to use turn off, even those that have been reduced to 0 END cost, unless they were bought with the Always On Power Limitation.

Recovering from being Stunned requires 1 full phase. Immediately after the character recovers from being Stunned, he has his full DCV, even though he cannot act until his next action phase. On the phase after the character recovers from his Stunned condition he may act normally. There is no limit to the number of times that a character can be Stunned and recover.

Knockout

If a character's STUN total is ever reduced to 0 or below he is Knocked Out. A character who is Knocked Out instantly has his CV reduced to 0 and may not do anything until he recovers. Characters who are Knocked Out will take recoveries until his STUN total is greater than 0. As soon as the Character has a positive STUN total he is considered awake.

When a character is Knocked Out his body puts its entire energy reserve into waking the character up. Because of this, when a character wakes up with a small portion of his STUN, his END will equal his STUN total.

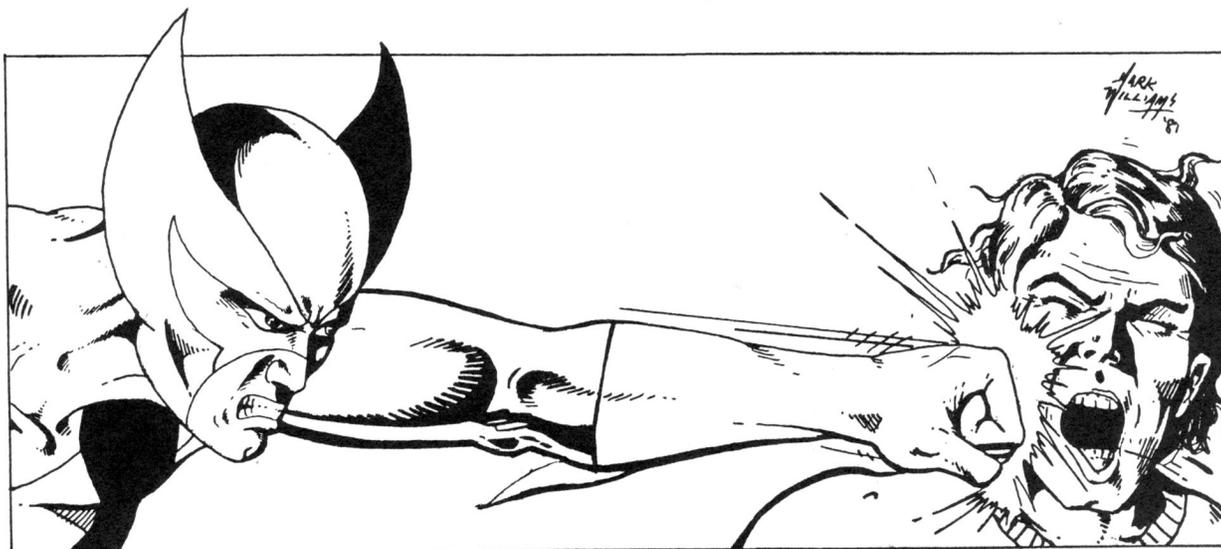
Example: GOLDEN SWORDSMAN was Knocked Out by a villain. GOLDEN SWORDSMAN was taken to -7 STUN. He has a REC of 15, so he will have 8 STUN at the end of his next action phase. Since GOLDEN SWORDSMAN was Knocked Out, he awakens with the same END total as STUN, so he wakes up with only 8 END.

Being Knocked Out does not affect a character's END Battery, only his personal END. If a character is both Stunned and Knocked Out by the same attack, he spends his next phase recovering from being Stunned and does not get a Recovery that phase.

If a character is Knocked Out by a large amount he will not get to Recover every phase. Compare the Knocked Out character's STUN total to the chart below to find out how often the character recovers.

STUN Total	Recover
0 to -10	Every Phase, Post Segment 12
-11 to -20	Post Segment 12 only
-21 to -30	Once a minute only
-31 or more	Character recovers at GM option (a long time).

A character may Recover one level better on the chart if someone is helping him to Recover (slapping his face, pouring water on him, etc.). Helping someone requires a full phase, and the character only gets his Recovery benefit as long as someone is helping him.





A character whose BODY total has been reduced to 0 or below will die. Death is not immediate and the character may survive if he can get medical aid. Every turn at the post segment 12 recovery all characters with 0 or negative BODY totals lose an additional BODY. If a character has ever lost twice his total BODY then he is considered dead.

Example: MICROWAVE has 10 BODY normally. After being riddled by a machine gun, he loses 14 BODY. MICROWAVE is dying. He will lose one BODY every turn until he gets medical aid. As soon as MICROWAVE's BODY total reaches -10 he will be dead.

Knockback

Knockback is an effect of damage. Such mighty blows are delivered in combat that characters are knocked all over the battlefield.

Knockback is determined by rolling 2D6, and subtracting that total from the amount of BODY done by the attack. If the result is negative, no Knockback results. If the result is 0, the target is knocked down. If the result is positive, the target is knocked back a number of inches equal to the result.

Under certain situations the number of D6 rolled can be modified. The chart below lists the different situations, and the modifier to the 2D6 normally rolled.

Circumstance	# of dice rolled for Knockback
Target is in the air.....	one less D6
Target is underwater.....	one more D6
Attack was a Killing Attack..	one more D6
Attack was a Martial Attack..	one more D6

So, if the target was flying, only 1D6 would be rolled to check for Knockback. If the target was underwater, 3D6 would be rolled.

Example: FLARE flies up and tags GREEN DRAGON with an Energy Blast, doing 31 STUN and 9 BODY worth of damage. Rolling 2D6, FLARE rolls a 5. GREEN DRAGON is knocked back away from FLARE $9 - 5 = 4''$.

Example: GREEN DRAGON gets up and hits FLARE with a Martial Kick for 29 STUN and 8 BODY worth of damage. He rolls 2D6 (-1D6 because FLARE is flying, +1D6 because it is a Martial Attack) and rolls a 10. Since $8 - 10 = -2$ FLARE is not knocked back at all.

Knockback can also cause damage to the character. A character who is Knocked back into a wall (or other upright thing) takes 1D6 normal damage for every 1 inch of Knockback taken. A character Knocked back 4 inches into a wall would take 4D6 damage. A character Knocked back into another character will damage himself and the character he hits. Both characters take 1D6 damage per 1 inch of Knockback.

If a character hits a structure, both he and the structure will take damage. The character takes a maximum of 1D6 per Defense and BODY total that the wall has. If the character is being Knocked back for more inches than the wall has Defense and BODY the wall shatters, and the character continues through the hole. For every Defense and BODY total worth of wall a character is Knocked back through he flies back 1 inch less.

Example: MECHANON is Knocked back 11 inches by an attack. Two inches behind MECHANON is a 6 Defense, 2 BODY wall. MECHANON flies back 2 inches, takes 8D6 damage (he is flying farther than 8 inches), and flies $11 - 2 - 8 = 1$ more inch.

If a Knocked back character does not hit an upright surface and impacts into the ground, he takes 1D6 damage for every 2 inches he was Knocked back. The character may take less damage if he hits something soft, or more damage if he hits something with jagged edges.

Knockback is reduced by 1 inch for every 2x human mass (100 kg.) the target is, and increased by +1 to the BODY for the purpose of calculating Knockback for every $x\frac{1}{2}$ human mass (100 kg.).

A character with the skill Acrobatics may attempt to avoid taking damage from Knockback. A conscious character may attempt an Acrobatics Roll. If the roll is successful the character may land on the ground and take no damage. Acrobatics does not help a character who will impact into a wall.

Resisting Knockback

A character with Flight may declare that part of his Flight is being used to root himself to a single spot. For every 1 inch of Flight expended to stabilize the character, he takes 1 less inch of Knockback. The character must declare this before he is hit, and must declare which direction he is bracing against. If he is hit from an unexpected direction, he will take normal Knockback. Bracing against Knockback requires a half phase.

A character who is not moving may state that he is using his STR to prevent Knockback from a given direction. Each 5 pts. of STR reduces the Knockback by 1". This requires a reasonably stable ground surface in order to brace. If the character has already used his STR in that phase (just struck someone, for instance) he need not spend END again in order to resist the Knockback. Thus, you can half move and brace for an attack, since bracing only requires a half phase.

If the Knockback exceeds the resistance of the braced character, the character takes the full Knockback, ignoring the fact that he was bracing.

Recovery

During a battle, a character may find himself losing both STUN pips and END pips. To reflect the body's recuperative capacity, each character has a Recovery (REC) characteristic. After segment 12 each turn, all characters get to Recover. This segment 12 Recovery is free, and places no requirements on the character. When a character Recovers he gets to add his REC to his current STUN pip and END pip totals.

Example: At the end of segment 12 **MORNINGSTAR** has lost 24 END pips and 9 STUN pips. **MORNINGSTAR** has a REC of 10, so she ends up after her REC still down $24 - 10 = 14$ END pips. **MORNINGSTAR** also recovers 10 STUN, and is now down $9 - 10 = -1$ or 0 STUN pips. At the end of the turn, **MORNINGSTAR** is still down 14 END pips, but has all of her STUN pips back.

A character may also Recover during any of his action phases. When a character takes a Recovery during one of his action phases, he may do nothing else. The character may use no Power that normally costs END to use while he is Recovering, even if the Power has been reduced to 0 END cost, unless the Power was bought with the Always On Limitation.

If the character is hit while taking a Recovery, unless no STUN or BODY gets past his defenses, he does not get to Recover. The character's CV goes to 0 while he is Recovering. If the character Recovers during segment 12 he also gets the post segment 12 Recovery.

A character who is holding his breath does not get to recover, not even after segment 12. The character holding his breath also expends a minimum of 1 END pip per phase. A character may lower his SPD to 2, and only act as SPD 2, thus reducing the amount of END he uses. You may only declare your SPD change at the end of segment 12.

Example: If a character is underwater, he expends all his END at 1 END per phase (more if he uses STR or powers). The character chooses to reduce his SPD to 2 while he is holding his breath, so he can last longer. Unfortunately, he still can't find a way to escape. The character then uses STUN as END until he has used all of his STUN. After the character is exhausted, he drowns at 1 BODY per phase.

Characters that have taken BODY damage heal at a rate of 1/10 of their REC in BODY per day of rest. Under bad, unsanitary, or strenuous conditions, the character only gets back 1/30 of his REC in BODY each day.

Endurance

Using superpowers takes enormous amounts of energy. This is reflected in the game by requiring characters to use END when they use their Powers. The general rule is that 5 pts. of Power costs 1 END each phase to use. Thus, a 40 pt. Power would cost 8 END per phase to use at full Power. A continuous Power (such as Force Field) only requires END on the

character's phases, even though the Power is up all the time.

A Power need not be used at full Power, of course. Strength points also count as Power points as they cost 1 END per 5 pts of STR used. All skills and some Powers do not cost END to use. These Powers are marked "No Endurance Cost".

END that has been expended is regained whenever a character gets to Recover (see Recovery). If a character runs out of END and still wishes to take action, he may use STUN as END. For every 2 END the character wishes to use he takes 1D6 stun damage. No defense is allowed against this damage. A character can knock himself out using this rule. Isn't it wonderful to be heroic?

Pushing

Occasionally a character may need to exceed the normal limits of his Powers to perform a heroic action. A character may push the limits of his Power by up to 10 pts. A character must expend 1 extra END for every 1 pt. he Pushes his Power.

Example: **GOLDEN SWORDSMAN** is trying to stop a wall from falling down on a helpless old lady. The GM determines that the his STR of 40 is not strong enough to hold up the wall. **GOLDEN SWORDSMAN** pushes his STR 10 pts. up to 50 pts.

The GM says that a 50 STR will allow him to hold up the wall long enough to allow the lady to escape. The END cost for this heroic feat was 8 for a 40 STR and 10 for Pushing the STR to 50 for a total of $8+10=18$ END.

Only Powers (and STR) which normally cost END may be pushed. The GM may allow greater pushes than 10 pts. in unusual circumstances, such as saving the universe, etc.

Presence Attacks

Heroes and villains are impressive. Some can be so overwhelming as to cause people to stop and listen to, or even obey commands. A Presence Attack is an attempt to instill a little awe or fear in the targets, and can cause some very useful effects.

Presence Attacks affect all those that can hear the character performing the attack (or sometimes, just see, depending on the Presence Attack). However, the Presence Attack will be reduced one level of effect for those that the attack is not directed against. If one member of a group of heroes performs a Presence Attack on some villains, the heroes will not be as affected as the villains.

To perform a Presence Attack a character rolls 1D6 for every 5 pts. of PRE he possesses. The total of the Presence Attack is compared to the defender's PRE according to the following chart:

Presence Attack is	Effect of Attack
1x Target's PRE.....	Target is impressed, will will hesitate enough so that the character may act before the target this phase.
2x Target's PRE.....	Target is very impressed, will hesitate as above and only performs a half phase during his next phase. The target will consider very deeply what the attacker says.
3x Target's PRE.....	Target is awed, will hesitate for 1 full phase. Target has half DCV, and will possibly do as the attacker commands.
4x Target's PRE.....	Target is cowed, and may surrender, run away, or faint. Target has DCV 0, and will nearly always follow commands.

The character may get extra dice for his Presence Attack depending on the circumstances. The following chart lists some modifiers for Presence Attacks.

Modifier	Situation
-1D6.....	In combat
-1D6.....	At a disadvantage
-1D6.....	Reputation weak
+1D6.....	Reputation strong
+1D6.....	Surprise
+1D6.....	Exhibiting your power
+1D6.....	Violent Action
+2D6.....	Extremely violent action
+3D6.....	Incredibly violent action
+1D6.....	Good soliloquy
+2D6.....	Excellent soliloquy
+3D6.....	Incredible soliloquy
+1D6.....	Appropriate setting
+2D6.....	Very appropriate setting
+2D6.....	Targets in partial retreat
+4D6.....	Targets in full retreat

Presence Attacks can represent several different kinds of emotional statements. The character may do his Presence Attack to terrorize his targets, to impress them, to convince them, etc. The Presence Attack tends to reinforce emotions that are already present. Presence Attacks that go against the moods already present are -1 to 3D6. The nature of the Presence Attack is dependent on what the character says.

Example: ICESTAR, knowing that some VIPER agents are robbing a warehouse, comes upon them by surprise. Sliding around the corner, ICESTAR blasts a crate that one of them is carrying, and says "Heads up, boys, the Good Humor man is here!"

The GM winces and decides that ICESTAR should get +1D6 for violent action and +1D6

for his reputation, since ICESTAR has been around for a long time. ICESTAR has a 25 PRE, so he gets a 7D6 Presence Attack total. ICESTAR rolls a 27, getting twice the VIPER agent's PRE. The VIPER agents will hesitate for a half phase, but since ICESTAR didn't really tell them to do anything or threaten them, they will start fighting when they get the chance.

Presence Attacks should not be overused by the players or the GM. Repeated Presence Attacks against the same targets will be less effective each time. Each time a character repeats a Presence Attack against a target he gets 1D6 less of effect (-1D6 second attack, -2D6 third attack, etc.).

Perception Rolls

A character may not always be aware of everything that is going on around him. This is reflected in the game by requiring a Perception Roll to notice something inobvious, or to notice something while a character is in a combat situation. Every Character's base Perception Roll is equal to 9 plus the character's Intelligence divided by 5.

$$\text{Perception Roll} = 9 + (\text{Intelligence}/5)$$

To make a Perception Roll, the character should roll his number or less on 3D6. Enhanced Senses, range or conditions may modify a character's Perception Roll. Enhanced Senses each have a different effect, listed under the power "Enhanced Senses". Perception Rolls have a base range modifier of -1 per 3". Sight Perception Rolls at night have a range modifier of -1 per 1". Enhanced Senses may increase a character's range modifier. Remember that not all things at a given range are equally easy to perceive.

As a general rule of thumb, use the modifiers on Attack Rolls on the Perception Rolls. For example, if a character looks at an object for two full phases he might get the "Set" modifier which would add +1 to his Perception Roll and x2 to his range modifier. A character trying to sight something very small would use modifiers for target size.

The GM should use these modifiers as guidelines when applying a Perception Roll to a situation. Normally, a sight Perception Roll allows an object's position to be known well enough to allow combat with no modifiers. A hearing Perception Roll will normally only allow the general position of an object to be known, so accurate combat is very difficult. Smell Perception Rolls are not normally allowed unless the character has special Enhanced Smell. Sight Perception Rolls at night are at a base of -3.

A GM should be careful not to overburden a run with too many Perception Rolls. Common sense should be used. If a character walks into a bank he will probably see the obvious vault, but he may need a special Perception Roll to spot the camera hidden in the potted plant. Also, Perception Rolls may be used in combat. In the heat of a battle, our hero will probably notice the villain about to pound on him, but he may not notice the villain's henchman sneaking away with the money. Use Perception Rolls only when needed.

Characteristic Rolls

In certain situations, it may not be clear whether or not a character can perform a given action. Example: Our hero is falling out of a building and tries to grab for a passing ledge. Will he make it? The GM asks the character to make a DEX Roll. Characteristic Rolls are equal to 9 plus the characteristic divided by 5.

$$\text{Characteristic Roll} = 9 + (\text{Characteristic}/5)$$

A DEX Roll would be, therefore, $9 + \text{Dexterity}/5$ or less on 3D6. A character with a DEX of 20 would have a base DEX Roll of $9 + 20/5 = 13$.

DEX Rolls are used when a character is trying to do some major feat of physical agility. DEX Rolls can also be used when a character is attempting a feat that requires a very fine touch and a steady hand.

INT Rolls can be asked for when the character tries to use his scientific knowledge, or when character attempts to remember something. INT Rolls can also be used to see if the character has some bit of information that the player does not.

EGO Rolls might be made when a character has a test of will. A character may have to make an EGO Roll to thrust his hand into boiling water or stay silent under torture.

Characteristic Rolls should not be required too often, as they tend to slow the pace of play.

Movement and Game Scale

CHAMPIONS is best played on a floor or tabletop. The GM can then lay out exactly where each character is in relation to the surroundings and the other characters. Whenever an inch is referred to in the game, it is equal to an inch on a playing surface. In real life each 1 inch represents 2 meters (about 6 feet). This scale allows the players to use 25 mm (1/72 scale) miniatures to represent their heroes if they wish. Heritage Miniatures produces official CHAMPIONS miniatures, available at any fine hobby store.

The map included with CHAMPIONS has blank 25 mm hexes on one side, and a perspective street map with 25 mm hexes on the other side.

There are many different types of movement possible in CHAMPIONS. Characters can run, swim, fly, glide, leap, and teleport. Each type of movement is listed below with the special rules for movement that apply to it.

GENERAL MOVEMENT: Every character has a base movement distance dependent upon the type of movement being performed. A character may move all, or any portion of his movement in his phase. A full move is defined as moving greater than half of a character's movement distance. If a character has made a full move, he may not do any other action except make a "Move Through" or "Move By" attack.

All movement costs END at the rate of 1 END per 5 inches of base movement distance used. Noncombat

movement at multiple distances does not increase the END cost of a movement action. Whenever a character makes a noncombat move, his OCV and DCV are considered to be zero.

RUNNING: All characters have a base Running distance of 6" per phase. If a character starts a phase out of combat and ends a phase out of combat, he may multiply his base Running distance by x2. A character may not use this x2 when moving into or out of combat. Running costs 2 pts. per inch.

Running characters may accelerate by 10" of velocity for every 1" they move, until they reach their top speed. Characters may decelerate at the same rate. The turn mode of a Running character is 1" per 10" of velocity (see Flight for an explanation of Turn Mode). A character may "Push" his Running up to 5 extra inches at an END cost of 2 END per extra inch of Running.

SWIMMING: Every character is considered to have a base Swimming distance of 2" per phase. In all other ways (including "Pushing" or noncombat multiples), Swimming acts like Running.

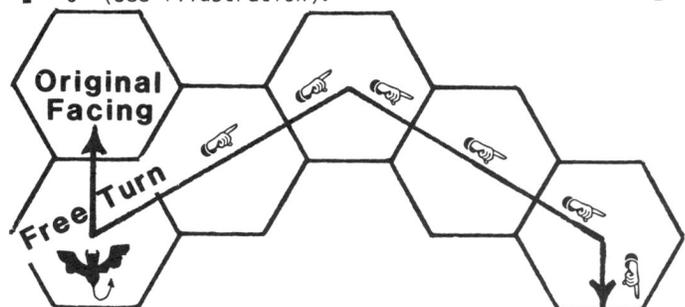
FLIGHT: Those characters who have purchased "Flight" as a power may fly. A character's base Flight distance is dependent on how many points the character has spent on Flight. A character may Push his Flight speed a maximum of 5" at an END pip cost of 2 END per 1 inch of extra Flight.

A character in Flight may accelerate 5" per 1" traveled up to his top speed. The character may also decelerate at the same rate. A character who is flying is not as maneuverable as someone on the ground. Characters who are flying have a "Turn Mode" which defines how often the character may make a 60° turn. The character's Turn Mode is defined by the formula below:

$$\text{Current Turn Mode} = \text{Total Flight Distance}/5$$

The character may make his first 60° turn anytime after the start of his move. Once the character has turned, he should not turn again in the same direction until he has moved his Turn Mode in inches forward. As a simple rule, a character should make a maximum of 5 evenly spaced turns during a movement. If the character has any Skill Levels that apply to Flight, he may use his Levels to lower his Turn Mode one for each Skill Level applied.

Example: GARGOYLE has 10" of Flight distance per phase. Using the formula, our hero has a Turn Mode of $10/5 = 2"$. GARGOYLE wants to turn around, so he Turns 60 degrees, moves 2", turns 60 degrees, moves 2", turns a final 60 degrees, and completes his move by flying 6" (see illustration).



6 More Hexes

A flyer should expend 2" of Flight distance to gain 1" of altitude. A flyer may dive 1" of altitude free for every 1" of Flight distance he has. Whenever a flyer dives at a rate of 1" of altitude per inch of Flight distance, he must spend time cancelling his downward momentum. To pull out of such a dive, the character should dive his Turn Mode in inches.

If the character is diving straight down (his Flight distance in inches free, plus his Flight distance down) then he must dive twice his Turn Mode. When a character has pulled out of a dive, he is considered to be flying level and may continue flying in whatever way he wishes.

A flying character may not always use his full STR while flying. The number of STR pts. the character may use is equal to the number of points of Flight the character has. This restriction does not limit the amount of STR a character can use to do damage while flying.

If a character starts a phase out of combat and ends the phase out of combat, the character may accelerate to a much higher noncombat Flight speed. A character's OCV and DCV is 0 when he is performing a noncombat move. The following formula determines a character's maximum noncombat Flight speed.

Max Flight = (Pts. in Flight/5) x Flight inches/phase

Flying at noncombat speeds takes no more END than normal. A character may fly at his top noncombat velocity for the same END cost as his combat Flight.

GLIDING: The GM should regulate how rapidly a gliding character may climb. Climbing is relatively easy when there are thermals or good winds. The turn mode and dive rate of a gliding character are the same as for Flight.

LEAPING: All characters have a base forward leap of 1" for every 5 STR points. Every character may leap straight up 1" for every 10 STR points. A leap is considered a Full move. A character may only leap in a straight line.

TELEPORT: A character may not remove velocity by Teleporting. For instance, a character falling at 30" per segment would still have that velocity no matter where he Teleports to.

Segmented Movement

Some movement does not work realistically by uneven phases. The movement may be split into segment by segment movement to more accurately reflect the way that vehicles move, people fall, and similar situations where the character's SPD does not directly affect his movement.

A character in a vehicle moves every segment according to the velocity of the vehicle in kilometers per hour. The driver of the vehicle may only change direction during his action phase (remember, a character may delay his action phase till a later segment). The chart below shows the relationship between kph, mph, inches per segment and inches per turn. The numbers have been rounded off for easy calculation.

Velocity in:	KPH	MPH	Segment	Turn
	14	8	2	24
	36	22	5	60
	72	43	10	120
	108	65	15	180
	144	86	20	240
	180	108	25	300
	216	130	30	360
	252	151	35	420
	288	173	40	480
	324	194	45	540
	360	216	50	600
	540	324	75	900
	720	432	100	1200
	1080	648	150	1800
	1440	864	200	2400
	1800	1080	250	3000
	2160	1296	300	3600
	3600	2160	500	6000

For any number between those listed, the following are simple approximations:

Miles per hour = 1/3 inches per turn
 Inches per segment = 1/4 miles per hour
 Kilometers per hour = 1/2 inches per turn
 Inches per segment = 1/7 kilometers per hour

Falling

All objects in **CHAMPIONS** fall at the same rate, unless they have Flight, Gliding, or other unusual aspect. Falling objects have a velocity down and move every segment, at the DEX that they started to fall. The object falls its velocity in inches each segment. The object's velocity increases by +5" each segment due to the acceleration of gravity. The object accelerates, and then moves.

Objects of normal density fall at a maximum velocity of 30" per segment. For every 2x normal density (2x mass with no size increase) the object's maximum velocity is +1" per segment.

Segment	Velocity	Distance fallen
1	5"	5"
2	10"	15"
3	15"	30"
4	20"	50"
5	25"	75"
6	30"	105"
7	30"	135"
8	30"	165"
9	30"	195"
10	30"	225"
11	30"	255"
12	30"	285"
etc.		

A person who falls takes 1D6 normal physical damage for every 1" per segment of velocity he has at the time he strikes the ground. A character striking with terminal velocity (30" per segment) therefore takes 30D6 damage when he hits. Very strong characters and characters with Superleap take less damage when landing. If a character is conscious, he may subtract his upward inches of Superleap from the number of dice of damage done to him by the fall, if he can make a DEX roll.

One way to attempt to save a falling character is to catch him. The character who is attempting the catch subtracts 1D6 from the damage taken for every 5 pts. of STR he has. Both the falling character and the character catching him take the amount of dice left.

While a character is falling he may be able to lower his falling velocity by grabbing or falling through something. If a falling character grabs something he may subtract from his falling velocity a number of inches equal to the total DEF and BODY in the object he grabbed. The object breaks if it takes all of its BODY. A normal flagpole has DEF 4, 2 BODY, while a standard awning has DEF 0, 3 BODY.

Weapons

The CHAMPIONS universe can have many different types of weapons available, obviously depending on the time frame of the campaign. The following section will deal with modern weapons, and some slight variations that can easily be considered as futuristic weapons. Many variations of these weapons are possible, and they can be built using the Power Limitations.

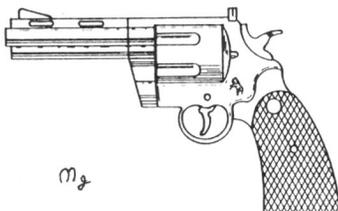
Ranged Weapons

This section covers those favorite toys of men and boys, guns. Modern weapons generally do Killing Attacks, but the equivalent damage in normal dice is listed alongside the Killing damage. Energy weapons such as blasters can be considered to do normal damage. Lasers would do Killing Damage. Some weapons could be considered to do STUN only attacks (sonics, for example).

A weapon should be defined as doing either killing, normal, or STUN only damage. The first number listed is the amount of killing dice the weapon does, and the second number listed is the amount of normal or STUN only dice the weapon does. If the number of killing dice has a +1 after it, then +1 BODY is added to the total rolled on the dice.

Weapons up to machine gun size may be carried (a high STR would be required to carry a machine gun, though). Auto cannons and larger weapons are listed for vehicle mounted weapons and weapons emplacements in installations.

The man portable weapons are listed with three point costs. The first is for a weapon which only fires one shot per phase. The second cost is for a weapon which only fires on Autofire (see Autofire section). The third cost is for a weapon which may be either single shot or Autofire.



Weapon Size	Damage	Range Mod	Shots	Cost
Pistol.....	1D6/3D6	-1 per 3"	6/30	5/11/13
Heavy Pistol...	1D6+1/4D6	-1 per 3"	6/30	7/15/17
Carbine.....	1½D6/5D6	-1 per 4"	30	17/21/24
Rifle.....	2D6/6D6	-1 per 5"	30	22/27/31
Heavy Rifle....	2D6+1/7D6	-1 per 5"	30	26/31/36
Machine Gun....	2½D6/8D6	-1 per 6"	125	40/46/52

The following weapons can only be mounted on in vehicles or in static mounts. The Braced modifier is already factored into their Range Modifier.

Weapon Size	Damage	Range Mod
Light Autocannon.....	3D6/9D6	-1 per 12"
Medium Autocannon.....	3D6+1/10D6	-1 per 14"
Heavy Autocannon.....	3½D6/11D6	-1 per 16"
Light Tank Gun.....	4D6/12D6	-1 per 18"
Medium Tank Gun.....	4D6+1/13D6	-1 per 20"
Heavy Tank Gun.....	4½D6/14D6	-1 per 22"
Very Heavy Tank Gun.....	5D6/15D6	-1 per 24"

Range mod: -1 to 0CV per "X" inches, first "X" inches at -0.

Shots: Number of times the weapon may be fired. Each Autofire burst takes 10 shots. The second number for Pistols and Heavy Pistols is for Autofire weapons.

SPECIAL WEAPONS

Weapon	Damage	Range Modifier	Shots	Cost
LAW..... (Light Antitank Weapon)	4D6 K	-1 per 4"	1	16
Manpack SAM..... (Surface to Air Missile)	2D6 K	Special*	1	13
Heavy SAM.....	4D6 KE	Special#	1	---
Antitank Missile.....	5D6 K	Special§	1	38
Shotgun.....	1D6 K, 3x	-1 per 4"	8	10

K = Killing Attack KE = Killing Explosion

* **Manpack SAM:** This weapon has a heatseeking guidance head. If the target emits large amounts of heat, the missile will lock on and take no modifier for range. The missile will not fire without a lock on. Missile Velocity = 400" per segment.

Heavy SAM: This weapon has a radar guidance head. If the target is very large or metallic the missile will lock onto the target and take no range modifier. The missile will not fire without a lock on. Missile Velocity = 550" per segment.

§ **Antitank Missile:** This weapon does not take range modifiers but cannot hit a target that is closer than 25" away. Missile Velocity = 100" per segment.

Shotgun: Any character hit with a shotgun round takes three separate 1D6 Killing Attacks. The character applies those attacks separately against his PD. Thus, if the character has a fully resistant PD of at least 6, he will take no BODY damage from shotgun rounds.

Sights

Science has made possible mechanical aids that allow anyone to shoot more accurately. Special vision devices can allow a gunman to work in very low light or total darkness. The firer must first be set for a phase and sighted in to use any of the sights listed below. The sights are listed with their OCV and range modifiers, their point cost, and any special bonus.

Name	OCV	Range Mod	Cost
Telescopic Sight.....+1		+3	4 pts.
Laser Computing Sight..+2		+6	8 pts.
Starlight Scope.....+0		+0	4 pts.
(Allows normal firing at night)			

All sights take one extra phase to use.

Melee Weapons

The following is a small list of melee weapons that might be found in a CHAMPIONS universe. Melee weapons are simple to build using the point system. Most melee weapons are bought as Energy Blast or Killing Attack with the No Range and Focus Limitations, bought to zero END Cost. Some representative melee weapons are listed below, with their damage addition and their point cost.

Melee Weapon	Damage Addition	Cost
Knife	+ $\frac{1}{2}$ D6 K	5 pts.
Sword	+ $\frac{1}{2}$ D6 K	12 pts.
Blackjack, etc.	+1D6	2 pts.
Club	+2D6	5 pts.
K = Killing Attack		

All melee weapons add damage to the normal damage listed on the STR chart.

Explosives

The following is a list of common explosives that might be found in a CHAMPIONS universe. Each explosive is listed below with the amount of damage, type of damage, cost, and throwing weight.

Explosive	Damage	Cost	Weight
Fragmentation Grenade....	2D6 K	15 pts.	$\frac{1}{2}$ kg
Concussion Grenade.....	6D6	15 pts.	$\frac{1}{2}$ kg
Dynamite (1 stick).....	4D6	15 pts.	$\frac{1}{2}$ kg
Dynamite (4 sticks).....	6D6	20 pts.	2 kg
Gas Tank.....	10D6	-----	---
Mortar Round.....	4D6 K	30 pts.	---
Howitzer Round.....	5D6 K	38 pts.	---
K = Killing Attack.			

Normal explosions do their full damage in the hex the explosion goes off in. For every 1" away from the center of the explosion, the damage is reduced by the largest D6.

Killing Attacks do their full damage in the hex

the explosion goes off in. For every 1" away from the center of the explosion, the damage is reduced by half the largest D6.

Explosives can be bought with Energy Blast or Killing Attack, with the Explosion Advantage, Charges, and Focus Limitations.

Armor

Modern technology has made body armor lightweight and very effective. Armor may be built in CHAMPIONS using the powers and limitations, and we present here some common armor built with those rules.

The body armor shown here adds to a character's PD and ED, and is fully resistant. Most armor only covers a portion of the body, so it is only effective some of the time (Activation Roll Limitation).

Armor	Defense	Acts on	Cost
Bulletproof Vest	+6	11 or less	8 pts.
Flak Vest	+8	11 or less	11 pts.
Flak Suit	+8	14 or less	13 pts.

The defense refers to both Physical and Energy Defense.

Weapon Advantages

Listed below are some Power Advantages that are not normally used when building characters, but are very handy when building weapons.

AUTOFIRE: Autofire allows a weapon to hit a target more than once in a single round. See Autofire in the Combat section for an explanation of how Autofire works. Each Autofire shot takes 10 charges or normal shots from a weapon. Each hit when firing Autofire is counted separately against the target's defenses. In order to reduce the END cost of Autofire, you must calculate the END cost of 10 shots, and base the Reduced END Cost modifier on that amount.

Multiple = $+\frac{1}{4}$.

CHARGES: If a weapon has more than 16 charges, it no longer falls under the Power Limitation "Charges". Since weapons with charges do not cost END to use, a weapon with many charges actually costs more than a weapon with no charge limitation and END cost. The following chart lists the Power Advantage Multiple for 16+ charges:

Number of Charges	Multiple
32.....	$+\frac{1}{4}$
64.....	$+\frac{1}{2}$
125.....	$+\frac{3}{4}$
250.....	+1

ENDURANCE BATTERY: An END Battery may have more than a x8 END multiple, but then cost would increase, not decrease. The following chart shows the added cost for higher battery multiples.

Battery Multiple	Cost
x16.....	+ $\frac{1}{4}$
x32.....	+ $\frac{1}{2}$
x64.....	+ $\frac{3}{4}$
x125.....	+1

Nearly any effect can be built into a weapon using the Power Limitations and Advantages. A grenade launcher, for instance, is equivalent to "Energy Blast" with the Explosion Advantage, and the Focus and Charges Limitations. A net gun is equivalent to "Entangle" with the Charges and Focus Limitations. Many other weapons are possible.

Weapons like the ones listed are normally used by the various secret agent or supervillain groups in a campaign. True heroes can probably build, buy, or become better weapons than these. But, a number of gunmen with interesting weapons can give a superhero a rough time.

SELECTIVE FIRE: This advantage allows a weapon to fire either single shot or Autofire, with the normal conditions and modifiers for each type of fire.

Multiple = + $\frac{1}{2}$.

Breaking Things

Property damage is inevitable in a superpowered world. All objects are given a Defense value and a Body Pip total. When an attack is made against the object, the Defense value is subtracted from the BODY done. If the remainder is 0 or less, no damage is done to the object. Any amount left is subtracted from the Body Pip total. The Defense value is considered fully resistant, so it makes no difference if the attack is a normal attack or a killing attack. The Defense value is the same versus both energy and physical attacks.

Example: HORNET fires a 9D6 Energy Blast at a DEF 6, 2 BODY wall. He rolls his damage and does 9 BODY worth of damage (the STUN damage doesn't matter against a wall). The wall has a hole blown in it, but is not considered totally destroyed.

The number of BODY that an object has is generally dependent upon how much it weighs and how fragile it is. A machine can have a heavy steel casing, but have weak insides, therefore it would have a large DEF but few BODY.

The chart below gives how much BODY an object will have dependent upon its mass. The chart has three columns.

The first column in the chart is for living creatures. This column has the largest BODY values. Living things are smart enough to work around any wounds, and the strength of will necessary to overcome them.

The second column is for simple unliving objects. Things like walls, furniture, and simple machines fall under this category. The strength of these objects comes from their very simplicity. They must be totally destroyed before they lose their function.

The final column is for complex machines such as computers, typewriters, and televisions. These objects function poorly if any of their parts are damaged, hence their low BODY values. If an object is sufficiently fragile it may only have 1 BODY, no matter how much it weighs.

Mass	Living	Unliving	Complex
200g	1	-	-
400g	2	-	-
800g	3	-	-
1.6kg	4	1	-
3.2kg	5	2	-
6.4kg	6	3	1
12.5kg	7	4	2
25kg	8	5	3
50kg	9	6	4
100kg	10	7	5
200kg	11	8	6
400kg	12	9	7
800kg	13	10	8
1.6t	14	11	9
3.2t	15	12	10
6.4t	16	13	11
12.5t	17	14	12
25t	18	15	13
50t	19	16	14
100t	20	17	15

g = gram
kg = kilogram
t = tonne, 1000 kg

The Defense of an object is based on the material it is made from. Find the weakest material that is an important part of the object. The following list will give the DEF of the object.

SUBSTANCE	DEF	SUBSTANCE	DEF
Wood		Stone	
Thin Board.....	2	Brick.....	5
Plywood.....	3	Concrete.....	6
Heavy Wood.....	4	Reinforced Brick.....	7
Very Heavy Wood.....	5	Reinforced Concrete..	8
Metal		Plastic	
Sheet Metal.....	4	Light Plastic.....	1
Chain or Heavy Tube..	5	Plastic Castings....	2
Heavy Bar.....	6	Light Fiberglass....	4
Plate.....	7	Heavy Fiberglass....	6
Casting.....	8	Armored Plastics....	8
Hardened Casting....	9		
Light Armor.....	10		
Medium Armor.....	13		
Vault Doors.....	16		
Heavy Armor.....	19		

When attempting to figure out the DEF and BODY of an object, first look at the object's function. If the function comes from several different parts of the object then each part should be figured out separately.

The following is a list of some common items that heroes, or villains, can break. This list just contains suggested DEF and BODY values for these items, the GM should be willing to change to them to fit the bounds of the given scenario.

Material	DEF	BODY
Glass	1	1
Home Inside Wall	3	3
Home Outside Wall	4	3
Brick Wall	5	3
Concrete Wall	6	5
Reinforced Concrete Wall	8	5
Armored Wall	13	7
Interior Wood Door	2	3
Exterior Wood Door	4	3
Metal Fire Door	7	5
Safe Door	10	9
Large Vault Door	16	9
Light Wood Furniture	3	3
Heavy Wood Furniture	4	5
Plastic Furniture	2	3
Steel Reinforced Furniture	5	5
Bicycle	4	2
Motorcycle	4	7
Automobile	4	9
Truck or Bus	4	10
Armored Car	10	11
Tank (Front Armor)	19	
(Side, Top, Rear, Bottom)	10	14
Light Plane	4	9
Twin Engine Plane	4	11
Multi Engine Plane	4	14
Helicopter	4	9
Hovercraft	5	9
Grav lift Vehicle	5	8
Submarine (Large)	10	19
Pistol	4	1
Rifle	4	1
Man Carried Heavy Weapon	4	2
Ground Mounted Heavy Weapon	6	8
Very Large Heavy Weapon	6	12
Fire Hydrant	8	5
Lamp Post (Breakaway)	5	3
Flag Pole (Breakaway)	4	2
Steel Mail Box	6	5
Wooden Telephone Pole	5	4
Control Console (per hex)	4	4
Light Machinery	5	4
Medium Machinery	7	6
Heavy Machinery	9	8
Bushes	2	3
Small Tree (less than 1" tall)	4	5
Medium Tree (less than 5" tall)	5	8
Large Tree (5" or more tall)	5	11

Broken Machinery

Any machine that takes BODY has a chance to malfunction when used. Check the damaged machine against the chart below to see if the machine will malfunction. If 3D6 is less than or equal to the number listed the machine malfunctions.

DAMAGE	CHANCE TO MALFUNCTION
Less than $\frac{1}{4}$ BODY Damage	8 or less
$\frac{1}{4}$ to $\frac{1}{2}$ BODY Damage	11 or less
Greater than $\frac{1}{2}$ BODY Damage	14 or less

A machine should roll its malfunction chance every time it takes BODY, starts up, or is put under additional stress. Any machine or wall that takes all of its body has a hole in it. The hole starts at $\frac{1}{2}$ meter ($\frac{1}{2}$ ") across. Every extra BODY that the machine takes makes the hole 2x as large, up to the size of the machine itself.

Wall BODY

Walls do not use mass to determine their BODY, they use their thickness. Different types of materials get different bonuses for thicknesses. Stronger materials increase BODY faster than weak materials. The following chart describes the amount of BODY a wall has.

WALL BODY BY THICKNESS

Material	Thickness (mm)									
	4	8	16	32	64	125	250	500	1m	2m
Wood	-	1	2	3	4	5	6	7	8	9
Stone	-	-	-	1	3	5	7	9	11	13
Metal	1	3	5	7	9	11	13	15	17	19
Plastic	1	3	4	6	7	9	10	12	13	15

The chart above is for easy reference. The formulas that were used to derive the chart are given below.

Wood: 1 BODY at 8 mm , +1 BODY per 2x thickness.
 Stone: 1 BODY at 32 mm , +2 BODY per 2x thickness.
 Metal: 1 BODY at 4 mm , +2 BODY per 2x thickness.
 Plastic: 1 Body at 4mm , +1 $\frac{1}{2}$ BODY per 2x thickness.

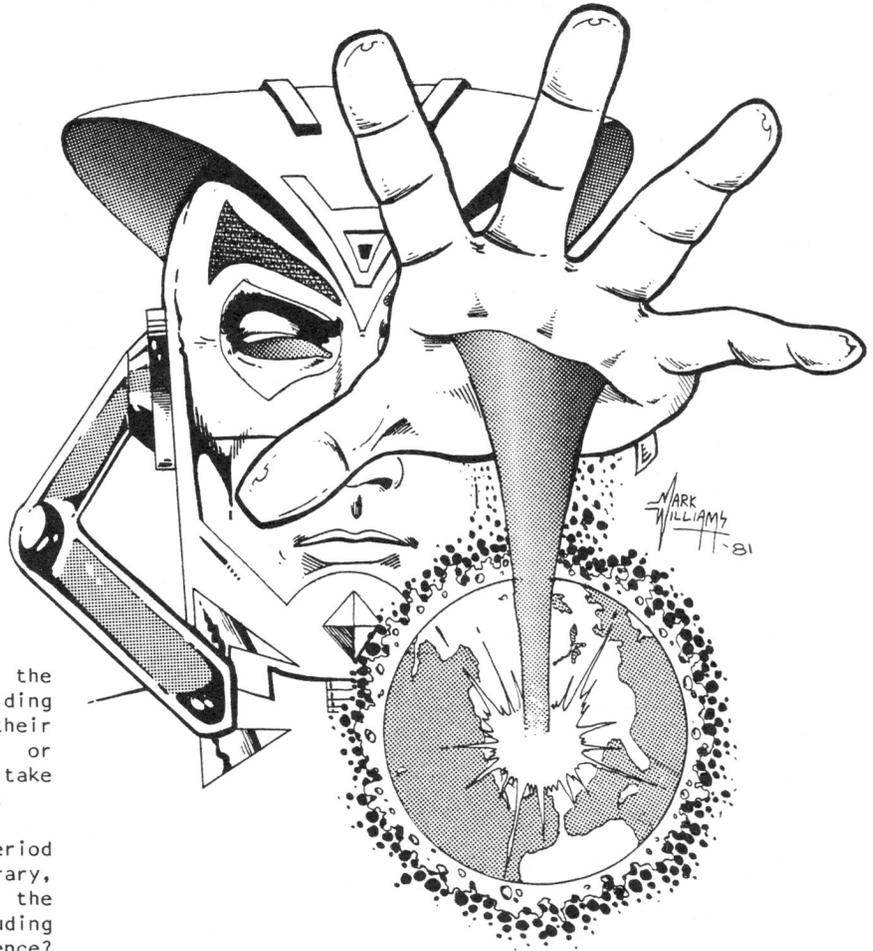
The Map

Included with CHAMPIONS is a street map that the GM can use in creating his own scenarios. The map is designed with a pseudo-perspective so that the walls of the buildings can be seen. The streets, alleyway, and roofs have hexes superimposed to help regulate character movement and combat. The GM should feel free to improvise with the buildings and street items scattered around the map.

The statistics for most of the different street items on the map are listed under the section **Breaking Things**. The items that are specific to this map have their DEF and BODY listed below:

Material	DEF	BODY	Material	DEF	BODY
Garage Door.....	6	5	Newspaper Box.....	2	2
Elevator Doors..	7	6	Garbage Can.....	4	4
Skylight.....	2	3	Manhole Cover.....	7	6
			Sewer Grating.....	6	5
Antenna.....	2	4			
Ladder.....	6	6	Air Conditioner...	4	5
Awning.....	0	3	Ventilation Pipe..	4	2
Planter Box.....	5	6	Large Sign.....	4	5
Dumpster.....	5	9	Instant Teller....	5	4

WORLD BUILDING



When playing **CHAMPIONS**, the GM must "set the scene" for the players. This consists of deciding when and where the characters are having their adventures. The GM "builds" a city, world, or universe for the characters. The GM should take special care in choosing a site for his campaign.

The first decision for the GM is the time period of his campaign. Will the campaign be contemporary, set in a metropolis like New York? Or will the campaign be based around a future universe, including galactic empires, alien creatures and super science? Perhaps the campaign will be set in World War II, with Nazi villains. The possibilities are nearly endless.

The GM should remember that the farther the situation is from the knowledge of the players, the more work he will have to do to make his campaign convincing. For this reason, most comic books are set in the contemporary era.

The usual comic book universe is set in current Earth time, but on an alternate world where superheroes and supervillains exist. A contemporary campaign is the easiest to set up, for people are most familiar with the present. Current events can provide convincing background and sometimes, interesting adventure for the characters.

The GM should then decide how large his campaign will be. A full campaign can easily take place within a large city. The GM will be tempted to expand his campaign to encompass an entire world, solar system, or galaxy. The GM should always remember that the larger the area covered in his campaign, the less information the players will have about any particular place, and thus the less real any place will feel. The most important thing is that the GM is comfortable with the size of the campaign. The GM should not feel constrained in too small an area or overwhelmed by too large an area.

The GM should then decide upon the technology of his campaign. This is dependent to a large extent upon the time frame. However, some advanced technology in the hands of government groups or supervillains adds spice to the campaign. A futuristic

campaign might still have some ancient technology like swords available. A good rule of thumb: If you aren't comfortable with it, don't put into your campaign. The GM should feel free to exercise this rule on unwanted characters, too.

The initial power level of the campaign is also an important decision. Our suggestion is to start low, around 200 to 225 total pts. for a character, and then grow into higher level play as you become more accustomed to the rules. There is a considerable difference between a character initially built with 225 pts. who has gained 50 pts. in Experience, and a character built on 275 pts. You will discover as you play what power level is most comfortable for your style.

One of the advantages of **CHAMPIONS** is that a campaign can take place within a city. If there are several GMs in your group, an interesting variation is to have each GM play a different city in the same country, utilizing a common background. This allows characters to transfer easily from one GM to another, and still stay within the campaign framework. GMs can trade villains and organizations. Multiple GMs working on a common background can provide a wealth of detail and development that a solitary GM would be hard-pressed to match. However, each GM must be careful not to take actions that might upset the country or the world, without consulting the other GMs first. If handled properly, such a campaign can be a lot of fun.

Superhero Rationale

Superheroes live a life removed from that of normal men. Daily they risk their lives to help others. Why do they do this? The answer to this question can do wonders toward defining a hero's basic personality.

Heroes are heroes because they are trying to help people. Their motives for doing this may be very different, but they are united in this one goal. Some superheroes may be seeking revenge on supervillains. Other heroes may feel a responsibility to use their gifts to help people. Some heroes do their thing for ego gratification. But all heroes are driven towards a common goal.

Many superheroes live by an unwritten code. They will capture but not kill a villain. They feel that they must be better than the villains they fight. The disadvantage of this code is that villains may escape from prison, or go unpunished because of a technicality. The advantage if this code is that the authorities and other heroes will more readily come to the aid of a hero who treads the straight and narrow. Recognition, Goodwill, and Cooperation will be the reward of a hero who follows the unwritten code. Anonymity, Fear, and Pursuit may be the only reward for the so-called "hero" who is as nasty as the villains he fights. The decision is up to the player.

Non-Player Heroes

An important part of any campaign are the non-player heroes who help the characters in their never ending fight against evil. The non-player character (NPC) heroes can be given Powers and Limitations the GM would not ordinarily give to a player character (though this should be done sparingly). NPC heroes are useful in allowing the GM a subtle input into the game. The NPC heroes can provide information and sometimes reinforcements when the player characters are vastly outnumbered or outgunned.

NPC hero groups are easy to form, and can be useful in helping the player characters. NPC hero groups can have big, expensive headquarters with many useful capabilities. This can be useful to the player characters.

NPCs should be important if they exist in a campaign, but the GM should seldom let them take away the heroics from the player characters. The non-player characters are, after all, merely supporting actors for the player characters.

One of the more interesting and exotic ideas that a GM can introduce into his campaign is a mixed group of player character and NPC heroes. The mixed group can lead to a lot of excitement, as the GM can partially control the direction of the group, subtly leading them into adventures. A GM must remain flexible enough to respond to the actions of the player characters. The NPC's in a mixed group should have well developed personalities. The player characters will be spending a lot of time with the NPC's, and will probably learn a good deal about them. Well rounded and interesting NPC's can help keep interest high.

Groups of player character heroes can make things much easier for the GM. If the heroes are in one place at the start of an adventure, they are that

much easier to get into the adventure. Groups can gain a reputation more easily than solo heroes. Character interaction in a group can lead to some very interesting role playing. Finally, a good team is not just a collection of individuals. A team should be willing to work together, to become greater than the sum of its parts.

Characters in **CHAMPIONS** will often want to get together and form their own supergroup, banding together to fight injustice. There are several different ways this can be done. If one of the characters has a rich Secret Identity, he might provide a headquarters for the heroes. Failing that, the heroes could find a rich NPC hero, or even just a rich patron who wants to support the fight against evil.

The government is usually willing to provide funding for a supergroup, but of course the government requires lots of paperwork, information, compliance with regulations, etc. The GM should help the characters set up their supergroup, for he will find that the existence of a supergroup makes his job much easier. Once you have all the heroes in the same place, it's so much easier to make trouble for them....

Agents and Agent Groups

Organizations of all kinds will want to deal themselves into the superpowered game. Agents and agent groups are their tool. The government usually has several agent groups, while some big companies have their agent organizations. There's always the rich supervillain who has put together a band of henchmen.

Agent groups can consist of normals with weapons, and occasionally some special equipment. Tougher groups can be constructed with 10 or 20 pts. per agent, arming them with special weapons. High class agents may be built with as much as 50 pts. in characteristics and skills, with up to 50 more pts. in weapons and equipment. Several high class agents with exotic weaponry can give a superhero a rough time.

Supervillain Rationale

The supervillains are, in many ways, similar to the superheroes. They too risk their lives every day in an unusual occupation. Supervillains are also driven men, but with very different drives.

There are many things which might drive a villain to his antisocial behavior. Revenge, Anger, and Betrayal can all be reasons for a villain to run amok. Of course, the simpler and more common reasons like lust for power, monetary greed, and sheer love of villainy should not be overlooked. Many villains are just plain crackers, and their motivations are not easily understood by sane people.

Why don't the villains kill a hero when they get the drop on him? This question is frequently asked. There are some good reasons for a villain's reluctance to kill a hero. First, most villains are really nasty, and they just can't stand the thought of a hero who has been such a thorn in their side getting a quick, easy death. So they cart him off to their lair and arrange a nice Deathtrap for the hero.

Second, oftentimes a hero is valuable. With a little study, the villain might be able to figure out

how some of those wonderful powers work. The hero could also be of use as a hostage, or as bait for other heroes. Maybe with a little Mind Control the hero can be made to work for the villain! There are many possibilities.

Third, any villain who went around killing indiscriminately would soon find large numbers of heroes on his trail, all out to avenge their fallen comrades.

Villains are usually pretty antisocial, and have difficulty forming into groups. Most villains operate solo most of the time. A villain who takes on several heroes single-handed should be built on more points than normal in order to give the heroes a good battle. Powerful villains can provide a single target for the heroes, making things easier for the GM and providing a great deal of fun. Not all villains should be extra powerful, of course. Some villains are only effective in a single situation or when attacking by surprise.

To build extra powerful villains, a "villain bonus" of 25, 50, 100, or more pts. can be given to represent the fact that the villain has the whole world after him, and numerous small Psychological Limitations.

Possibly the most effective force that the player characters will ever encounter is a well coordinated, well constructed supervillain team. Villains with a common cause or a common origin may band together. The team structure allows the villains to compensate for each other's weakness, and cooperate to use their powers most effectively. Supervillain groups can be important to a campaign, as they are a focus of villainous funds, motivation, and manpower.

Everybody Else

A CHAMPIONS campaign does not only consist of superheroes and supervillains. The normal people who populate a universe provide important background, assistance and information.

Every day heroes and villains run into hundreds of normal people. Anyone a hero or villain interacts with should have a personality. Sometimes all a supporting character needs is a small quirk or distinguishing characteristic to bring him to life, and make him memorable to the players.

The final object of building a world is to provide the characters with an interesting and realistic place to adventure in. Making the universe interesting means keeping events in the campaign moving. The universe should move around the players, not just through them. A good GM can have the seeds of the next adventure planted before the current adventure is finished.

Keeping the universe realistic means making the characters believe that the events are reasonable and fit together. The GM must be careful to prevent an NPC or an organization becoming two-faced, having one attitude one adventure and a thoroughly different attitude the next adventure. Simple notes can prevent this problem.

Building a Scenario

Themes

The first step in a successful scenario is finding a goal for the characters. In many cases, the goal is simply to beat up the villains. The goal could be to prevent the villains from accomplishing their objective (robbing the bank, conquering the world, etc.). Working against disasters is another goal (saving people from a fire, flood, earthquake, etc.).

Finding a goal can be made easier by using the character's disadvantages. If a character's "Hunters" turn up, the scenario can be built around that fact. Or, a character's Dependent NPC could be captured or threatened.

There are a number of classic themes in the comics that can be used to build scenarios for CHAMPIONS. The following is a partial list.

Supervillain Motivations

Conquering the World: A simple, understandable goal. This usually involves a complex plan of blackmail (threatening to blow up cities, release a deadly plague, etc.) or becoming so powerful that they can beat up anyone who disagrees with them.

Destroying the World: If you can't conquer it, blow it up. Or maybe the villain just eats worlds for breakfast (a really galactic bad guy). Sometimes a plot for conquering the world goes awry, and the world is in danger of destruction.

Revenge: The villain feels he has been wronged (thoroughly humiliated, friend/lover killed, nation or world destroyed) and blames our hero (heroes). This situation can be developed during play, or written up with the villain.

Trying to Get Rich: The villain steals for personal profit. Sometimes there's a reason why he needs all the money (finance a world takeover, etc.).

Seeking Power: The villain is power hungry, and tries to control other villains, political groups, nations, etc.

Having Fun: The villain just plain enjoys breaking things, stealing, and beating up superheroes.

Matching Wits: The villain commits crimes because he wants the thrill of matching wits with superheroes. This type of villain really likes elaborate Deathtraps.

Accomplish a Goal: A catchall for any motives not covered. The villain wishes to return to his home planet, retrieve a stolen object, etc.

These themes are merely the commonest ones that appear in the comics. Reading comics, old pulp magazines, science fiction, fantasy, detective stories, and spy novels will yield a wealth of ideas for themes, plots, characters, and devices. Don't be afraid to borrow ideas from these sources.

Classic "Bits"

There are a number of common occurrences in comics which add a lot of flavor to a scenario. We call these occurrences "bits". A small sampler of "bits" are listed below.

DEATHTRAPS: Often when a villain captures a hero, he puts the hero into a deadly situation. If the hero escapes from the situation, then the villain knows more about the hero's powers and abilities. If the hero does not escape the situation, then the villain has one less hero to worry about. A proper Deathtrap is usually designed around what the villain knows about the hero's powers. There is always a way out of a Deathtrap (probably a way unknown to the villain). The villain will place the hero into the Deathtrap, gloat a little, and leave the hero to die. A few typical deathtraps are:

1. Throwing a non-flying character out of an airplane.
2. Sealing a character in a room and filling the room with water.
3. Putting a character in a room where the walls are closing in.

THREATENING INNOCENTS: A great way for villains to distract unwanted heroes is to endanger normal people. The villain may knock over a building, set a fire, throw a car at a crowd, or drop someone off of a building. This kind of endangerment forces the true hero to spend time saving people and buys the villain enough time to escape or set up his shot into the hero's back.

PLAYING POSSUM: Sometimes a villain will pretend to be stunned or knocked out to sucker the hero into coming into range of a surprise attack. A character can take a half phase and try to make a Perception Roll to detect a fake.

SOLILOQUIES: Both heroes and villains are very long winded. They love to talk while they are fighting. Some heroes make wisecracks, many talk about how tough they are. Villains may make speeches about how wonderful their plans are and how no one can stop them. Soliloquies never detract from anyone's fighting ability, but they add a lot of color to a situation. Try it, you might like it.

EXCLAMATIONS: Some heroes have favorite exclamations they use when surprised or excited. Some examples might be:

"It's Clobberin' Time!!"
 "Christmas!"
 "Holy (Whatever is applicable)!"
 "Thank (Favorite Deity)"

Not all characters should use exclamations, but a few here and there will spice up the game.

SECRET ESCAPE ROUTES: Rare is the villain who does not have a means of escape when things start going badly. Sometimes the villain will have a hidden

jetcar or escape tunnel. Often the villain has a preplanned diversion for the heroes. Occasionally, a villain has a power he does not often use. Most escape routes depend upon surprise, and sometimes the villain gets caught anyway.

Getting Characters into a Scenario

Now that the GM has a general idea what's going to happen in the adventure, and the players have their heroes and are ready to start, the GM has to get the characters into the adventure. Many times the characters will not start an adventure (also called a "run") knowing, or having anything to do with each other. The characters need some reason to get into the same adventure.

If the characters are all members of the same supergroup, then there is no problem getting them together. If the characters are not together, then they may be brought closer by coincidence. Fortunately, coincidence is a major factor in a super-powered world. Also, many heroes share a common motivation (willing to help people in trouble), and this simplifies things tremendously.

Characters often show up at the scene of an adventure for different reasons. One character may have been present in his Secret Identity, another may have been passing by in costume while on patrol, and another may have heard about an emergency on his radio or TV at home. Sometimes the villains attack the heroes directly, making it easy for the heroes to get together. The general idea is to have each character enter the scenario in a way that fits that character's personality and history.

Experience Points

Characters in **CHAMPIONS** are not static, they represent individuals who are ever changing and growing. Often a character will become more powerful over time, learn new skills, or learn to deal with old disadvantages. In **CHAMPIONS** we reflect this by giving out Power Points at the end of each adventure. These points represent the character's training and knowledge gained after being built. They are called Experience Points.

Experience Points act as Power Points in all ways. A character may spend Experience Points to augment an already purchased Power or Skill, increase a characteristic, or buy off a Disadvantage. The character may even buy new Powers or Skills with the permission of the GM. The GM should be careful only to allow new Powers that are within the scope of the character's original conception.

Normally, any change in a character due to Experience happens between adventures. With the GM's help, the character might be able to add points to a character during an adventure (say a chance radiation accident or an alien encounter).

A GM's next decision is how many Experience Points to give out. If he gives out too few points, then the character and the campaign become stagnant. If he gives out too many points, then the character may become unrecognizable. The following list is a set of guidelines, and should not be taken as absolute. A very large adventure with a single character heavily involved may be worth many small adventures that were over very swiftly.

Situation	Experience
Character was much more powerful than those he battled.....	0 pt.
Character was about equal with his opponents.....	1 pt.
Character was much less powerful than his opponent(s).....	2 pts.
Character was in a very long adventure with many encounters.....	1 pt.
Character made significant noncombat decisions (figured out a trap, found the villain's weakness, etc.).....	1 pt.
Character played within conception.....	1 pt.
Character played out of conception.....	-1 pt.

Each character is given Experience Points on his own merits. The amount of Experience given to each character for the same adventure may therefore vary. The average Experience given out is about 1 to 2 points, with 3 points being an exceptional adventure, and 4-5 points an incredible adventure.

Notes on Playing

Number of Characters: The average CHAMPIONS character has more capabilities than characters in many other role playing games. Because of the extra information that the players and the GM must keep track of we recommend that each player only play one character at a time. This allows the characters to better develop their personalities and histories.

Number of Players: As a single character in CHAMPIONS can get into a large amount of trouble all by himself we do not recommend large runs with many players to beginning GM's. Once both the players and the GM are familiar with the system mass runs can be very exciting, but until then they can bog down.

Reasonable Characters: If you start your campaign at a beginning power level of 225 pts. per character, some general guidelines on characters are possible. Most of the characteristics can be at their base values, but some should have larger than minimum values. The following are good beginning ranges of characteristics, with approximate costs. Obviously, you can't be at the maximum for all of the characteristics. You should decide what area to concentrate on, in accordance with your character conception.

DEX: Range 18-30, Centering on 20-23, cost 40 pts.

CON: Range 18-33, Centering on 18-23, cost 20 pts.

PD: Range 8-28, Centering on 12-18, cost 10 pts.

ED: Range 8-28, Centering on 12-18, cost 10 pts.

SPD: Range 4-6, Centering on 5, cost 20 pts.

A character's capabilities should also fall into certain ranges. The beginning character will probably have a smaller range of different powers than more experienced characters, but should have some ability in each of the following areas:

Attacks: 40-60 pts.
(STR, Damage Powers, Find Weakness, Entangle, etc.)

Defenses: 20-40 pts.
(extra PD and ED, Skill Levels, extra DEX, Force Fields, etc.)

Movement: 10-40 pts.
(Running, Flight, Swimming, extra SPD, etc.)

Spending points as above will give a character a basic set of Powers and/or Skills for about 200 pts. Any extra capabilities that the player wants the character to have could be purchased with the remaining 25 pts. Most skills need not start better than their basic level for beginning heroes. Thus a character could have three skills and still buy a higher INT, or PRE.

Remember that new characters are Beginning Heroes! New characters can grow very fast with just a few experience pts. A character's first few runs will tell him what new capabilities would fit into conception. Starting on a simpler level will make character growth easier and more satisfying.

GM Notes: The average adventure can have a lot of small details involved. If the adventure is part of a continuing campaign the details can later become very important. The GM should keep notes on events that happen during an adventure such as which characters interacted, what NPC's the characters met, and how the NPC's felt about the characters. Notes like this can be kept on the back of the character sheets or in a small binder.

Background: Often times the background and surroundings can add a lot to an adventure. Anytime the characters become involved in a battle the GM should describe the surroundings carefully, perhaps even laying out the battlefield and using miniature figures to represent the characters. The GM should also be careful to inform the players of anything that might be around the field (such as Park Benches, Mail Boxes, Telephone Poles, Desks, etc.).

Normals: Some GM's make sure all non-super powered people get off the field of battle quickly. Other GM's keep the normal people around to get in the way. Normals can have an effect on combat, as the scenario example shows, and should be handled with care. A GM must be careful with his normals though, they can be fragile.

Unbalanced Characters: As CHAMPIONS allows the players to build their own characters there will be times when a GM comes up against a character he does not feel will fit into his game. Other times a character will be built that is very unbalanced (such as a character who spent all of his points on Energy Blast).

The GM should hold firm against characters that would unbalance a scenario, for on his shoulders rests the enjoyment of all of the players. Try to show the unbalanced character how his weaknesses can (and will) be used against him. Inform the character who does not fit that his character might ruin the adventure for all. Good players should be willing to go along with the GM in the hopes that everyone will have a better adventure.

Campaign Game: Adventures in **CHAMPIONS** can be played on an individual basis, or they may be linked together to form a campaign game. In a campaign the history and background for one adventure can be used as the basis for other adventures.

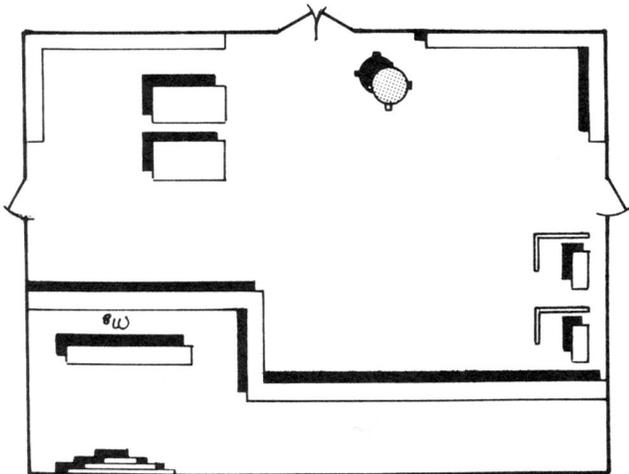
Heroes in a campaign game can make a reputation for themselves, become acquainted with other heroes, and have a supervillain become an almost personal nemesis. The campaign format demands more from the GM. He must keep track of continuing details so that the scenarios will flow from one into the other, but the epic feel of a campaign will be worth it.

Scenario Example

Here is an example of how to direct combat in a typical scenario. This is not intended to be a complete example of role-playing. The role-playing in this example is minimal, because the scenario was written to illustrate combat. Role-playing will develop as people learn about their characters, invent details of their histories, and react to other characters.

Three people get together and decide to play **CHAMPIONS**. One player volunteers to be the Game Master (GM). He thinks of a scenario for the other players to run characters in. The GM decides that a bank robbery would be a good start. The GM has written up one villain, named **OGRE**. The GM has decided to provide **OGRE** with some thugs, essentially normals with a PD of 6 and an ED of 6. The players have their two characters, **CRUSADER** and **STARBURST**. They have some dice, pencils, paper, and their imaginations. They are ready.

The GM draws the bank on a piece of paper, basically a rectangle 8" by 10". He puts doors on three sides, and a vault door on the fourth side. A line in front of the vault side indicates the counter, two squares indicate tables. Some desks are against the front wall (see illustration).



GM: Okay, let's get started. What are your secret identities?

STARBURST: I've decided to be a scientist, a physicist.

CRUSADER: I think I'll be a mild mannered reporter for the local paper.

GM: **CRUSADER**, you're at a bank making a deposit while on your lunch hour. **STARBURST**, you were busy experimenting in your laboratory, and your latest experiment isn't working out. So maybe a little fresh air might help...

STARBURST: A short flight around town sounds like just the thing.

GM: While you're making your deposit, **CRUSADER**, you hear a familiar noise: the click of a safety on a gun being taken off.

CRUSADER: I look in that direction. What do I see?

GM: Two tellers over from you, there are two men with rather bulky jackets standing in front of the teller. The man nearest you blocks your view of the other man's hands, but you can see that the teller looks very pale all of a sudden.

CRUSADER: Hmm, looks like a job for **CRUSADER**. I'll make my way to the door.

GM: You notice as you approach the door that there's a man standing next to it, with one hand in his jacket.

CRUSADER: Standing there with his hand in his jacket. Right. What about the main door?

GM: There's a big man in front of it. The security guard is right next to him, and the big man shoves him through the plate glass door. The big man tears off his trenchcoat, revealing someone that looks like this (GM displays drawing of **OGRE**!) People start screaming, the alarm begins to ring, and general pandemonium breaks out.

CRUSADER: I'll take advantage of the confusion, if I can. Is there someplace where I can change?

GM: Yes. There's an enclosure around this desk. You know, the frosted glass panels. The man who was in there just ran out, and you're right next to the door.

CRUSADER: Okay, I dash in there, close the door, and become **CRUSADER**.

GM: As you're doing that, you hear something break, and **OGRE** says: "I'm taking all the money, 'cuz nobody can stop the **OGRE**!" (**OGRE** rolls a Presence Attack as he breaks a desk in half with his fist. He rolls 4D6 for his Presence, +1D6 for surprise and +1D6 for a violent action, and the total is 24. This causes the normals in the bank to hesitate, in some cases scream, and one old lady faints.)

GM: Meanwhile, **STARBURST**, you saw a truck with the motor running parked in front of a bank. As you see this, you hear the crash of breaking glass and see a man come hurtling out of the front door of the bank.

STARBURST: Looks like trouble. I'll dive down and through the hole in the door into the bank, and maybe

I'll surprise whoever's in there.

GM: Things are starting to happen now, so let's use the Speed chart. **OGRE** is SPD 4, **STARBURST** is SPD 5, and **CRUSADER**'s SPD 6. **OGRE**'s gunmen are normals, so they are SPD 2, as is everyone else in the bank. Segment 1, nobody goes. Segment 2, **CRUSADER**, your move.

CRUSADER: Well, I'm too far from **OGRE** or any of the gunmen except the gunman at the door here, who's only a half move away. I'll do a flip over the top of this screen and Martial Punch the gunman.

GM: Fine. Make your Acrobatics Roll to do the flip.

CRUSADER: I rolled a 10, and I make my Acrobatics Roll on a 14 or less.

GM: No problem. Now, roll your Attack Roll on the gunman. He's a normal, so his Combat Value is 3, but he's surprised, so his Combat Value is halved, it becomes a CV of 2.

CRUSADER: My 2 levels with Martial Arts are on offense, so my Combat Value is 10.

GM: You need a 19 or less, so you hit him unless you roll an 18.

CRUSADER: I roll a 13.

GM: You hit him. Roll your damage.

CRUSADER: I roll 6D6, and do 28 and 7.

GM: Well, he's knocked out (28 STUN - 6 PD = 22 STUN. A normal only has 20 STUN). Did you do any Knockback?

CRUSADER: (rolls 3D6 because of his Martial Punch for Knockback, rolls an 11) No knockback.

GM: Record your END used. Now, segment 3. **STARBURST?**

STARBURST: I'm flying in low, about 3 feet off the ground, to make it through that hole in the door. What do I see?

GM: You see a large costumed figure in front of the door with his back to you, and you hear him make that little speech. You could do a Move Through on him if you want.

STARBURST: Yes, I think I will. He needs to be taken down a peg. I have 10 pts. of my Multipower in Force Field, and the other 40 pts. in Flight.

GM: That's 20" of Flight. Your Move Through takes no minus on attack because **OGRE** is unaware of you. His CV right now is halved because he's unaware, so his CV is 3.

STARBURST: My CV is 7. $11 + 7 - 3 = 15$, so I need a 15 or less to hit. I roll an 8.



GM: Do your damage. 1D6 for each 3" of movement is 7D6, plus 3D6 for your STR is a total of 10D6. Take half the damage yourself.

STARBURST: 35 STUN and 10 BODY. I take 17 STUN and 5 BODY, which causes me 2 STUN. Knockback is (roll 2D6 = 8, $10 - 8 = 2$) 2".

GM: **OGRE** takes 1D6 damage from striking the floor, but I won't bother to rroll it since his defenses are so high. Now, at 18 DEX, it's **OGRE's** turn. He can still act since he wasn't stunned. He doesn't get up, but reaches out and grabs that big table next to him and throws it at you. He doesn't need an Attack roll to grab a helpless table. The table is 2 hexes in size, so that gives a +4 to his OCV. The table is an unbalanced thrown object, so the range mod is -1 for 1". You are 2" away, so his OCV is -1 for range. **OGRE's** OCV is $6 + 4 - 1 = 9$ and your DCV is...

STARBURST: $7 - 3$ (for the Move Through) = 4.

GM: I hit you with a 16 or less, and I roll a 14. **OGRE** does the maximum he can with the table. The table is DEF 5, BODY 6, for a total of 11D6 possible attack. **OGRE** can do up to 12D6 with his STR, so he can do 11D6 with the table. He rolls 39 STUN and 11 BODY.

STARBURST: My PD is $10 + 5$ for Force Field = 15, so I take 24 STUN and 0 BODY. Ouch. I am Stunned (**STARBURST's** CON is 23).

GM: You were knocked back 3" and landed on a brochure rack. The 3D6 damage rolls 11 STUN and 3 BODY which causes you 1 STUN, since your Force Field drops when you're Stunned. Now, segment 4. **CRUSADER?**

CRUSADER: I will half move 3" from here and Martial Kick one of the two gunmen by the teller. I put my 2 levels on DCV, since he's pointing a gun at me. I'm trying to knock the first gunman into the second gunman. What's the gunman's DCV?

GM: The gunman sees you coming, and is trying to raise his gun to fire at you, but you're faster than he is. His DCV is 3. Your OCV is 8, -2 for Martial Kick, equals 6. You need $11 + 6 - 3 = 14$ or less to hit him.

CRUSADER: An 11. I hit him, doing 28 STUN and 8 BODY. I rolled a 4 on 3D6! Ha, that's $8 - 4 = 4$ " of Knockback!

GM: The gunman is Knocked back into his partner and they both take 4D6 (Knockback damage). The extra damage is 16 STUN and 4 BODY. The first gunman is down and looks hurt, the second gunman is hurt but not Stunned. Segment 5, **STARBURST** you recover from being Stunned this phase, you can act next phase. Segment 6, **CRUSADER**, **OGRE**, and the gunmen in that order.

CRUSADER: It is time to take on **OGRE** before he flattens **STARBURST**. I will half move over to **OGRE** and Martial Kick him. My levels are still on DCV. My OCV is $8 - 2 = 6$.

GM: **OGRE's** DCV is also 6, so you need to roll $11 + 6 - 6 = 11$ or less.

CRUSADER: I roll 11, I just hit. I rolled 26 STUN and 7 BODY, not very good. I roll a 10 for Knockback on 3D6, so $(10 - 7 = -3)$ he does not get Knocked back.

GM: **OGRE** is not really hurt by that attack (he takes 3 STUN). He turns to you and says "Your puny powers cannot harm **OGRE!**" He swings at you. Your DCV is $8 + 2$ (levels) + 1 (Martial Kick) = 12. His OCV is 6. **OGRE** needs to roll $11 + 6 - 12 = 5$ or less to hit you. He rolls a 10 and misses.

Two gunmen are unconscious. The gunman you hurt aims his gun at your back and fires. Your DCV is 6, halved because he's firing at your back. He needs $11 + 3 - 6 = 8$ or less to hit you. He rolls a 9 and just barely misses. The last gunman sees the confusion and proceeds to start stuffing money in a bag he brought.

As the gunman who fired at you aims for another shot, a little old lady says "No you don't! Take that!" and swipes at him with a purse. The lady has a OCV of 3, and the gunman has a DCV of 3. She needs to roll $11 + 3 - 3 = 11$ or less. She rolls a 10 and does 2D6 damage. I'll give her an extra 1D6 for a very heavy purse. She rolls 3D6 and does 16 stun and 4 body. The gunman is unconscious.

STARBURST: Tough old lady!

GM: Segment 7, no one acts. Segment 8, **CRUSADER** and **STARBURST** in that order.

CRUSADER: This guy is tough, I will kick him again. My CV is 6, and so is his. I need $11 + 6 - 6 = 11$ or less. I rolled a 12, just missed!

STARBURST: I get up change my Multipower to 10 pts. in Force Field and 40 pts. in Energy Blast. I say to him "Now, **OGRE**, feel my Stellar Photonic Blasts!" I hope I hit. My CV is 7. He is 5 inches away so my OCV takes a -1. My OCV is 6.

GM: **OGRE's** DCV is 6, you need $11 + 6 - 6 = 11$ or less to hit.

STARBURST: I roll a 9, I got him! I roll 8D6 and do 32 STUN and 9 BODY but no Knockback.

GM: (After marking off $32 - 23 = 9$ more STUN from **OGRE's** record sheet) **OGRE** roars with pain, but is not Stunned. Segment 9, **OGRE's** turn. He is going to spin and ignore **CRUSADER**, who has not really hurt him. He glares at **STARBURST** and says "OGRE is going to crush you!"

OGRE grabs a nearby table and throws it at you. The table is 2 hexes big, so he gets a +4 on his OCV. The table is unbalanced, so **OGRE** is -1 per 1 inch. You are 5 inches away, so **OGRE** is -4 (the first inch is free). **OGRE's** OCV is $6 + 4 - 4 = 6$. Your DCV is 7. **OGRE** needs an $11 + 6 - 7 = 10$ or less to hit you. He rolls an 11 and misses. The table goes over your head. Segment 10. **CRUSADER** and **STARBURST**.

CRUSADER: This time I am really going to put **OGRE** down. I will push my STR by 10 and go to 30. That means my Martial Kick will do $8D6 + 2D6$ for the push, total 10D6. I will stand right behind **OGRE** so when **STARBURST** blasts him I will not get hit.

GM: If **STARBURST** knocks **OGRE** back you will take some damage.

CRUSADER: Good point. I'll delay my attack so that **STARBURST** and I will attack together.

STARBURST: To make sure **OGRE** goes down I'll put all my Multipower pts. in Energy Blast, and push my attack by 10 pts., for a total of 12D6.

GM: STARBURST, your Attack roll is still 11 or less. CRUSADER, your Attack roll is 11 or less. Go for it.

STARBURST: I hit with a 10. I do 45 STUN, 13 BODY, and 7 inches of Knockback.

CRUSADER: I hit, too, on an 11. I do 40 STUN, 12 BODY, and 2 inches of Knockback.

GM: Since you struck together on opposite sides OGRE will not go anywhere, but I will add your Knockback damage together. OGRE takes 9D6 for 30 STUN and 9 BODY. (GM now calculates damage on OGRE). OGRE stiffens, and falls to the floor with a "Thud!".

CRUSADER and STARBURST: We got him!

GM: Segment 11, no actions. Segment 12, the last gunman is stuffing money into a sack. As the room falls quiet he looks around and sees OGRE on the ground and you two standing up.

STARBURST: I smile at him.

CRUSADER: I smile, too, and say "Making a withdrawal? Do you have an account with this bank?"

GM: He stops, sees he is outnumbered, and raises his hands. "I give up, just don't hurt me..."

CRUSADER: I will make sure his gun is out of the way.

STARBURST: I'll check on OGRE, to make sure he doesn't wake up.

GM: Outside you hear the wail of sirens. Will you two stay for the police and the press?

CRUSADER: Sure, publicity can't hurt.

STARBURST: You bet your life. I look good on camera.

GM: That looks like the end. OGRE was a tough villain, but you double-teamed him. He did have some assistants, and it was your first adventure. I'll give you each 2 pts. of Experience.

Afterword

We hope that you have a lot of fun with CHAMPIONS, we have had a lot of fun putting it together. HERO GAMES produces many other products, both for CHAMPIONS and other role playing games based on the Hero Game System. All HERO GAMES role playing games are compatible, so that the enterprising GM can have the maximum flexibility.

CHAMPIONS has an ever-growing family of supplementary material. The ENEMIES series of books provide a GM with dozens of supervillains, each complete with characteristics, powers, disadvantages, histories, and pictures. Our scenario packs give the GM the framework to build great runs. We hope to provide everything that the GM needs to build his personal CHAMPIONS universe.

HERO GAMES is interested in your ideas and submissions. We have a need for scenario packs, villains, ideas for new powers or rules, artwork, and any other item that you think would be helpful to other CHAMPIONS players. Write us a letter about our submissions policy. We will also answer letters that contain rules questions and ideas. However, we will only answer letters that contain a self addressed, stamped envelope. Send all letters to:

HERO GAMES
425 Harbor Blvd. Suite A
Belmont, CA
94002

Glossary of Terms

Active Points: Refers to a Power bought with a Limitation. The Active points are the amount of points of effect a Power has. See Real Points, Power Points.

Advantage: A modifier applied to a Power that makes the Power more useful. This increases the cost of the Power. See Power Advantages.

Agent: A member of an organization in the game. An agent has more training than a normal person, but is not as powerful as a superhero.

Attack Roll: The number a character must roll to hit an opponent in combat. The character must roll his Attack Roll or less on 3D6 to hit his opponent.

Brick: A character in the game whose main attribute is a high Strength.

Character: A person in the game, the entity which the players or Game Master constructs. A character has a name, a set of characteristics, Skills, Powers, and a personality defined by the person controlling the character.

Characteristic: A single defining feature of a character, represented by a number. Example: Strength is a Characteristic.

Cost: The amount of Power Points necessary to purchase a Power, Skill, or characteristic.

D6: A six sided die, the kind used to play craps. To refer to the sum of more than one six sided die at a time the following notation will be used: 1D6 = 1 die, 2D6 = 2 dice, 3D6 = 3 dice, etc.

DCV: Defensive Combat Value. A number representing how hard an object is to hit in combat.

Disadvantage: A problem that a character is built with in order to gain additional Power Points used in buying Powers, Skills, and characteristics.

ECV: Ego Combat Value. A value used when determining an Attack Roll for mental combat.

Energy Projector: A character whose major attribute is a ranged attack.

Figured Characteristics: A characteristic that is based in part on another characteristic. The following are figured characteristics:

Physical Defense	Recovery
Energy Defense	Endurance Pips
Speed	Stun Pips

Game Master: The person who directs the game and interprets the rules when playing.

GM: Abbreviation for Game Master.

Hex: Standard area in the game, a six sided area 1 game inch (25 mm) and 2 real meters across.

Human Mass: For all purposes in the game, a person is considered to weigh 100 kilograms.

Inch: The standard unit of length in the game. 1 inch (25 mm) in the game is equal to 2 meters in real life.

Killing Dice: Dice that are rolled to represent the damage done by a killing attack. The total rolled is the number of BODY done to the character. The number of STUN done by a killing attack is equal to 1D6-1 times the BODY done. Normal defenses do not apply against killing attacks, only resistant defenses.

Knockback: An effect of getting hit. Sometimes a character will be knocked back by a blow for a considerable distance.

Limitation: A restriction on a Power. Limitations are taken on a Power when a character is built. Taking a Limitation on a Power reduces the cost of a Power.

Martial Artist: A character whose major ability is hand to hand combat without a massive Strength.

Normal Dice: The most common way to determine damage in CHAMPIONS. The total of the dice is the amount of STUN done to the target. Each 1 counts for 0 BODY, each 2-5 counts for 1 BODY, and each 6 counts for 2 BODY. Normal defenses count against Normal attacks.

NPC: Non-Player Character. A character whose actions are controlled by the Game Master.

OCV: Offensive Combat Value. A number that represents how easily an attacker can hit an object in combat.

Phase: A character's action segment. Each character has a number of phases in a turn equal to his SPD.

Pips: Refers to the value of a characteristic. A character with an END of 40 has 40 Endurance Pips.

Player: A person playing CHAMPIONS, assuming the role of a character and reacting to situations presented by the Game Master.

Power: One of the abilities that a character may possess. Powers may not normally be learned by a character who does not already possess a similar Power.

Power Points: The points used to purchase characteristics, Skills, and Powers. A character starts with 100 points and may acquire more by taking disadvantages.

Range Modifier: A number that represents how much an Attack Roll degrades at range. A range modifier is expressed in inches.

Run: One play session of CHAMPIONS, an individual scenario or adventure.

Scenario: A particular situation invented by the Game Master for the characters to act within. A scenario might include several NPCs breaking into a bank. The characters would have to react to this situation.

Segment: The smallest unit of time in the game. Each segment is approximately 1 second long.

Skill: An ability a character may buy with Power Points. Skills may be learned later by a character.

Slot: Referring to the Power Modifiers Elemental Control and Multipower. A Slot is one of the Powers within a Multipower or an Elemental Control. In a Multipower, a slot is one of the places where the character may allocate his Power reserve.

Special Effects: The defining features of a character's Powers, decided by the player. The special effects of a Power define exactly how it is used, and the player may get small advantages or disadvantages because of the way he has defined his Powers.

Superhero: A character with Skills, Powers, and characteristics beyond the bounds of ordinary men, who uses his abilities to fight injustice and help mankind.

Supervillain: A character with Skills, Powers, and characteristics beyond the bounds of ordinary men, who uses his abilities for personal profit and destruction.

Turn: A unit of time in the game. One Turn is composed of 12 segments and is 12 seconds long in real time.

Value: The number defining a characteristic.

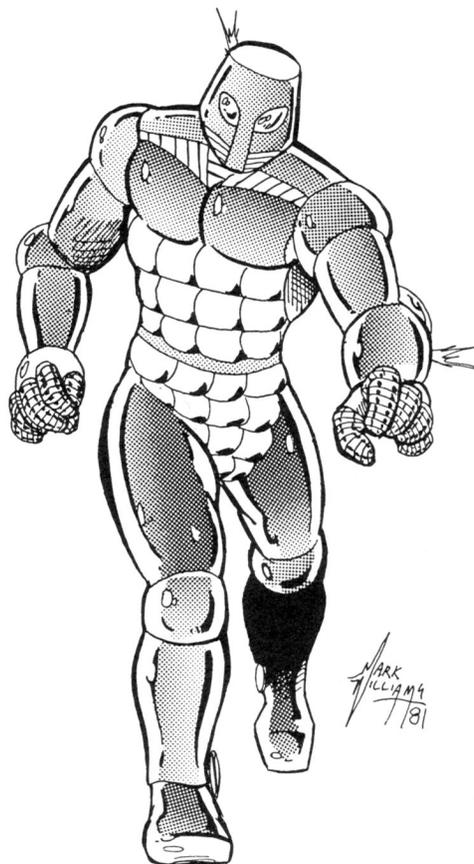
The following are abbreviations that are used in the descriptions of the villains that follow. The format of the villains and the abbreviations used to describe them are in a standard format, used throughout CHAMPIONS and its supplements.

CHA Characteristics
EB Energy Blast
HKA Hand to Hand Killing Attack
HR High Range
IAF Inobvious Accessable Focus
IIF Inobvious Inaccessable Focus
m Variable Slot in a Multipower: Multi
NND Attack with no normal defense (The defense follows the number of dice.)
OAF Obvious Accessable Focus
OIF Obvious Inaccessable Focus
RKA Ranged Killing Attack
u All or nothing slot in a multipower: Ultra
Val Value
w/ With

Name: **ARMADILLO**

VAL	CHA	Cost	Cost	Powers	END	100+	Disadvantages
50*	STR	27	33	* 10D6 EB - Blaster	10	10	2x STUN from Mental attacks
18*	DEX	16	10	* 1D6 HKA (2D6 w/STR)	3	10	2x STUN from Sonic attacks
28*	CON	24	20	* Full Damage Resistance		15	Paranoia
15	BODY	10	13	* Life Support - May survive in vacuum		30	Hunted by Hero Group 8 or less
15	INT	5				30	Hunted by Hero Group 8 or less
12	EGO	4	13	* 4" Tunneling	4	13	Hunted by OSI on 8 or less (x½)
18*	PRE	5	8	* ½ END Cost - EB		15	Secret Identity
4	COM	-3					
24*	PD	9					
24*	ED	12					
5*	SPD	15					
16	REC	0					
60	END	2					
54	STUN	0					
OCV = 6							
DCV = 6							
ECV = 4							
PHA = 3, 5, 8, 10, 12							
				*. OIF - Armor			
CHA Cost=126+ 97 = Power Cost Total = 223 223 = Disadvantage Total							

Randall Gordon was a junior engineer for an OSI contractor on the **ARMADILLO** portion of the Man Amplifier Program. He saw the advantages of the **ARMADILLO** armor instantly, and began stealing pieces. The project was delayed and had massive cost overruns, which allowed Randall to cover his thefts. Finally he had stolen enough parts to build the armor which made him **ARMADILLO**. He quickly invaded the Man Amplifier Program and destroyed everyone and everything that had any information about the **ARMADILLO** armor. Randall lives in fear that someone will build armor like his and take his toy away from him. **ARMADILLO** has hooked up with several organized crime figures and is sometimes used as an "errand boy" when they have a dirty, dangerous job.



Name: **DRAGONFLY**

VAL	CHA	Cost	Cost	Powers	END	100+	Disadvantages
10	STR	0	50	10D6 EB	5	30	2x STUN from physical attacks
26	DEX	48	18	* 18" Flight	4	30	Hunted by UNTIL on 11 or less
25	CON	30	20	360° Vision		30	Hunted by Hero Group 8 or less
8	BODY	-4	12	½ END Cost - EB		15	Unusual Looks
13	INT	3	9	3 Levels w/EB		10	Public Identity
8	EGO	-4		* OAF - Wings		5	1D6 Unluck
10	PRE	0					
2	COM	-4					
9	PD	7					
14	ED	9					
6	SPD	24					
8	REC	2					
50	END	0					
26	STUN	0					
OCV = 9							
DCV = 9							
ECV = 3							
PHA = 2, 4, 6, 8, 10, 12							
CHA Cost=111+109 = Power Cost Total = 220 220 = Disadvantage Total							

DRAGONFLY was an UNTIL scientist working on recombinant DNA experiments using insect genes. There was an accident in the lab, and he was doused with experimental serums during an electrical explosion. The resultant forces combined to produce his present form, with green chitinous skin, huge multifaceted eyes, and gauzy dragonfly wings. The transformation warped his mind, and he blasted his way out of the UNTIL laboratories. Now he seeks to rob and destroy, haunted by the knowledge of his hideous appearance.





Name: GREEN DRAGON

VAL	CHA	Cost	Cost	Powers	END	100+	Disadvantages
15	STR	5	15	Martial Arts		10	Berserk 8 or less when insulted
30	DEX	60	15	+1x Damage Multiple -			Recover 11 or less
18	CON	16		Martial Arts (7 D6		30	2x STUN from all energy attacks
10	BODY	0		Punch, 9D6 Kick)		20	Disdain for occidentals
13	INT	3	4	½ END Cost - STR		25	Hunted by UNTIL on 8 or less
14	EGO	8	6	+3" Running		20	Hunted by CIA on 8 or less
20	PRE	10	5	Stealth 15 or less		10	Hunted by FBI on 8 or less (x½)
10	COM	0	10	Acrobatics 15 or less		10	DNPC 11 or less, normal (sister)
10	PD	7	10	2 Levels w/ Martial Arts			
10	ED	7					
7	SPD	30					
14	REC	14					
36	END	0					
27	STUN	0					
OCV = 10							
DCV = 10							
ECV = 5							
PHA = 2, 4, 6, 7, 9, 10, 12							
CHA Cost=160+ 65 = Power Cost Total = 225 225 = Disadvantage Total							

Aaron Chow was the product of an oriental father and an occidental mother. When Aaron was living in Hong Kong his parents were killed in a massive explosion engineered by the evil Dr. Lirby Koo. Koo found Aaron's body at the sight of the explosion and realized the potential of his extraordinary metabolism. Koo raised Aaron as his own and transformed him into a tool for Koo's evil plans. Koo was unfortunately reported killed during an UNTIL raid on his castle. Since his father's death, Aaron Chow as the GREEN DRAGON has sold his skills to anyone who will use him against an occidental foe.



Name: HOWLER

VAL	CHA	Cost	Cost	Powers	END	100+	Disadvantages
15	STR	5	33	*Multipower - 50 pt. reserve		20	2x STUN from bullets
21	DEX	33		m*10D6 EB - Sonic (Multi Slot)	5	20	Fear of Guns
25	CON	30	7	m*+20 PD, +30 ED Force Field (Multi Slot)	5	20	Fear of Aliens and strange creatures
10	BODY	0		\$ 10" Flight		20	Hunted by UNTIL on 8 or less
15	INT	5	7	Instant Change	3	15	Hunted by the FBI on 8 or less
10	EGO	0	10	* ½ END Cost - EB		15	Secret Identity
15	PRE	5	10	* ½ END Cost - Force Field			
20	COM	5	10	3 Levels w/EB			
7	PD	4	8				
7	ED	2	8				
6	SPD	29					
8	REC	0	9				
50	END	0					
33	STUN	0					
OCV = 7							
DCV = 7							
ECV = 3							
PHA = 2, 4, 6, 8, 10, 12				* OIF - Choker Necklace			
				\$ OAF - Cape			
CHA Cost=118+ 87 = Power Cost Total = 205 205 = Disadvantage Total							

HOWLER was a young archeologist who was on a dig in Israel. One night, there was a glowing meteor that crashed in the desert nearby. She investigated, and found a ruined alien spacecraft. There was a strange creature in the vessel, who was wearing an unusual necklace and cape. HOWLER was seized by a mental compulsion from the dying alien, and forced to put on the cape and necklace. These granted her the powers that make her the HOWLER. Her mind was twisted by the event, and she turned to a life of crime (possibly due to the effect of the necklace). She lives in fear of the day when one of the alien's kindred might find her, though she does not know what might happen.



Name: **ICICLE**

VAL	CHA	Cost	Cost	Powers	END	100+	Disadvantages
10	STR	0		EC (Ice Powers)	20		2x STUN from Fire
21	DEX	33	40	1 8D6 EB - Ice Ram	4	10	2x STUN from Lasers
20	CON	20	20	2 +12 PD, +12 ED Armor			Greedy
10	BODY	0	20	3 +20" Running		15	Hunted by Hero Group 8 or less
10	INT	0	10	½ END Cost - EB		30	Secret Identity
10	EGO	0	10	2 Levels w/EC		15	
10	PRE	0					
10	COM	0					
8	PD	6					
8	ED	4					
5	SPD	19					
10	REC	8					
40	END	0					
25	STUN	0					
OCV = 7							
DCV = 7							
ECV = 3							
PHA = 3,5,8,10,12							
CHA Cost= 90+ 100= Power Cost Total = 190 190 = Disadvantage Total							

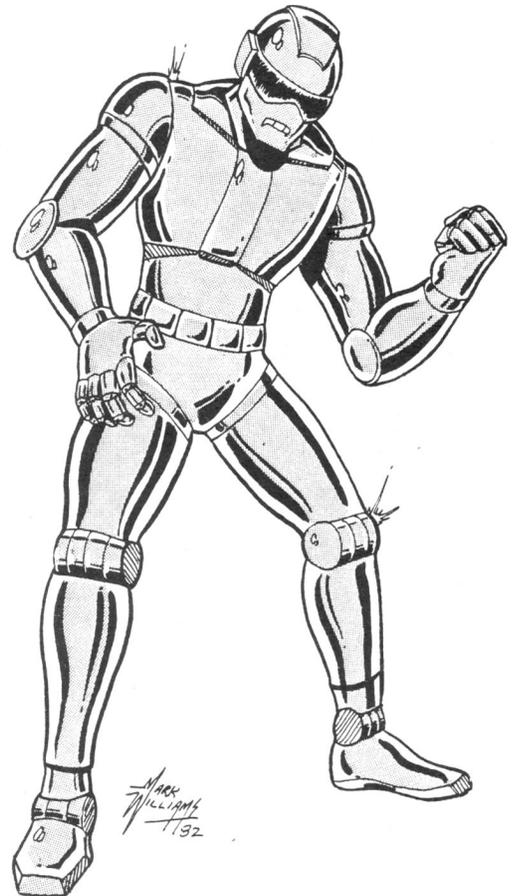
ICICLE is a mutant girl, who discovered her ice powers when she was 13. She found that she could generate ice from moisture in the air, and use it to attack, form armor, or form a slide along the ground. Her father nearly killed her when he found out she was a mutant, so **ICICLE** ran away from home at the age of 16 and has been running ever since. She has turned to a life of crime to support herself, and has become very greedy for money because of her poor childhood.



Name: **MECHANON**

VAL	CHA	Cost	Cost	Powers	END	100+	Disadvantages
60	STR	50	60	12D6 EB	6	20	Overconfident
23	DEX	39	30	Full Damage Resistance		15	Megalomania
40	CON	60	30	15" Flight	3	35	Hunted by UNTIL on 14 or less
15	BODY	10	10	10 pts. Flash Defense		35	Hunted by Hero Group 11 or less
20	INT	10	15	½ END Cost - STR		10	Public Identity
14	EGO	8	15	½ END Cost - EB		20	3D6 Susceptibility to Electricity and Electrical Attacks
40	PRE	30	30	Life Support	6	20	2x STUN from Gravitic, Magnetic, or Force Beams
2	COM	-4	20	2D6 RKA w/No Range			Villain Bonus
30	PD	18	60	6D6 Entangle, Def 6	12		
30	ED	22	20	2 Overall Levels			
7	SPD	37					
20	REC	0					
90	END	5					
90	STUN	25					
OCV = 8							
DCV = 8							
ECV = 5							
PHA = 2,4,6,7,9,11,12							
CHA Cost=310+290 = Power Cost Total = 600 600 = Disadvantage Total							

MECHANON was a nearly unstoppable robot invented by a Superhero group to protect their headquarters against super foes. Unfortunately, a flaw in **MECHANON**'s micro-computer brain made him pledge himself to the painful death of all organic life. **MECHANON**'s megalomania will not allow him to accomplish this quietly; he must attempt grand scheme after grand scheme. To guard against the unlikely event of his own demise, robotic factories have been planted around the world. They are programmed to rebuild **MECHANON** with any improvement necessary to stop the effect that caused his last defeat. **MECHANON**'s point totals are not balanced, for he is a villain of epic scale. The GM should normally only use **MECHANON** singly against several heroes.





Name: PULSAR

VAL	CHA	Cost	Cost	Powers	END	100+	Disadvantages
13	STR	3	60	Multipower		15	Berserk 8 or less when insulted
23	DEX	39	6	u 6D6 NND - Force Field	6		Recover 11 or less
23	CON	26	6	u 12D6 EB	12		2x STUN from physical attacks
12	BODY	4	6	+3" Running		30	3D6 Unluck
10	INT	0	5	Security Systems on		15	Overconfident
11	EGO	2		11 or less		20	Hunted by UNTIL on 11 or less
15	PRE	5	13	Martial Arts		30	Hunted by Viper on 11 or less
14	COM	2	9	3 Levels w/NND		15	Secret Identity
12	PD	9	15	½ END Cost - NND			
20	ED	15	5	Instant Change			
5	SPD	17					
12	REC	8					
46	END	0					
31	STUN	0					
OCV = 8							
DCV = 8							
ECV = 4							
PHA = 3, 5, 8, 10, 12							
CHA Cost=130+125 = Power Cost Total = 255					255 = Disadvantage Total		

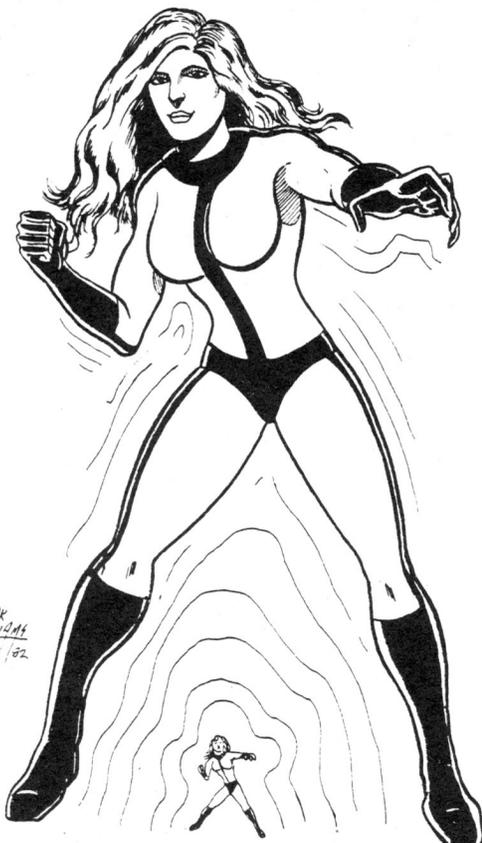
A crack of lightning and a flash of exploding experimental machinery heralded the arrival of PULSAR. He had been an agent of VIPER who volunteered for a new experimental procedure that would make him stronger and faster. Unfortunately, the experiment failed. But the power of the explosion was, incredibly, transferred into PULSAR. After the explosion PULSAR emerged as a powerful new supervillain. At first he was not sure how to act, so he cooperated with VIPER for a while until he decided that he could be more successful on his own. PULSAR tried being an independent supervillain, but was badly mauled several times. He now is trying to decide whether to go back to VIPER, who wants him back, or continue being a villain on his own.



Name: SHRINKER

VAL	CHA	Cost	Cost	Powers	END	100+	Disadvantages
10	STR	0	50	10D6 EB	4	20	2x STUN from poison and chemical attacks
20	DEX	30	13	10" Flight (only while shrunk)	2	5	1D6 Unluck
23	CON	26	40	Shrinking - +8 DCV, -8 Perception Rolls, x1/16 Running, +12 Knockback,	2	10	Hatred of New York based super group
9	BODY	-2				25	Hunted by FBI on 11 or less
10	INT	0				30	Hunted by New York based super group on 8 or less
8	EGO	-4				15	Secret Identity
16	COM	3	20	1/16 size, 1/3856 mass		15	Will Go out of her way to embarrass superheroes
8	PD	6	12	¼ END Cost - Shrinking			
8	ED	3		½ END Cost - EB			
5	SPD	20					
7	REC	0					
48	END	1					
30	STUN	2					
OCV = 7							
DCV = 7							
ECV = 3							
PHA = 3, 5, 8, 10, 12							
CHA Cost= 85+ 135= Power Cost Total = 220					220 = Disadvantage Total		

Diana Whitworth was a biochemist for Bio-Investigations. A laboratory accident transformed Diana into SHRINKER. For a time Diana used her powers for good as a member of a New York based superhero group. But, while SHRINKER was away, the group broke up momentarily. SHRINKER was in deep financial and emotional trouble at the time. She attempted to go to the group for help, but they weren't there. SHRINKER, feeling abandoned, finally turned her unique abilities to crime to pull herself out of her problems. She found a heady feeling in making a fool out of the first superhero who tried to stop one of her crimes. She now is firmly entrenched in the criminal life and uses her small size to taunt superheroes whenever she meets them.



Character's Speed

	1	2	3	4	5	6	7	8	9	10	11	12
S e e m e n t	1	-	-	-	-	-	-	-	-	-	-	X
	2	-	-	-	-	X	X	X	X	X	X	X
	3	-	-	X	X	-	-	X	X	X	X	X
	4	-	X	-	-	X	X	-	X	X	X	X
	5	-	-	-	X	-	-	X	-	X	X	X
	6	-	X	-	X	-	X	X	X	X	X	X
	7	X	-	-	-	-	X	-	X	-	X	X
	8	-	X	-	X	X	-	X	X	X	X	X
	9	-	-	X	-	-	X	X	-	X	X	X
	10	-	-	-	X	X	-	-	X	X	X	X
	11	-	-	-	-	-	X	X	X	X	X	X
	12	-	X	X	X	X	X	X	X	X	X	X

Modifier	OCV	DCV	Range Modifier	Modifier	OCV	DCV	Range Modifier
Area Effect Attack				Spreading Energy Blast for a small Area Effect (may roll Attack vs. all targets in a hex for -1D6, each -1D6 adds 1 hex to area).			
DCV of Target hex = 3. If you miss, the Area Effect centers 1 hex away for each point the Attack roll is missed by. Roll 1D6 for direction of miss.				Spreading dice for area.....	+0	---	---
Area Effect Attack.....	+0	---	x $\frac{1}{2}$	Surprise Attacks			
Autofire				Surprise attack, target in combat.....			
Autofire always requires that 10 shots be expended for each burst of Autofire.				+0	---	---	Target's DCV is x $\frac{1}{2}$
Autofire vs. 1 target.....	+4	---	x $\frac{1}{2}$	Surprise attack, target not in combat.....			
Autofire vs. many targets.....	-1/ hex	---	x $\frac{1}{2}$	+0	---	---	Target's DCV is 0
Bracing for a phase (requires a solid object to brace against).....				Surprise Maneuver			
+1		Drops to 0	x2	Attacker does a type of attack that the defender was surprised by. GM must decide level of surprise and feasibility of maneuver.			
Concealment				Surprise Maneuver.....			
Target is concealed.....	-2	---	---	+0	+3	---	---
Target is 3/4 concealed.....	-4	---	---	Target Size			
Target shows head only.....	-6	---	---	Target fills 1 hex.....			
Explosion				+2			
As Area Effect.....	+0	---	x $\frac{1}{2}$	Target fills 2 hexes.....			
Half Move				+4			
Half move and attack.....	-1	---	---	Target fills 4 hexes.....			
Prone				+6			
Prone or knocked down.....	+0	x $\frac{1}{2}$	---	Target fills 8 hexes.....			
Setting				+8			
Setting 1 full phase.....	+1	---	x2	Target is $\frac{1}{2}$ man sized.....			
Spreading Energy Blast				-2			
Spreading Energy Blast for a better chance to hit (+1 to OCV for every 1D6 not used for damage).				Target is $\frac{1}{4}$ man sized.....			
Spreading dice to hit.....	+1/D6	---	---	-4			
				Target is $\frac{1}{8}$ man sized.....			
				-6			
				Target size Modifiers also modify OCV when throwing a larger than Man sized object (a bus would be +8).			
				Throwing			
				Throwing an Unbalanced Object (Irregular shapes like unwilling characters, a chair, a building, etc.)			
				Unbalanced Thrown.....			
				+0			

				-1/1"			
				Throwing a Balanced Object (Regular shapes like a spear, a pole, a cooperative character, etc.)			
				Balanced Thrown.....			
				+0			

				-1/2"			

VIPER'S NEST

by

George Mac Donald

Graphic Design and Maps by Mike Gray

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"Today an amazing sight was evident in the downtown area. A dozen armed men, in green and yellow uniforms, staged a daring daylight raid on a chemical laboratory. This is the third in a series of violent acts by the group that calls itself **VIPER**."

"Police have stated that, as an international group, **VIPER** is the responsibility of the United Nations Tribunal on International Law. **UNTIL** Investigator Robert Jensen was quoted as saying, "**VIPER** has established a new base somewhere in the city. **UNTIL** is currently engaged in a massive search for this "Nest". We will spare no effort to find these terrorists, and destroy their fiendish underground army."

"Reporting from Downtown, this is Gyro Jim, of the Gyro-Action News Team. Now back to Bob."

Reported Saturday, 11:15 pm, just before the Gyro-Action news team was caught in a freak gyrocopter explosion.

Introduction

VIPER'S NEST is a scenario pack for **CHAMPIONS**, The Super Hero Role Playing Game. It contains three linked engagements all dealing with the actions of the notorious terrorist agency, **VIPER**. The engagements in this book will take the players from a first skirmish with **VIPER** agents to a final attack on their underground "Nest" headquarters.

This scenario is split into three different engagements. The GM should consider these as three separate chapters in a long story. The players will be introduced to **VIPER** tactics and weapons in the first engagement. The second engagement gives the players the big break that will lead them to the **Viper's Nest**. The final engagement is the assault on the Nest itself. The GM can include other engagements of his own between those provided here. This allows each GM to personalize the scenario to his own campaign.

The engagements in this scenario are designed for beginning heroes. Beginning heroes are those with less than 25 pts. of experience and built on fewer than 250 pts. Higher powered heroes can be used in this scenario, but the GM should be careful to provide a significant challenge for them. The scenario is not designed to be easy on the players, but to provide a challenging environment for them to game in.

The GM should read this scenario through fully before beginning. The front of each engagement describes how new player's heroes can become involved. Any character who becomes involved in an early engagement can be introduced into later engagements. These heroes are assumed to have been investigating the "**VIPER** problem". They can enter an engagement by following a suspicious **VIPER** vehicle, getting a tip on the street as to an operation, listening to **VIPER** radio communications, or by getting lucky.

After the first engagement the GM should take pains to provide connections to the next. Hints about **VIPER** objectives or statements from captured **VIPER** agents can provide tantalizing tidbits for the players. Read the engagements that follow and find out bits of information that the agents might know. Playing out the time between engagements is where much of the fun of the game lies. The GM should strive to provide maximum continuity between his own **CHAMPIONS** campaign and the elements of this scenario.

The GM must remember that the information within this scenario is simply for reference. Anything can be changed or modified to fit the GM's conception of his campaign. Hopefully the interactions and personalities that the GM creates during **Viper's Nest** will be the basis of scenarios long to come.

Experience

The engagements in this scenario can be played separately or in one long session. The first two engagements will take two to four hours apiece, while the final assault on the Nest can take five hours or more. The players should be given experience after each gaming session.

The first two scenarios are worth between 1 and 3 Experience Points each, depending upon how much extra the GM has added to each engagement. The final engagement is worth between 2 and 5 Experience Points.

Each player should be given Experience depending upon how well his character performed in the engagement and how difficult the engagement was. If the heroes walked all over the **VIPER** agents and were in little danger they should get the minimum Experience. But if the heroes were nearly beaten, or beaten but came back then they should get near the maximum Experience.

If the heroes actually lose they should be given the minimum Experience, unless the GM had made the engagement extraordinarily difficult. Extra consideration should be given to characters who figured out vital clues, who were vastly outmatched in battle, and who played their character conception well.

Viper Agent Support

The amount of forces **VIPER** sends into an engagement will depend upon the number of Superheroes in the game. **VIPER** will estimate how much resistance they will have and how obvious they are willing to be in an operation. **VIPER** is willing to be fairly obvious in all of the scenarios in **VIPER'S NEST** except for third one, **COMBAT IN CHRISTOPHER PARK**.

For each scenario listed roll once on the table below for each hero in the run to see what kind of extra forces **VIPER** has available.

Viper Forces Table

1D6 Roll	Forces Used in Scenario
1	VIPER Team of 4 Undercover Agents
2	VIPER Team of 4 Aerial Cavalry Agents
3	VIPER Team of 4 Assault Agents
4	VIPER Team of 4 Heavy Weapons Agents
5+	Supervillain (Roll on the SUPERVILLAIN SUPPORT TABLE BELOW)

Viper Supervillain Support Table

1D6 Roll	SUPERVILLIAN
1-2	BRICK
3-4	BLUEJAY
5-6	CHESHIRE CAT

If The GameMaster wishes to use villains from **CHAMPIONS** he should use the following table for Supervillain support.

Expanded Supervillain Support Table

1D6 Roll	SUPERVILLAIN
1	BRICK
2	BLUEJAY
3	CHESHIRE CAT
4	DRAGONFLY
5	HOWLER
6	ICICLE

Using these tables will mean that the **VIPER** troops will have a small chance of winning outright, an fair chance of some agents getting away, and an large chance for the heroes to win. If the GM assumes that **VIPER** has poor judgment about their oppositon's power, he may change the number of rolls on the **VIPER Forces Table**. In the beginning they may be overconfident and roll one or two fewer times on the table.

But, if previous scenarios have shown **VIPER** that they are losing badly, they will attempt to remedy the situation in two different ways. First, **VIPER** will send more troops, perhaps 2 rolls per hero in the run. Second, they will send higher powered troops. The Gamesmaster should add +1 to his roll on the **VIPER FORCES TABLE**.

Viper Tactics

The GM should remember that **VIPER** is on the offensive in most of these scenarios. In the Assault on the Tanghal Tower they will probably bring the minimum force they feel is necessary, certainly not more than one supervillain. But as soon as **VIPER** is defeated in a scenario they will increase the amount of support they bring. The GM must be careful not to use up the Supervillains too fast, since the villains are the most valuable part of the **VIPER** forces.

When **VIPER** agents are attacked by superheroes they will keep a 2"-3" dispersion whenever possible. The agents are taught never to make more than a half move in combat. This allows them to fire if attacked directly, or to cover a friend who is attacked.

Example: A **VIPER** Agent takes a half phase on segment 8 and moves. He holds his fire till a good target presents itself. A hero comes at the agent on segment 10. The **VIPER** Agent fires, using up the rest of his Segment 8 phase. On Segment 12 the agent can move and fire normally.

One quarter of the agents will become skirmishers. They will half move into the open and autofire at the heroes as soon as the heroes come into range. The skirmisher's job is to delay the heroes while the rest of the agents get into position and prepare. Often heroes will engage these skirmishers while the main body of troops complete their mission. Assault and cavalry agents make the best skirmishers.

The second group, one half of the troops and any supervillains, become the main body of the attack. They will get around the flanks of the heroes by making a half move to cover and attempting to **Find Weakness** on the incoming heroes. If there is no cover, the main body will stay on the move and continue their attempt to flank. Once they have found a weakness, or the heroes get within 5"-10", they will fire. The main body will attempt to concentrate several agent's fire on a single hero. **VIPER** figures that the one hero out of a fight is worth more than two heroes with damage. Heavy Weapons and Assault agents are best for the main body.

The remaining quarter of the troops will be the overwatch. These agents will attempt to stay hidden, brace, and fire only if the second group of agents are rushed. If the overwatch feels it is hidden it will set if possible. Troops that are braced and set are +2 on Attack Roll and x4 on their Range Mod. Undercover agents, with their Stealth, are best in this role. If cover is not available for the third group to hide in they will still provide covering fire but stay on the move.

VIPER will withdraw if they ever feel that the enemy has overwhelming force. If **VIPER** withdraws, they will protect the target of the scenario first. **VIPER** considers losing a large number of agents and a supervillain or two worth the targets of these scenarios.

VIPER will protect its supervillains second, sacrificing a few agents so that the villains can get away. Villains should use their movement powers to try to scatter away from the rest of the **VIPER**

agents. Villains without movement powers should stick with a group of agents and attempt to get away with them. If the heroes follow the villains then the agents should have a much easier time getting away.

VIPER agents will scatter last, attempting to cause diversions by threatening innocents. They are taught to grab a bystander and threaten to blow him away if the enemy does not let the agents go. This should get the heroes' attention. Normal agents will seldom carry out these threats, but Undercover Agents have been known to, just out of spite.

The VIPER agents are not afraid of capture because they assume that legal tricks will keep them from being convicted of any crimes. VIPER employs several high powered lawyers that can get agents out on bail or get charges dropped for technical reasons. But those agents caught actively threatening bystanders, or actually carrying out their threats, will probably be jailed for a long time.

Villain Tactics

When fighting with BRICK the agents will attempt to take advantage of his tremendous defenses. BRICK will lead the front of any assault, and provide rear-guard in any retreat. VIPER understands that BRICK's lack of mobility and obvious presence will probably lead to his capture if the heroes win the fight. The agents have been secretly instructed to abandon BRICK if he will hinder their retreat.

If BLUEJAY is fighting, the Aerial Cavalry Agents will come to the forefront. Splitting her forces and flying in from both flanks is BLUEJAY's favorite tactic. This tactic forces heroes to turn their backs on one set of attackers to properly deal with the other set. BLUEJAY is willing to work with agents so long as they don't use their autoblasters on innocent bystanders. In her warped sense of morality BLUEJAY feels that UNTIL agents, superheroes, and other law enforcement officials are fair targets. But if she sees innocent bystanders threatened she will abandon all else to save them. VIPER is careful to avoid mixing Undercover Agents and BLUEJAY on dangerous missions.

CHESHIRE CAT is the supervillain who least changes VIPER tactics. He is willing to remain hidden in the main body of troops until the heroes come to within his 8" Combat Teleport range. He will then work as a diversion, teleporting behind heroes and martial kicking them. During retreats he will 'port around at random to attract the heroes' attention. He will seldom get into knock-down, drag-out battles, preferring to hit and run. This is especially true when he meets superhero martial artists, who he sees as a threat to his own ability. He will only attack such heroes if forced to, and will run at the first opportunity.

When the Nest Leader is with his troops, one emotion will dominate the encounter: fear. The Leader is an abject coward, and will put all of his troops between himself and any attackers. If there is any way for the Leader to get away from a battle he will take it. Supervillains, agents, and technicians will all be sacrificed to defend the most important thing in the nest: the Nest Leader.

The Engagements

What follows are the three different engagements of the scenario. The GM should read each engagement over carefully before attempting to play it. Each engagement has a set of options at the end that can personalize it to the GM's campaign. Look at the options, and give some thought as to what their inclusion will do to the other engagements in the scenario. Be flexible as to the outcome in each game and be sure to provide proper continuity between engagements. And now, if the players are ready, Bring On The Bad Guys!

Assault on the Tanghal Tower

Beginning of briefing given to VIPER Agents before the assault on Tanghal Tower.

"Listen up troops, we've got a job. A sneak in and sneak out. It's a simple target, and with luck we won't have any resistance. Now stay awake while I give you the background briefing."

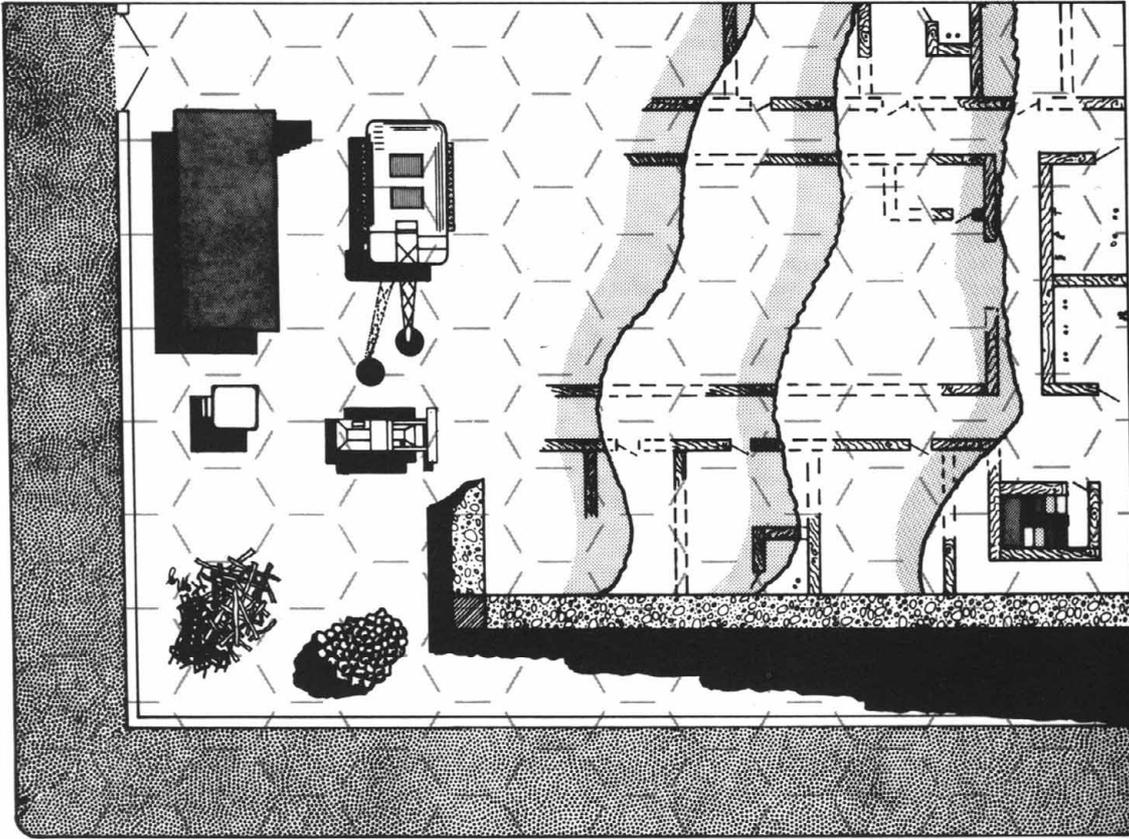
"In the late 1930's, while the Tanghal Tower was being built, a small group of American Nazi agents were engaging in sabotage operations. For their first job they had stolen several experimental superconducting samples from an American Laboratory. The superconductor could allow the Americans to build new weapons generations ahead of anything known even now."

"However, in a series of lightning raids, the FBI captured all the members of the gang but one. Kirk Speilhog knew that the FBI was after him too, and that he would have to hide the secret samples. He put the samples in a strongbox and hid the strongbox in the cornerstone of a new building that was going up. Unfortunately for Speilhog he was caught in a shoot out with the FBI and died before he could tell anyone where the wonder material was."

"For 50 years the samples sat in the cornerstone of the Tanghal Tower. Information recently declassified from FBI files pertaining to the gang was fed into VIPER's central computers. From this information our Serpentine computer system figured out where Speilhog must have stashed his strongbox. A signal was sent out to our nest to collect the samples, at any cost. Unfortunately the tower is currently being torn down, so we have to get the samples before the builders find them."

VIPER will be sending a base team of 4 Assault agents into the tower. Two of these agents will carry 8 charge, 3D6 Killing, Armor Piercing, No Range Laser torches to cut through the cement cornerstone. They will carry Auto-Blaster Pistols as backups. The rest of the team will be equipped as standard Assault agents. The team will have as much support as the situation dictates (One roll on the VIPER Forces Table per hero in the run).

The VIPER plan is to sneak to the site and come over the fence at night. The security guards have been paid off to stay away from the area of the cornerstone. Once the VIPER agents are inside the fence they will be very open as they know that they are protected from view.



The heroes may sight the agents as they come over the fence, from the air as they move to the cornerstone, or detect the unusual sound and/or smell of the laser torch in operation. The VIPER agents will spread out to guard the area during the operation. Once the strongbox with the samples has been removed from the cornerstone the agents will all leave the way they came.

Tanghal Tower

The Tower is in a state of partial destruction. Most of the top stories have been razed to expose the inner floors. The exterior walls and floors of the Tower are concrete. The interior walls are heavy wood. Pieces of interior walls are shown. Dotted lines show walls on lower floors. The interior walls exist on both floors, but not on the roof. The stairs each run up 1 level. It costs +1" of Running to climb the 2 hex stair. Each floor is 2" tall.

The corner of the lot is shown with a small portion of the street and a strip of sidewalk. A 1" tall heavy wood fence separates the sidewalk from the construction yard. There is a gate in one part of the fence where trucks and heavy equipment can be brought into the yard. The gate is locked with a steel chain.

Inside the compound there are several piles of debris that have not been cleared out. One pile holds concrete and the other pile holds large bent steel I beams. Any character that is knocked back or falls into either uneven pile of debris takes +3D6 damage.

Also parked within the compound are two pieces of heavy equipment, a bulldozer and a crane. Both pieces of equipment can be started with their keys (which are in the trailer on the wall) or by a character who spends three phases and makes his Security Systems roll.

The destruction of the Tower is being run from a trailer. The trailer is 2" tall and is mounted $\frac{1}{2}$ " off of the ground. Stairs lead up $\frac{1}{2}$ " to the door. The walls of the trailer are sheet metal. The interior of the trailer is filled with light wood furniture. The furniture includes a table, several chairs, a desk, and a blue-print cabinet. A peg board on one wall contains the keys for the front gate, the bulldozer, the crane, and the porta-potties. The light wood porta-potties are next to the trailer.

Equipment

ITEM	NOTES
Concrete Chunks	200 kg. to 800 kg.
Steel I Beams	800 kg.
Bulldozer	6.4 tons, Move 3" a segment
Crane	12.8 tons, Move 2" a segment Max lift 3.2 tons. Carries a 1.6 ton armored steel wrecking ball.

Combat in Christopher Park

Briefing of VIPER Undercover Agents preparatory to the Christopher Park mission.

"Gentlemen, we have a problem. An Assault Agent has gone AWOL. We think he is going to turn traitor and go to UNTIL. Our mission is to make sure he doesn't give them anything. The job will not be an easy one. It'll be in broad daylight. Operating in public places is never fun, but as Undercover Agents that's our job."

"The meeting is scheduled in Christopher Park today. UNTIL Investigator Robert Jensen is going to meet an ex-VIPER agent named James Allison. We think Allison is willing to trade the position of our VIPER'S NEST and descriptions of VIPER operations for immunity from prosecution and a new identity. Allison knows that we are out to get him and ask the investigator for a secret meeting in a public place. A meeting with no other UNTIL troops around. Jensen has agreed to the meeting. UNTIL obviously thinks that this is the contact that will break VIPER wide open."

"Christopher Park is a small piece of the country in the center of the city. Paved paths wander through the grassy playing fields, and picnic tables cluster around stone barbecue pits. Lots of people will be in the park on their lunch hour. We'll have to be careful. We'll try for a snatch, if we can get it, but if not we'll eliminate Jensen and Allison."

Jensen and Allison are going to meet under a tree, near the picnic tables in Christopher Park. VIPER'S spies inside of UNTIL found out about the meeting. A 4 man VIPER Undercover team is going to be at the meeting too. The VIPER team will sneak up on the meeting and attempt to capture both Allison and the UNTIL Investigator. After being captured and taken away, Allison will get the third degree so that VIPER can discover how much information he has revealed. Jensen will be tortured to give up information about UNTIL operations. VIPER will send as much support, disguised in trenchcoats, as the situation dictates.

The VIPER plan is to drive up the access road in a nondescript van. Undercover agents will be milling around the bushes and the picnic tables. The Undercover Agents will look like businessmen who are on their lunch hour. Any additional support that VIPER has brought along will be near the tool shed or by the barbecue pit. They will be in hats and trenchcoats. They will have their helmets and guns under their coats. Any Assault Agents or Cavalry Troopers will be ill at ease in disguise, and may look uncomfortable hiding in civilian clothes.

When both targets are identified the Undercover agents will attempt to capture them. If there is any special resistance the support troops will shuck their coats and come to the rescue. Once Jensen and Allison are captured they will be put in the van, and all of the agents will drive away. If at any time the agents feel that they are losing, they will attempt to grab Allison. They will then scatter, causing diversions so that the team with Allison can get away. If the undercover agents think that Allison will get away they will kill him with their Auto-Blasters.

The heroes can enter this engagement in several ways. Jensen could have contacted some heroes to give

him cover during the meeting. He would only contact heroes that have good reputations and those who could blend well into the park background.

The heroes can also be in the park on their lunch hour, like the rest of the bystanders. A hero could have a meeting with someone in the park in his Secret Identity. Heroes run into trouble accidentally all the time.

If a hero shows up in superhero identity all hell will probably break loose. Anyone in hero identity would scare Allison off. If a hero does show up in his supersuit before VIPER attacks, Allison will break off any meeting and try to make a break for it. Jensen will try to stop him any way short of violence. Any VIPER agents would certainly attack at such a point to make sure that Allison doesn't get away.

Christopher Park

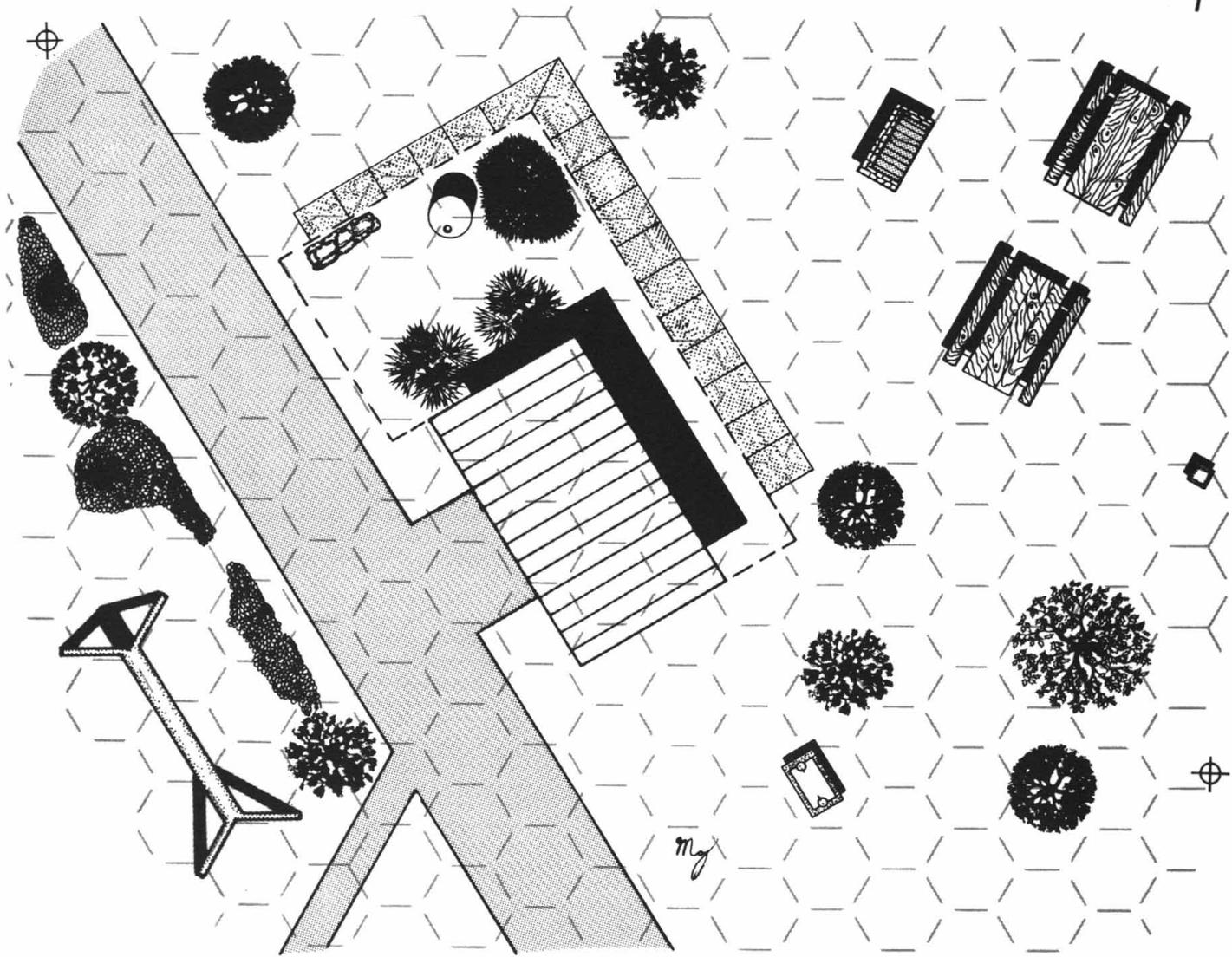
Christopher Park is a mostly grass area that is good for running. The Play Area near the Swing Set is covered in sand, which makes ground movement difficult. It costs 2" of Running to move 1" in the sand and all Acrobatic rolls made there are at -2. A paved access road and riding path have a raised concrete edges and cross near the bottom of the map.

A concrete Tool Shed on the left hand side of the map is surrounded by a chain link fence that is 1" tall. The shed holds gardening tools, a power mower, and 50 kg. bags of cement. Inside the fence there are 25 kg. bags of fertilizer, a compost heap, and an old oil drum. If the oil drum is hit by any kind of heat or electricity of 4 Body or more it will break and ignite. The oil fire will spread 1 hex per segment. Any character moving through the fire will take D6 Killing Energy Damage per hex he moves through.

Separating the access road from the play area are high bushes. These bushes are 1" tall, and block line of sight. It takes a half phase to move through 1 hex of bushes. Several small 3" trees dot the area and a large tree (The meeting place) sits on the right hand side of the map. The large tree is 5" tall, with the first 1" being trunk. If any of the trees or bushes is hit by any kind of heat or electricity of 6 Body or more they will burn. Any character moving through a brush or tree fire will take 1 pip Killing Energy Damage per hex he moves through.

Scattered near the top of the map two 100 kg. picnic tables are bolted to concrete pilings. A character must do 7 Body to rip the table out of the concrete. Near the picnic tables there is an empty stone barbecue pit. The pit is full of old ashes and litter. A trash barrel overflows with trash near the picnic tables. Included in the trash around the barrel is a broken bottle that can act as a ½D6 Killing Physical Attack for 1 hit.

Over on the left side of the map is the Play Area. A large steel swing set rises up out of the sand. The swings are held up by thin chains. Just across the access road from the play area is a stone drinking fountain. Only the top side side of the drinking fountain works and the drain is plugged up.



Options

This is a very tense engagement. The Undercover Agents will quite willingly kill James Allison to keep him from talking. Those heroes that are contacted by the UNTIL Investigator Jensen must protect Allison above all else. This engagement is where they can get their big break on the position of the **Viper's Nest**.

The heroes who are not connected with UNTIL will find themselves confused in this engagement. The target of the agent's attack is not at first clear (they want both Jensen and Allison). There will also be some question as to who the agents are (Undercover agents look like business men until they draw their big weapons). Large numbers of innocent bystanders on their lunch hour should also add to the confusion.

This engagement has the greatest chance for normal people to get involved in the fighting. The mix of the people in the park can be one of the GM's most important tools in creating atmosphere and suspense. Men in suits, girls with roller skates, boys with footballs (watching girls with roller skates) all can interact with the heroes before and during the engagement. Athletic bystanders could try to stop the VIPER agents, fawning fans could hinder

the heroes, or bumbling bystanders could get held hostage by desperate agents. The GM can have all of the bystanders run away at the first hint of danger, but the engagement will probable not be as much fun.

How Allison is equipped is up to the GM. He took all of his VIPER Assault Agent equipment with him when he ran away. He could have the skin tight force field costume (PD 7, ED 7, on 14 or less) on under his clothes. Any attack that did more than 2 body would probable shred his clothes though, and expose his VIPER uniform. Any heroes who are not connected with UNTIL, and who do not know what is going on, would be confused by an UNTIL and a VIPER agent working side by side. They may assume Allison is a bad guy, or that the UNTIL investigator is a traitor. Allison would not carry his Blaster Carbine because it is too obvious.

If, during the battle, Allison takes more than his BODY total he will die if he does not receive medical help. But, even though he has taken all of his BODY, he can still be conscious if he has not taken all of his STUN, or if he has Recovered. This can allow Allison to give up the location of the Nest with his dying breath.

Cleaning Out the Viper's Nest

The center of all **VIPER** activity in the city is the underground **VIPER'S NEST**. The Nest allows **VIPER** to keep men, illegal weapons, and supplies safely hidden. Supervillains and agents use the Nest for training and as a safe haven between jobs. But the main function of the Nest is to provide secure communications for scattered **VIPER** forces. A special crystal communication link to **VIPER'S** central **Serpentine** computer is the heart of the communications system. This supposedly unjammable, and untraceable communications net allows each Nest to be independent in case of disaster and coordinated during operations.

Background

The characters have somehow found out the position of the **VIPER'S NEST**. If the ex-**VIPER** agent, James Allison, was successfully rescued in the last engagement, he will tell the Jensen and the heroes the location of the Nest. If Allison was silenced, then either **UNTIL** Investigators, or an enterprising hero will have cracked the location of the Nest through detective work (Heroes roll **Detective Work** at -2 to have found anything).

If the heroes are cooperating with **UNTIL**, and **UNTIL** knows about the position of the Nest, the heroes will be allowed to lead the assault. If the heroes are not cooperating with **UNTIL** they will have to assault the Nest alone.

The Assault

There are several different ways that the assault can be conducted. If the heroes are going in alone they can try to sneak or blast their way in. If the heroes decide to blast their way in, they should rely on speed to get to their objectives before the Nest can come to a full alert.

If **UNTIL** is assaulting the Nest the heroes will be offered the chance to lead the charge. **UNTIL** will assault with approximately 100 agents, but only 10 or 20 will be around the heroes at any one time. An **UNTIL** assault will probably (14 or less) be detected in time for the Nest to be at full alert.

UNTIL wants several things in the Nest. Jensen would tell the heroes what **UNTIL** is interested in. If the heroes cooperate with the **UNTIL** investigation they would be given the following instructions.

The most important item in the Nest is the crystal that **VIPER** uses to communicate with **Serpentine**. **UNTIL** scientists hope to be able to trace the **VIPER** main base using the crystal. The crystal has a self destruct system and is very fragile (DEF 1, BODY 1).

The second most important target is the Nest Leader. The leader will be difficult to capture (he is a coward and will have the entire Nest between him and any attack), but would be a major prize.

Third in importance are the supervillains. Each is a known criminal and has information on how **VIPER** organizes and thinks.

The lowest priority targets are the **VIPER** agents themselves. Agents are told very little about overall policy and the heroes should spend as little time as

necessary on them.

If the heroes do ignore the agents, the agents will **Brace** and **Set** for a +2 on **Attack Roll** and x4 **Range Mod**. They should get in good shots against the heroes.

If the heroes go in on their own, just to beat up **VIPER** on general principles, they will probably go after the supervillains first. If the **VIPER** leader decides that the villains are the object of the assault he will sacrifice them to buy time to evacuate the base.

VIPER will try to get their leader out first, in the opposite direction of an assault. If the assault is from both sides at the same time, the leader will decide which side is weaker, deploy delaying troops against the strong side, and break out of the weak side.

The heroes have two possible entrances to assault through. If James Allison was rescued he would tell the heroes about both entrances. Characters who found the Nest through **Detective Work** will know about both entrances on 1-3 on a D6.

The main entrance into the Nest is a service elevator in the **HOTEL CLAREMONT**. A hidden set of buttons in the elevator allows entry to the underground Nest. An armored door cuts off the elevator at the basement garage of the hotel unless the entry sequence has been activated.

A secondary entrance is the Nest's underground vehicle garage one half mile from the Nest itself. A monorail shuttle runs from the lower level of the Nest to the garage. The garage empties into a little used alley through an armored door with a brick facade. All the doors are rigged, but can be defeated with a **Security Systems** roll. If the door or wall is damaged or unsuccessfully tampered with, a signal in the Nest goes off.

The Nest

All Levels

The Nest is an underground base carved out of the bedrock of the city. The interior walls are all reinforced concrete and the doors are all heavy wood.

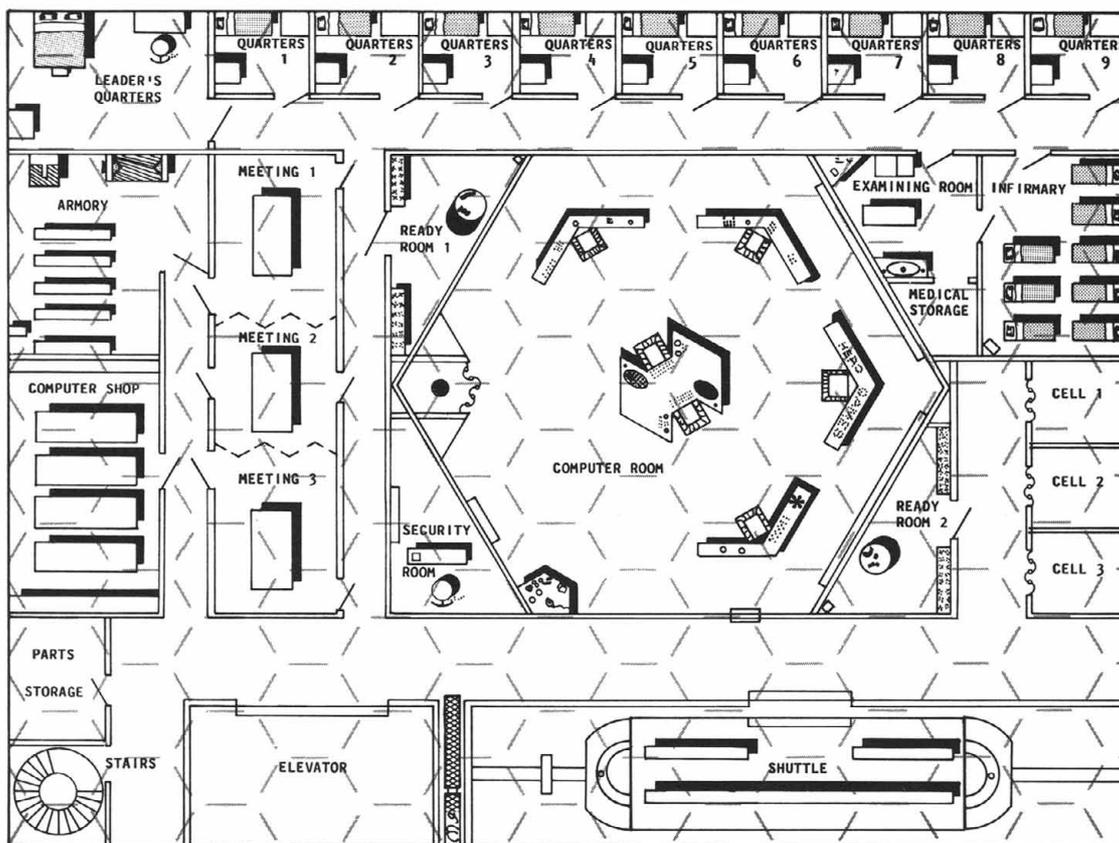
All levels in the Nest are connected by stairs and a large elevator. The doors to the stairs and to the elevator are rigged, so when they are opened a signal goes off on the security desk in the main computer room. If a character makes a **Security Systems** roll he spots the signalling devices. A second roll will defuse the system.

ELEVATOR: The high speed elevator is a 5" x 3" box with controls for sending the elevator to other floors. It takes 3 segments to move 1 floor.

STAIRS: A circular stair case behind a fire door runs between levels. Running down 1 level takes 3" of Running, up 1 level takes 6" of Running. Flying characters must gain 2" in height to climb the stairs and may not fly through the stairs at a speed that would give them a turn mode of greater than 1".

Level Three

Level three is the living level where the troops



Level 3

and Sergeants are housed in barracks. Their weapons are kept in lockers near a large opening in the hall. The commissary, kitchen, and a storage room are also on this level.

BARRACKS 1-7: These barracks are outfitted for the troopers and technicians of the Nest. Each barracks contains 12 steel frame bunk beds and 24 wooden chests. When there is no alert, there will be 2D6 troops or technicians in each barracks.

Each barracks contains troops of a different type.

Barracks	Troops
1 - 3	Assault Agents
4	Heavy Weapons Agents
5	Aerial Cavalry Agents
6	Undercover Agents
7	Maintenance Technicians

TAC ROOMS 1-7: Each barracks contains a platoon of troops led by a sergeant. Each sergeant lives in a Tac Room containing a steel frame bed, dresser, desk, and several chairs. When there is no alert, a sergeant will be in his Tac Room on a 1-2 on a D6.

WEAPONS LOCKERS: A row of 6 sheet steel lockers is filled with VIPER weapons. Each platoon sergeant has the keys for his platoon's weapons locker. When the Nest is not at alert 8 men in each platoon will have

their weapons. A full locker normally contains 24 weapons and 24 flash grenades. Agents keep their helmets, visors, and reinforced costumes with them at all times. Each locker is rigged with anti-tampering devices.

COMMISSARY: The commissary has 18 plastic tables with 6 chairs apiece. Nest members eat in shifts. The Assault Troops eat first, the rest of the agents eat next, and the Technical staff and Leaders eat last. Breakfast starts at 6 am, lunch starts at 11 am and dinner starts at 5 pm. If a meal is in progress 75 people will be in the commissary. If a meal is not in progress and there is no alert, then 4D6 off-duty agents will be around the commissary.

KITCHEN: The kitchen has a large grill and oven covering one wall, while a formica counter covers the other. Two doorways lead from the Kitchen to the Commissary and to the Food Storage Area. Eight men from each platoons rotate cooking and serving the meal. During alert 2 Assault agents are assigned to guard the kitchen.

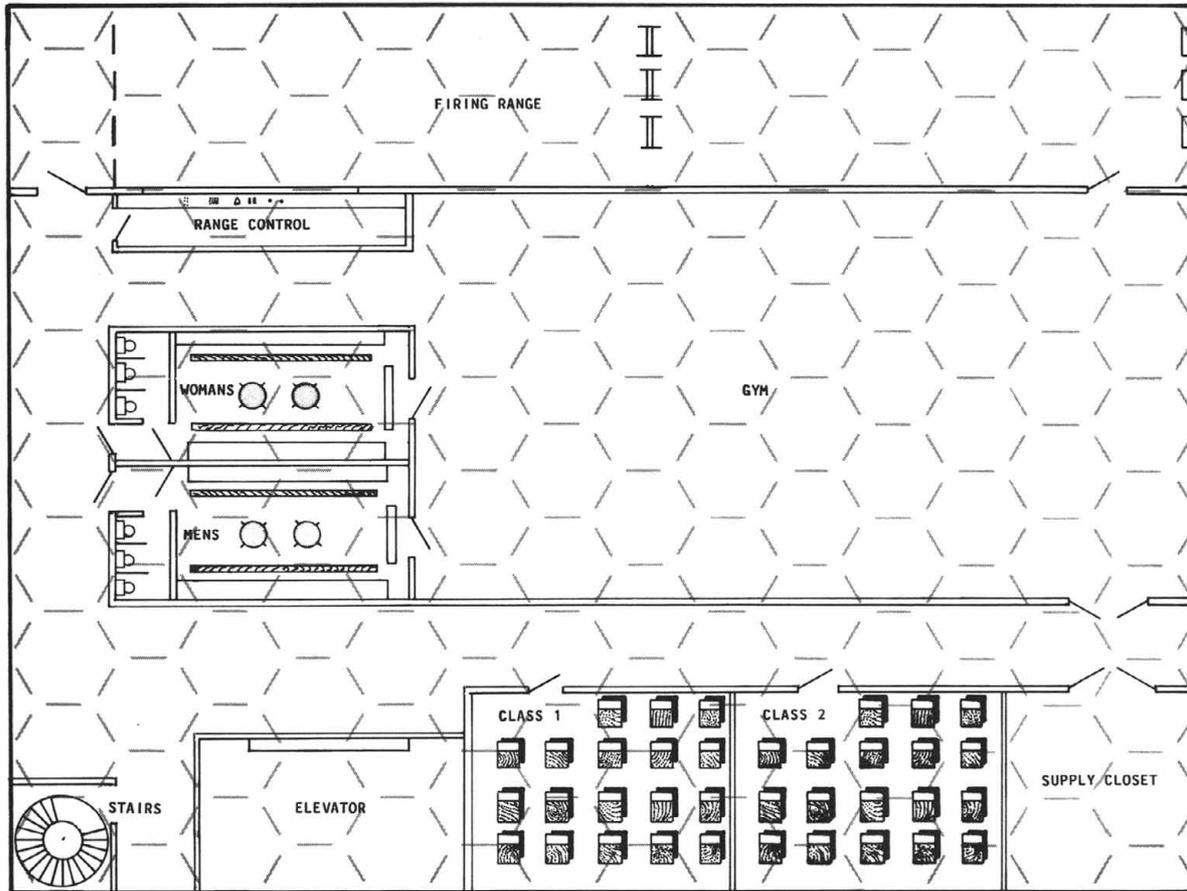
FOOD STORAGE AREA: This storage area contains a large deep freeze, and shelves full of canned goods.

GYM (Upper Level): This is the second story of the gymnasium. Thick plastic windows allow people in the corridor to watch events in the gym.

Level Two

Level two has a gymnasium, class rooms, a firing range, and changing rooms. It would be lightly defended by VIPER agents.

FIRING RANGE: This room is a three man, 50 yard, firing range. The range allows agents to practice



Level 2

Level One

without being noticed outside the Nest. Movable steel pistol targets (DCV 5) hinge down at 25 yards. Movable steel target silhouettes (DCV 5) are mounted against the far wall. The targets can be directed from Range Control. When there is no alert (1D6 - 3) people will be in the range. Roll on the VIPER FORCES TABLE to see who is practicing in the range.

RANGE CONTROL: The callers for the Firing Range sit behind thick, plastic windows in Range Control. The callers control operations in the range. A communicator allows Range Control to call the security desk in the computer room. Range Control will be occupied any time there are people in the Firing Range.

GYM: This is a gymnasium large enough to play all major indoor sports. The Gym has a waxed wooden floor, is two stories tall (5'') and is covered with lines that describe the court areas for basketball and volleyball. The Gym is used for recreation and training of the VIPER agents.

MEN'S and WOMAN'S: These are the changing rooms and showers for people who are going to use the Gym. Each changing room contains 8 showers, 26 lockers, and 3 toilets. When there is not an alert on there will be 2D6 people in each room, in various states of dress.

SUPPLY CLOSET: This is a large closet where class room supplies are kept.

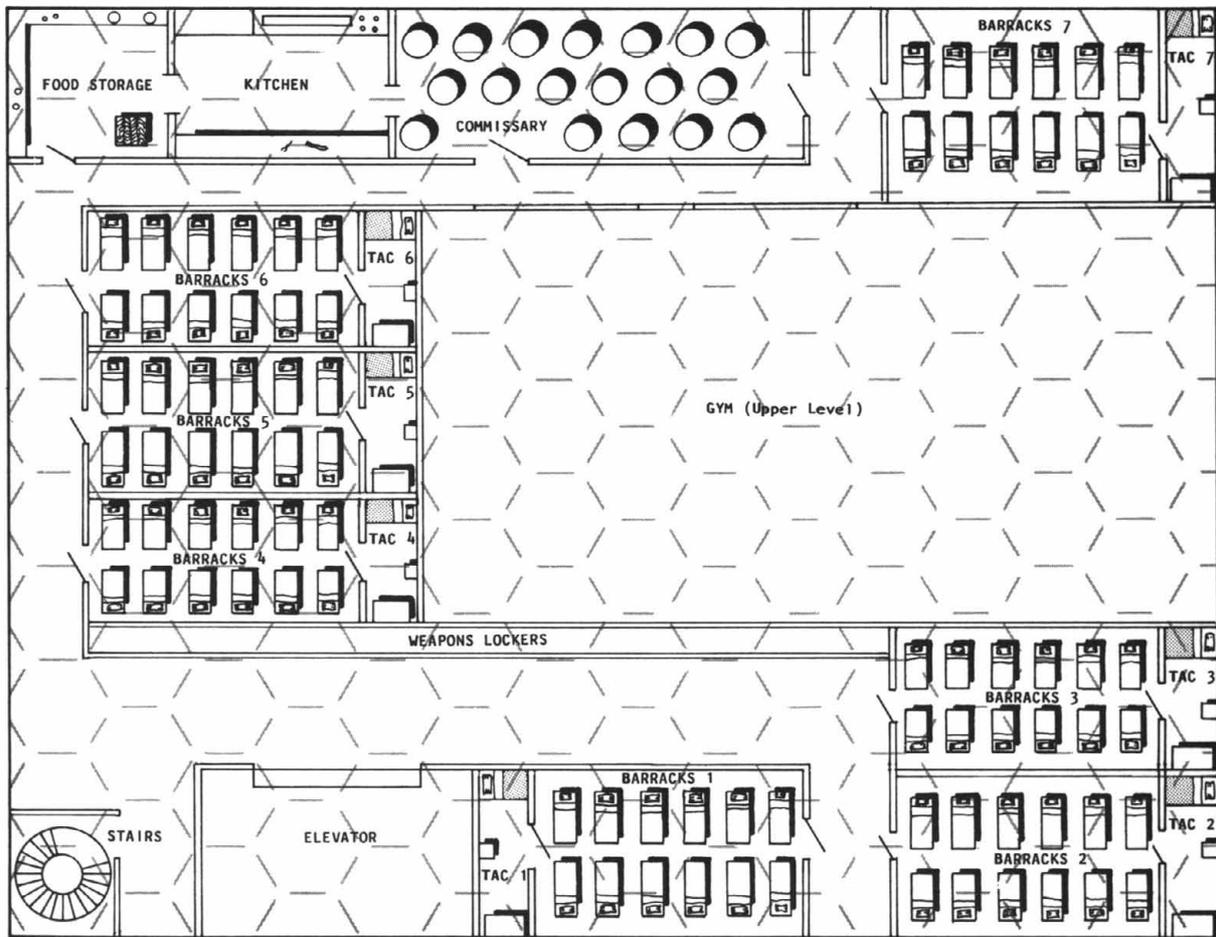
CLASS ROOM 1 AND 2: These rooms are used in instructing VIPER agents in tactics and strategy. The class has 26 light wood desks and a table near the wall opposite the door. When there is no alert, there will be (6D6 - 10) agents in class.

Level one is the headquarters of the Nest. This level includes the computer room, meeting and maintenance rooms, and the quarters for the Nests officers.

VIPER NEST LEADER'S QUARTERS: This is the room where the Leader of the Nest sleeps. A communications panel allows the VIPER Leader to instantly communicate with any part of the Nest.

VIPER TEAM LEADER'S QUARTERS: These rooms are used by the team leaders that report to the Nest Leader. They are also used by any supervillains in the Nest. The occupants of the rooms are listed below:

Room Number	Occupant
1	Undercover Team Leader
2	Assault Team Leader
3	Heavy Weapons Team Leader
4	Aerial Cavalry Team Leader
5	BRICK
6	CHESHIRE CAT
7	BLUEJAY
8,9	Empty, for visiting villains



Level 1

ARMORY: Weapons and equipment is repaired in the **Armory**. The room has several 200 kg. machines, tools, and 5 benches. If there is not an alert on there will 1D6 technicians and 1D6 weapons scattered about the **Armory**.

COMPUTER SHOP: Technicians in this room do periodic maintenance on the **Serpentine** computer link. One technician is on duty here at all times. The shop has oscilloscopes and digital meters on four 100 kg. steel benches. When there is no alert, there will be 1D6 technicians in the **Computer Shop**.

PARTS STORAGE: This room is where all of the spare parts for the **Serpentine** communications link, weapons, and equipment are kept. Several dozen boxes of various sizes and weights litter the room. Because of a mistake there is an unguarded spare communications crystal in a 2 kg. box marked "Communication Parts". If the heroes do not find the crystal during any agents left will find it and destroy it.

MEETING ROOMS 1-3: This is actually one long room with flexible partitions. Each room division contains a long table and twelve chairs. If an alert is not on there will be 3D6-8 people in each room.

READY ROOM 1, 2: These are where agents wait for an alert. The rooms are triangular, and contain a table, chairs, and two couches. A TV and playing cards are on the table. If an alert has not been called there

will be 2D6 agents here.

COMPUTER SECURITY ROOM: This room controls access to the **Computer Room**. Two steel vault doors run to the corridor and to the computer. Six Guards are always on duty in this room. All visitors must stop at the outside door and be identified by TV scanner and cleared by a palm print analysis. The security desk inside the **Computer Room** then checks the visitor over TV and opens the inner door.

COMPUTER ROOM: The Nest Leader will direct the Nest defenses, communications, and operations from the **Computer Room** until he feels that he is danger of capture from an assault. Then he will run. The main objects of the assault (the Communications Crystal, the Nest Leader, and at least one supervillain) will probably be in the **Computer Room** if the heroes get here before the Nest Leader can leave.

The **Computer Room** is hexagonal, about 25 meters across. Clockwise from the door is a DEF 12 shielded compartment that holds the Communications Crystal. The crystal can be destroyed from the security console or by the Nest Leader with a remote control device.

Next along the wall is the Nest computer memory. A technician monitors the computer controls on a console just in front of the memory. The computer communicates with **Serpentine** through the crystal link.

Clockwise from the computer is the massive two man communications console. Giant wall mounted screens in front of this console show security maps of the Nest.

Then comes the operations desk. This desk shows information during **VIPER** operations. The console normally shows a map of the operation in progress. The Nest Leader will get any information about an assault from this desk.

Finally, in the center of the **Computer Room**, is the security desk. Any security alarm that goes off is relayed to this double console. The security desk monitors TV cameras hidden in the walls that will spot suspicious activity in the Nest on an 11 or less each turn.

When there is no alert, there will be 6 technicians, 2 guards, and a Team leader in the **Computer Room**. During an alert the Nest Leader and 5 additional guards will enter the room. In an emergency the room can be evacuated through a secret door (Perception Roll at -5 to spot) behind the operations desk. When the door is opened a secret steel vault bulkhead will close off the corridor outside from the rest of the Nest.

EXAMINING ROOM: This is part of the hospital. This room includes an examining table, medicine chest, and sink. A doctor and four medical technicians run the hospital.

MEDICAL STORAGE: This is where bandages, medicines, and drugs are stored. Only the doctor and the ranking **VIPER** officers have keys to this room.

INFIRMARY This room has 8 beds where wounded men can recover. There will be 106 wounded men in the **Infirmary** after any operation.

CELLS 1-3: The Nest has 3 specially reinforced cells for holding special prisoners. These cells have DEF 16 walls and a DEF 16 Force Wall for a door. The cells are empty of furnishings and a guard is permanently posted outside of any cell containing a prisoner. The cell doors are operated by pushing a button outside the cell and one on the security desk. The doors are unpickable from the inside and a **Security Systems** roll at -5 is necessary to pick a door from outside.



MONORAIL SHUTTLE: This vehicle moves from the Nest to the Nest garage, one half mile (400") away. The shuttle makes the trip in 3 Turns moving at 11" a segment. The rail is heavy cast steel and the car is sheet steel.

Nest Garage

The garage is a huge room, filled with vehicles and repair facilities. Twelve vans, each with a capacity of twelve troopers and a driver, allow **VIPER** to evacuate the entire complex. Six sports cars, with room for 4, are reserved for the officers, or the undercover agents. In the case of an evacuation the vans would drive to safe houses around the city.

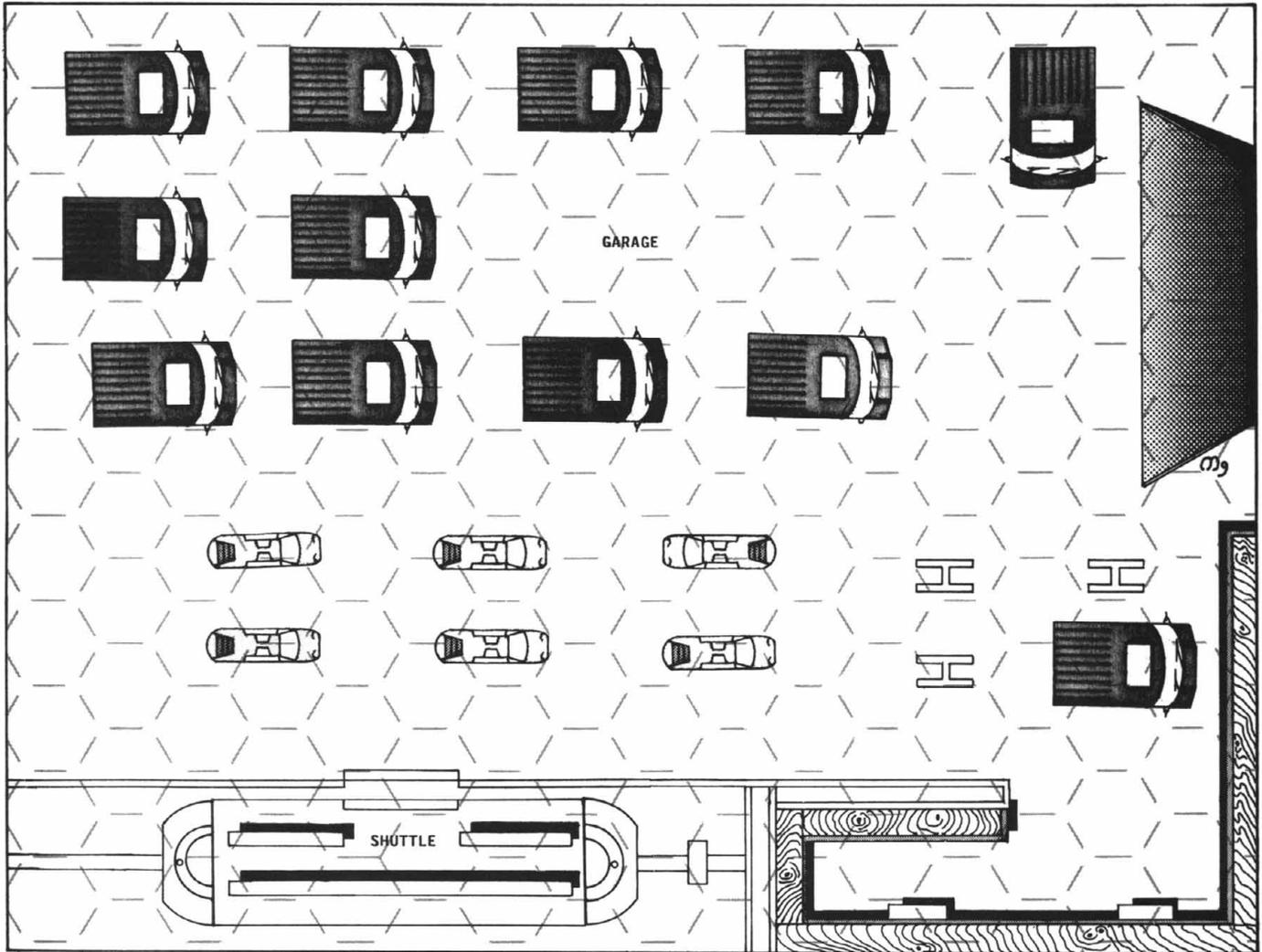
The shop area has four lifts and is completely equipped. Engine hoists hang from the two story (5") ceiling and a long bench runs down one wall, around, and out into the shop.

Two technicians and two guards are on duty in the **Garage** when there is no alert. During alert, eight Guards take up positions around the vehicles. Six technicians run around and warm up the vans for the fastest possible getaway.

The monorail shuttle runs from here to the third level of the Nest. Sensors every 100" along the tube will spot activity on an 11 or less each turn. Due to Infrared sensors **Stealth** modifiers do not apply. The Nest Leader can attempt to send units to defeat any intruders or blow up the tube. Destruction of the tube will collapse a section 50" long. If characters are within 50" of either end they will be trapped on that end. If they are inside the tube three things can happen:

106 Roll	Results of Tube Collapse
1-2	Character is free to go to the end of the tube, the far end is blocked.
3-4	Character is trapped in a cave-in, with DEF 5, and 2006 BODY of rock between the character and either end.
5-6	The roof collapses on the character, he takes 2006 physical and is trapped as in 3-4.

If a character is trapped he may suffocate. There will be a combined total of 206 recoveries of oxygen in the remaining space. Thus, if there are seven Recoveries available, seven characters could each Recover once, or one character could Recover seven times, etc. Once the recoveries are gone the characters react just as if they were drowning.



Garage

Options

The final defeat of VIPER should be a climactic event. The heroes will be on the offensive, and must stay on the move to keep from being overwhelmed by sheer numbers. The forces that they meet, and the friendly forces that they depend on, are based mostly on the circumstances of the assault.

If the heroes assault in concert with UNTIL forces they may be required to work under the leadership of the UNTIL commander. If the commander is Investigator Jensen the heroes should have no problem. If Jensen was incapacitated in the last adventure, an officer named Ricardo Vasquez will lead the troops. He hates superheroes. He will allow them along on the assault because the UNTIL leadership wants them along. Troops under his command will be ordered to provide only minimal support for superheroes.

If the heroes decide to sneak into the base they could disguise themselves as VIPER agents. Behind the helmets it would be difficult to tell a hero from a normal agent. Heroes who sneak in would have the best chance to get the communication crystal, and/or capture the Nest Leader. Jensen is willing to help the heroes if they want to sneak in. If none of the heroes have Security Systems, then Jensen will use his skill to help get the heroes in.

During the final assault the Nest Leader may decide that there's no way the Nest will survive. Then he might pull out his hidden self-destruct device. If the heroes and the Nest Leader meet, he can threaten to blow up the entire nest. Anyone trapped in the Nest when it is destroyed acts as if they were caught in the tube shuttle tunnel when it is destroyed. The self-destruct device may also be a fake, a way for the Nest Leader to bluff his way out of a tight spot.

Name: UNTIL AGENTS

VAL	CHA	Cost	SKILLS OF ALL AGENTS
13	STR	3	13 Martial Arts (4D6 Punch, 6D6 Kick and 6D6 Punch with Billy Club)
15	DEX	15	
13	CON	6	3 +1 Level with Blaster
10	BODY	0	
13	INT	3	GADGETS OF ALL AGENTS
10	EGO	0	10 * +6 PD, +6 ED Armor, 14 or less
11	PRE	1	4 # 1" Rad Darkness, Impervious to Normal Sight, 2 Charges
10	COM	0	4 \$ +2D6 in HtH combat, not usable with kick, cost 2 END.
4*	PD	1	
4*	ED	1	
3	SPD	5	2 ! 5 Pts. Flash Defense, 8 Charges
5	REC	-2	
26	END	0	WEAPONS FOR AGENTS
24	STUN	0	30 Weapon Combinations by Agent Type
			OCV = 5
			DCV = 5
			ECV = 3
			PHA = 4, 8, 12
			* OIF Armored Vest and Helmet
			# OAF Smoke Grenades
			\$ OAF Billy Club
			! OIF Flash Visor
CHA Cost = 34 + 66 = Power Cost Total = 100			

All Agent specific weapon, skill, and equipment combinations cost 30 pts.

DEFENDER AGENT

Auto Blaster Rifle 6D6 Selective Fire, 30 Charges, -1 per 5", -1 per 3" on autofire.

INVESTIGATOR AGENT

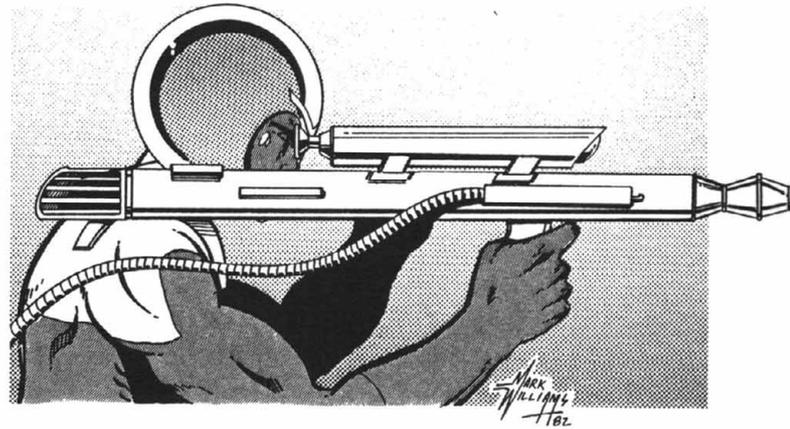
Auto Blaster Pistol 6D6 Selective Fire, 12 Charges, -1 per 3", -1 per 2" on autofire.

Detective Work 12 or less
Security Systems 12 or less



Name: VIPER AGENTS

VAL	CHA	Cost	SKILLS OF ALL AGENTS
15	STR	5	10 Find Weakness 11 or less with Blaster
14	DEX	12	
13	CON	6	5 +1 Level with all Guns
10	BODY	0	
11	INT	1	GADGETS OF ALL AGENTS
10	EGO	0	2 ! 5 Pts. Flash Defense, 8 Charges
15	PRE	5	10 * +7 PD, +7 ED Force Field at 0 END, 14 or less
10	COM	0	8 # 2D6 Flash in 2" R, 2 Charges
3*	PD	0	
3*	ED	0	
3	SPD	6	WEAPONS FOR AGENTS
6	REC	0	30 Weapon combinations by Agent type
26	END	0	
25	STUN	0	
			OCV = 5
			DCV = 5
			ECV = 3
			PHA = 4, 8, 12
			! OIF Helmet
			* OIF Reinforced Costume
			# OAF Flash Charges
CHA Cost = 35 + 65 = Power Cost Total = 100			



All Agent specific weapon, skill, and equipment combinations cost 30 pts.

ASSAULT AGENT

Auto Blaster Carbine 5D6 Selective Fire, 30 Charges, -1 per 4", -1 per 2" on autofire. Includes 1D6 (2D6 with STR adds) HKA Bayonet (costs 6 END).

HEAVY WEAPONS AGENT

Heavy Shoulder Blaster 12D6 Energy Blast, 12 Charges, -1 per 5".

FLYING CAVALRY AGENT

Auto Blaster Pistol 1 D6 RKA Selective fire, 16 Charges, -1 per 3", -1 per 2" on Autofire.

Jet Pack 8" Flight at 2 END.

UNDERCOVER AGENT

Auto Blaster Pistol 1 D6 RKA Selective Fire, 16 Charges, -1 per 3", -1 per 2" on Autofire.

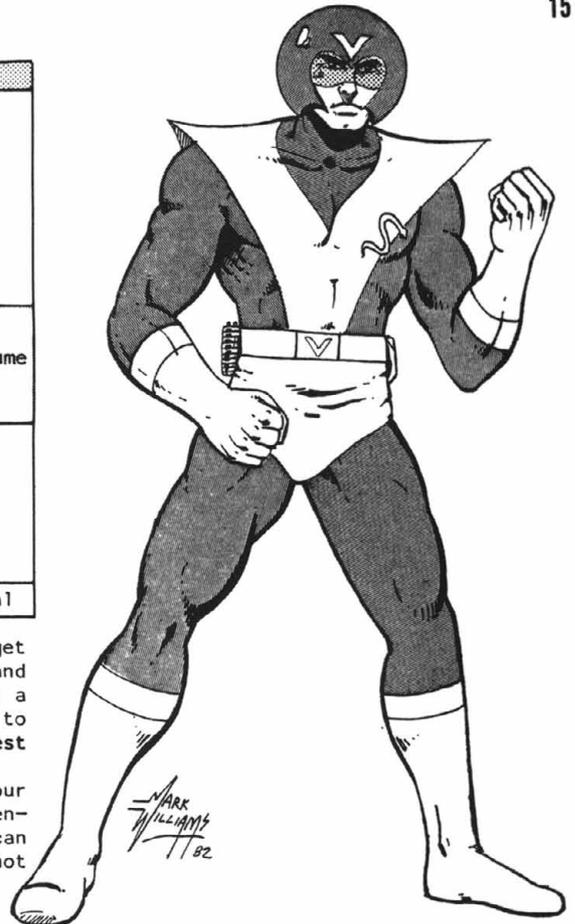
Stealth 12 or less.
Security Systems 11 or less.

TECHNICIANS

Technicians are normal people, they are unarmed, Normal Characteristics of 10, and are speed 2.

NEST LEADER

VAL	CHA	Cost	Cost	Powers	END	100+	Disadvantages
20	STR	10	20	Martial Arts (6D6 Punch, 8D6 Kick)	30		Hunted by UNTIL 8 or less
20	DEX	30					Hunted by Starburst 8 or less
18	CON	16	10	Find Weakness 11 or less	20		Paranoia
11	BODY	2		With Blaster Rifle			Cowardice
13	INT	3	5	Stealth 13 or less			Secret ID
11	EGO	2	5	Security Systems 12 or less.	20		
18	PRE	8		+1 Overall Level	15		
12	COM	1	10	Gadgets	15		
8*	PD	4		7 pts. of Flash Defense			OIF Helmet Visor
8*	ED	4	5 !	7 PD, 7 ED, Force Field			OIF Reinforced Costume
5	SPD	20	10 *	at 0 END Cost, 14 or less			OAF Magna Bolos
8	REC	0		Entangle 4D6, Def 4,			OAF Multi-Grenades
36	END	0	11 @	2 Charges			
30	STUN	0		70 pt. Multi power, 2 Charges			
OCV = 7				2 #	7D6 Flash 7" R		
DCV = 7				2 #	9D6 Explosion Energy		
ECV = 4							
PHA = 3,5,8,10,12							
CHA Cost=100+100 = Power Cost Total = 200 200 = Disadvantage Total							



Do unto others before they do unto you! That's the way to get ahead in VIPER. To become Nest Leader you have to lie, cheat, and steal your way past hundreds of other hardened criminals. It took a bribe to become a sargeant, a lie to discredit others on the way to team leader, and a shot in the dark to open the position of Nest Leader.

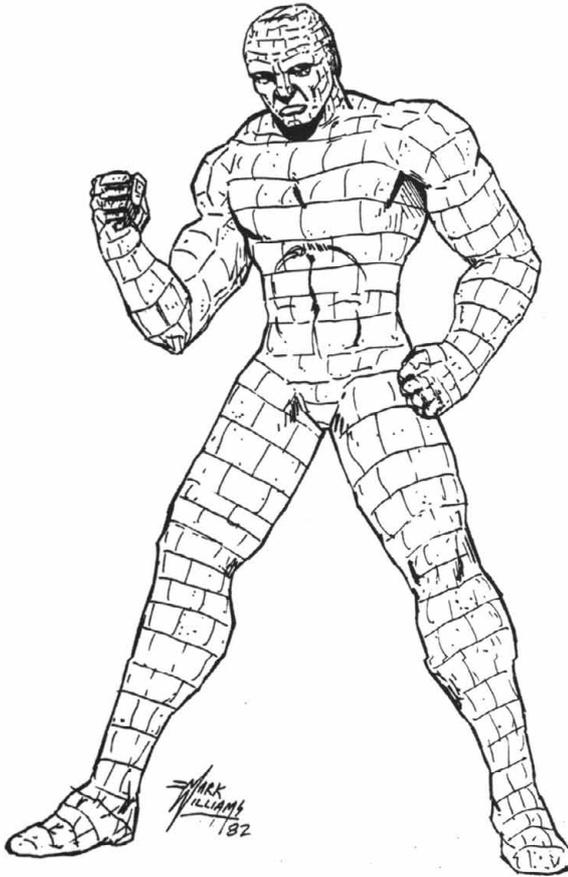
But as Nest Leader you gain tremendous power, and lose your freedom. You control a Nest, but lose your identity. You are independent from those below you, but responsible to those above. And you can never be sure that someone below you, or someone above you, will not try to do to you what you did to the Nest Leader before you.

Name: BLUEJAY

VAL	CHA	Cost	Cost	Powers	END	100+	Disadvantages
30#	STR	13	50	# 75 pt. Multi Power	20		2x STUN from poison and gas attacks
23	DEX	39	5	u 6D6 NND, Sonic, 1/2 END	6		Will not endanger innocents at all
28#	CON	24		Defense 20 pts. Life Support, sonic powers or hard ear covers	20		Hunted by UNTIL 8 or less
11	BODY	2			25		Hunted by Villain group 8 or less
13	INT	3					Secret Identity
11	EGO	2	5	u 12D6 Sonic EB, 1/2 END	6		Villain Bonus
20	PRE	10	15	* 15" Flight	3		
14	COM	2	10	Acrobatics 14 or less			
20#	PD	9	10	# Telescopic Vision			
20#	ED	9	13	# X-Ray Vision			
5	SPD	17	8	1 Level w/Battlesuit			
12	REC	0	3	1 Level w/Sonic NND			
60#	END	1					
40	STUN	0					
OCV = 8							
DCV = 8							
ECV = 5							
PHA = 3,5,8,10,12							
				* OAF - Wings			
				# OIF - Battlesuit			
CHA Cost=131+119 = Power Cost Total = 250 250 = Disadvantage Total							



Lisa Avalon was a high strung lady with a master's degree in Flight Engineering who worked for McNeil Aviation. McNeil had a project to build a battle suit for UNTIL. The battle suit was padded and allowed the wearer to fly using builtin hypercritical wings. Lisa was a junior engineer on the project and quickly became obsessed with the idea of using the suit. Finally, during a laboratory fire, Lisa used the confusion to steal the prototype suit. She stole a truck and fled. Down the road, Lisa went into the back of the truck to change into the suit. To her delight, she discovered that the truck contained several other devices (the sonic multiplier and the miniaturized telescopic sights) that were being delivered to McNeil. With a happy shriek Lisa flew off into the sky to become the fearsome BLUEJAY.



Name: BRICK

VAL	CHA	Cost	Cost	Powers	END	100+	Disadvantages	
55*	STR	30	31 *	2 Lvl Density Increase	0	20	Berserk 11 or less when taunted or reminded he is not normal, Recover 11 or less	
17	DEX	21		at 0 END, Always On				
38*	CON	36	13 *	1 Lvl Growth at 0 END, 0 Always On	0		Berserk 8 or less in combat, Recover 8 or less	
13*	BODY	0						
15	INT	5	14	1/2 END cost - STR				
10	EGO	0	5	Life Support		25	Brick Fingers, Cannot do fine work	
25*	PRE	10	30	Full Damage Resistance				
4	COM	-3	20	4 Levels w/ Hand to Hand Combat		10	Unusual Looks	
25*	PD	11						
25*	ED	13		Effects of Density Increase and Growth:		15	Paranoid about Unusual Looks	
4	SPD	13				20	Public Identity	
14	REC	0					Hunted by UNTIL 11 or less	
56	END	0		7" Running, -3 Knockback, 3 Meters Tall, 800 Kg Weight		30	Hunted by OGRE 11 or less	
45	STUN	1				20		
OCV = 7				* All Growth and Density Increase bonuses are already added in				
DCV = 5								
ECV = 3								
PHA = 3, 6, 9, 12								
CHA Cost=137+130 = Power Cost Total = 250							250 = Disadvantage Total	

The explosion left nothing of Dr. Lirby Koo's laboratory but a burnt out cave. A stony figure emerged from the remains. The figure remembered nothing. He simply wanted to get away.

OGRE was hiding from the law in the mountains, and thought that this horrible monster was a superhero he had never seen before. OGRE attacked, but despite his strength advantage OGRE was defeated.

UNTIL detected the explosion and sent a team to investigate. VIPER found out about the UNTIL team and sent one of their own. UNTIL found the base, VIPER found the BRICK. VIPER took the BRICK back to a nest and brought him back to health. They taught him to live with his form and how to deal with others. In return BRICK uses his strength to aid VIPER.



Name: CHESHIRE CAT

VAL	CHA	Cost	Cost	Powers	END	100+	Disadvantages	
28	STR	18	28	Martial Arts (8D6 Punch, 11D6 Kick)		25	Berserk 11 or less when fighting super powered Martial Artists, Recover 8 or less	
26	DEX	48						
23	CON	26	40	15" Combat Teleport	3		2D6 when others teleport him	
10	BODY	0	10	Acrobatics 14 or less			Hates other Martial Artists	
10	INT	0	5	Stealth 14 or less		10	Hunted by UNTIL on 11 or less	
11	EGO	2	5	1 Level w/ Martial Arts			Hunted by SHRINKER 8 or less	
10	PRE	0					Dependent NPC (Wife) 8 or less	
20	COM	5	10 *	Missile Deflection 14 or less, All missiles		15	Secret Identity	
20	PD	14					Will protect wife above all else	
18	ED	13					2x Stun from Magnetic based Attacks	
6	SPD	24						
11	REC	0				20		
50	END	2				15		
36	STUN	0						
OCV = 9				* OAF Billy Club				
DCV = 9								
ECV = 4								
PHA = 2, 4, 6, 8, 10, 12								
CHA Cost=152+ 98 = Power Cost Total = 250							250 = Disadvantage Total	

UNTIL staged a surprise attack on a secret VIPER fusion reactor plant. After blowing their way in, UNTIL destroyed the reactor and captured the operating staff including Bob Johnson and his wife. Bob was respected inside VIPER, both as a fusion tech and as Cincinnati's jiu-jitsu champion. He was unlucky enough to be at work during the attack. Bob was in the reactor core when the first explosions went off. The massive electromagnets surrounding the core went wild. In a blue flash, Bob disappeared. When he regained consciousness outside, he found he could teleport himself and that his natural speed had been increased. Now Bob has rescued his wife and resumed his work for VIPER, not as a technician, but as the supervillain CHESHIRE CAT.

2nd Edition

CHAMPIONS



THE SUPERHERO ROLE PLAYING GAME



"Nobody can stop the OGRE!!" the giant bellowed as he burst into the bank. Noontime patrons stared with horror as the bank guards were swatted like flies. OGRE laughed evilly as his henchmen quickly began stuffing money into large sacks.

Suddenly, two dazzling SUPERHEROES burst into the bank. Two of OGRE'S henchmen fell in an instant, stunned with bright bursts of energy and furious blows. But then, with a swing of his mighty arms, OGRE counter-attacked! He smashed a table over STARBURST and knocked CRUSADER to the ground.

The bank patrons flee in terror as the mighty SUPERVILLAIN stands before the two downed heroes. He glares insanely and snarls, "Hah! Now you know that nothing alive can stand before the might of OGRE!!"

WHAT THE REVIEWERS SAY:

"This game does for superhero role-playing what D&D did for fantasy role-playing and Traveller did for science fiction role-playing; it sets the standard. Any future game...will have to match the standards of character development and game systems established in this game." --- Steve Perrin, Author of Runequest

"The characters, assembled with their multifold powers and disadvantages, the combat, with its spectacular effects, and the sheer coherence and playability render this a very good game." --- Aaron Allston, The Space Gamer

"...The finest character generation system I have ever seen...The text is well written and concise. Plenty of examples help the GM begin...I heartily recommend CHAMPIONS." --- Scott Bennie, The Dragon

CHAMPIONS is the Superhero Role Playing Game that makes YOU the SUPERHERO!! The world of the comics comes to life in this complete, exciting game! CHAMPIONS combat includes all of the color of a great Superhero battle. Characters can throw energy blasts and bounce bullets off their chests! Knockback from attacks, separate knockout damage, and an innovative speed system make CHAMPIONS a mirror of comic book combat!

In CHAMPIONS you build the Superhero you want to play. A unique character generation system allows you to choose from over 75 different powers and skills. Power modifiers allow each hero to be different from any other! Individual, detailed, character silhouettes allow each character to have his own unique costume right on the character sheet.

CHAMPIONS includes everything needed to play right away. The detailed perspective street map gives you the background for thousands of super battles. Players can start right away with the included VIPER'S NEST campaign scenario. CHAMPIONS is the complete Superhero Role Playing Game!

CHAMPIONS CONTAINS:

- * 80 Page CHAMPIONS Rulebook
- * 16 page VIPER'S NEST scenario
- * Character Sheets
- * 17" x 22" Street Map
- * Six Dice
- * Hours of Fun!

