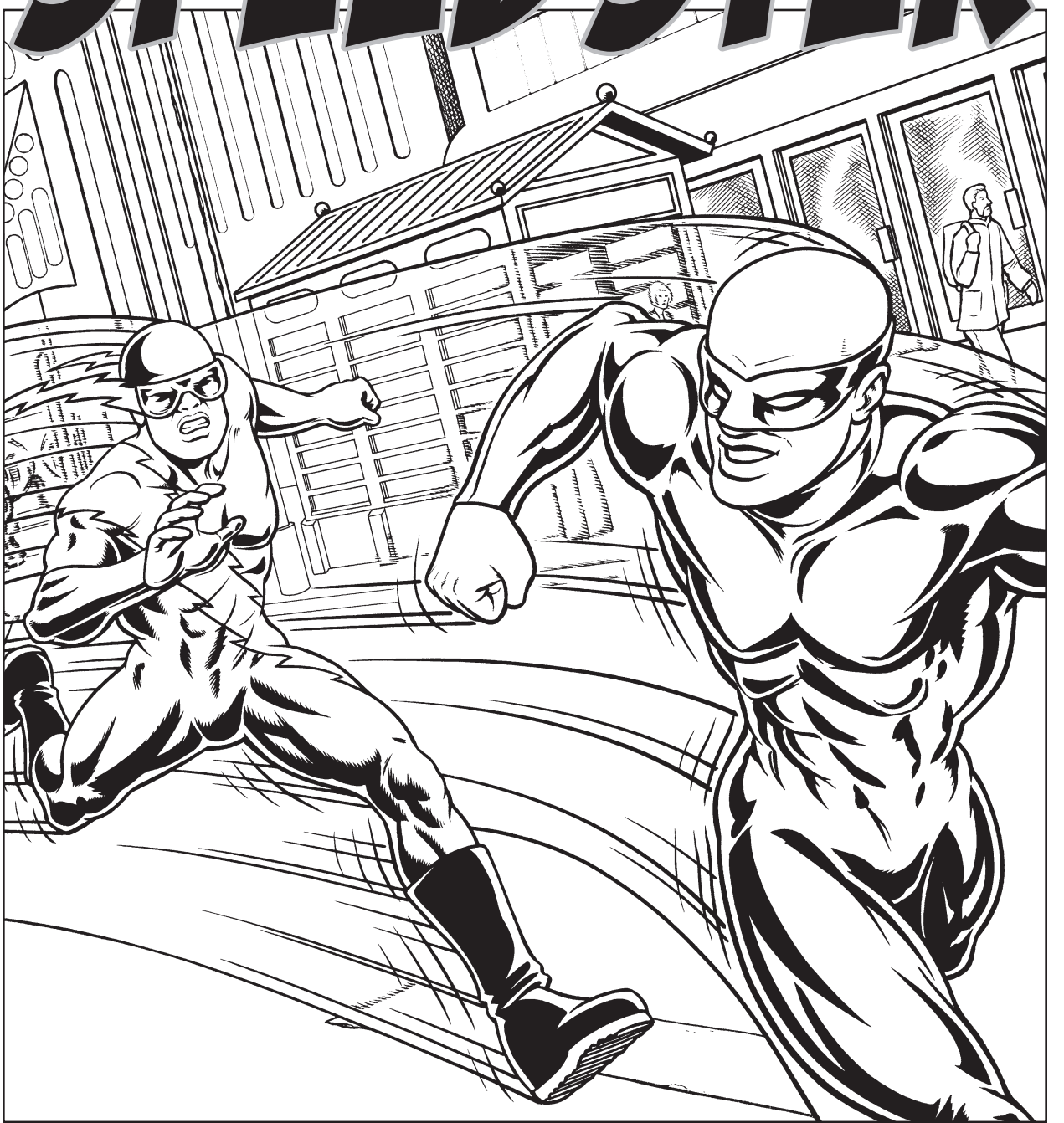
A sourcebook for HERO SYSTEM FIFTH EDITION



MARC R. BLUMBERG
& STEVEN S. LONG

THE ULTIMATE SPEEDSTER



MARC BLUMBERG & STEVE LONG

THE ULTIMATE SPEEDSTER

An Ultimate Book for the *HERO System*

Author: Mark R. Blumberg, Steven S. Long
Editing & Development: Steven S. Long
Layout & Graphic Design: Andy Mathews
Cover Illustration: Brendon & Brian Fraim
Interior Illustration: Nate Barnes, Andrew Cremeans, Storn Cook, Jefferson Cram, Keith Curtis, Jonathan Davenport, Brendon & Brian Fraim, Louis Frank, John Grigni, Malcom Harrison, Robert Hawkins, Jeff Hebert, Barrie James, Sam Kennedy, Eric Lofgren, Eric Radamaker, James Ryman



SPECIAL THANKS

Marc would like to thank the wonderful people who provided some form of assistance, encouragement, or inspiration at various times during the writing of *The Ultimate Speedster:* Joe Adlesick, Cynthia Bakke, Dean Edgell, Mitch Gitelman, Brian Grau, Sue Grau, Ray Greer, Keith Hannigan, Bruce Harlick, Steve Long, Eileen Malony, David Simkins, Margaret Simkins, Melinda Thielbar, and all HAC/III members past and future. He'd also like to specially thank Chad Brinkley, Mike Malony, and Drew Novick, for insight and rules advice above and beyond.

Steve would like to thank Dave Mattingly for his Area Of Effect: Trail, Scott "Dr. Anomaly" Gray for scientific advice, and all the Hero fans who posted suggestions or ideas for this book. You're all Heroes!

Hero System™ ® is DOJ, Inc.'s trademark for its roleplaying system.
Hero System © 1984, 1989, 2002 by DOJ, Inc. d/b/a Hero Games. All rights reserved.
Champions © 1984, 1989, 2002 by DOJ, Inc. d/b/a Hero Games. All rights reserved.
Fantasy Hero © 2003 by DOJ, Inc. d/b/a Hero Games. All rights reserved.
Dark Champions © 2004 by DOJ, Inc. d/b/a Hero Games. All rights reserved.
Pulp Hero © 2005 by DOJ, Inc. d/b/a Hero Games. All rights reserved.
The Ultimate Speedster © 2006 by DOJ, Inc. d/b/a Hero Games. All rights reserved.
Star Hero, Justice Inc., Danger International, Danger International, Western Hero © 2002 by DOJ, Inc. d/b/a Hero Games. All rights reserved.

No part of this book may be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying, recording, or computerization, or by any information storage and retrieval system, without permission in writing from the Publisher: DOJ, Inc., 1 Haight Street, Suite A, San Francisco, California 94102.
Printed in the Canada. First printing April 2006
Produced and distributed by DOJ, Inc. d/b/a Hero Games.
Stock Number: DOJHERO113 • ISBN Number: 1-58366-059-3
http://www.herogames.com

TABLE OF CONTENTS

INTRODUCTION 4

CHAPTER ONE: CHARACTER CREATION

SPEEDSTER BASICS 6
- SPEEDSTER BACKGROUNDS 6
- SPEEDSTER PERSONALITIES 8
- SPEEDSTER ARCHETYPES 9
- SUPER-SPEED AS A SPECIAL EFFECT 11
  - Power Manifestations 13

CHARACTERISTICS 14
- Dexterity 14
- Speed 16
- Other Characteristics 20

SKILLS 21

TALENTS 25

MOVEMENT POWERS 26
- EXTRA-DIMENSIONAL MOVEMENT 31
- FASTER-THAN-LIGHT (FTL) TRAVEL 34
- FLIGHT 35
- GLIDING 36
- LEAPING 37
- RUNNING 39
- SWIMMING 39
- SWINGING 40
- TELEPORTATION 40
- TUNNELING 45

OTHER POWERS 47

POWER MODIFIERS 49
- POWER ADVANTAGES 49
- POWER LIMITATIONS 52
- POWER FRAMEWORKS 54

DISADVANTAGES 55

CHAPTER TWO: SPEEDSTER POWERS

- SPEEDSTER POWERS 60
- SPEEDSTER POWERS 61
- DIMENSIONAL TRAVEL POWERS 107
- FLIGHT POWERS 116
- KINETIC ENERGY POWERS 121
- LEAPING POWERS 130
- SWIMMING POWERS 133
- SWINGING POWERS 139
- TELEPORTATION POWERS 141
- TIME POWERS 152
- TUNNELING POWERS 161
- VIBRATION POWERS 164
- WHIRLING POWERS 172

CHAPTER THREE: SPEEDSTERS GENRE BY GENRE

CHAMPIONS 176
- Cheshire Cat 176
- Kinetik 178
- El Salto 180
- Mantara 182
- Vector 184

HEROIC GENRES
- DARK CHAMPIONS 186
  - Bullethead 186
- FANTASY HERO 188
  - Tovar Farwalker 188
  - Winged Folk 192
- HORROR HERO 193
  - Burrowing Horror 193
- NINJA HERO 194
  - Kagamishoki, the Mirror Demon 194
- PULP HERO 196
  - The Midnight Comet 196
  - Matthias Moultrie, The Mole Marauder 198
- STAR HERO 200
  - Rocket Squadron Blue 200
  - True Travelers 202

CHAPTER FOUR: THE HERO SYSTEM MOVEMENT COMPANION

- MOVEMENT 204
- FULL MOVES AND HALF MOVES 204
- COMBAT AND NONCOMBAT MOVEMENT 204
- ACCELERATION, DECELERATION, AND GRAVITY 205
- ENDURANCE 207
- MOVEMENT AND STRENGTH 207
- OBSTACLES 208
- SEGMENTED MOVEMENT 208
- NORMAL MOVEMENT 210
  - Running 210
  - Leaping 211
  - Swimming 212
- POWERED MOVEMENT 213
  - FTL Travel 213
  - Flight 213
  - Gliding 214
  - Swinging 215
  - Teleportation 218
  - Tunneling 219
- CONTROLLED AND UNCONTROLLED MOVEMENT 220
  - Controlled Movement 220
  - Uncontrolled Movement 220
  - Terrain Effects And Modifiers 223
- MOVEMENT IN UNUSUAL ENVIRONMENTS 224
  - Moving Underwater 225
  - Moving In Different Gravity 226
- RACING 228
- OTHER MOVEMENT 232
  - VEHICLE MOVEMENT 232
  - MOUNTED MOVEMENT 232
  - MOVEMENT SKILL LEVELS 234
- MOVEMENT PHYSICS 235
  - MASS: THE MOVING BODY 235
  - SPACE: THE ARENA OF MOVEMENT 235
    - Distance 235
    - Trajectory 235
    - Environment 235
  - TIME 237
  - SPEED, VELOCITY, AND ACCELERATION 238
  - FORCE 238
  - ENERGY 240

CHAPTER FIVE: ADVENTURE AT TOP SPEED: SPEEDSTER CAMPAIGNING

SPEEDSTER CAMPAIGNING 242
- APPROVING THE SPEEDSTER 242
- GAMEMASTERING FOR SPEEDSTERS 244
- CLASSIC SPEEDSTER PLOTS AND BITS 244
- SPEED BUMPS 247
  - Physiological Speed Bumps 247
  - Environmental Speed Bumps 248
  - Obstacles 250

THE SPEED ZONE 251
- FAST AND SLOW PERCEPTIONS 251
  - The Slow Point Of View (POV) 251
  - The Fast Point Of View (POV) And The Speed Zone 254
- ENTERING THE SPEED ZONE 257
  - Buying Speed Zone Extra-Dimensional Movement 257
  - How The Speed Zone Works 258

SPEEDSTER COMBAT 262
- SPEEDSTERS IN COMBAT 262
  - Using Super-Speed In Combat 262
  - Combatting Speedsters 262
- PERCEPTION AT HIGH VELOCITY 263
- USING SPEED 264
  - Changing SPD 264
  - Optional SPD Systems 264
- THE RANGE MODIFIER 267
- COMBAT MODIFIERS 267
- COMBAT AND MARTIAL MANEUVERS 268
  - Standard Combat Maneuvers 268
  - Optional Combat Maneuvers 270
  - Martial Maneuvers 270
- OTHER COMBAT EFFECTS 272

SPEEDSTER GADGETS 274

INDEX 288

INTRODUCTION



Most people, even heroes and their adversaries, move through the world at a more or less ordinary pace. But not so a few select characters, who can travel in strange ways or at phenomenal speeds. Some have hyperaccelerated bodies and can run, swim, or fly faster than a jetfighter or racecar. Others can teleport, moving from one place to another without passing throuh the intervening space. Some have reaction times measured in the nanoseconds, or can move so quickly they enter a "Speed Zone" where ordinary people seem to be standing still... because the character's moving so fast it's as if he can act between the ticks of a clock.

Welcome to the world of characters who live between the blink of an eye, who can outrun bullets, who can react to events almost before they've begun, or who simply can move in ways most people cannot — the world of speedsters. *The Ultimate Speedster* is Hero Games's look at the rules for and uses of powers and abilities that involve movement, whether that movement's unusually swift or just unusual. It discusses and describes how to build, run, and campaign with characters for whom "movement" is, in some fashion, a central element, theme, or special effect. For the purposes of this book, a *speedster* is any character whose abilities and powers primarily focus on movement (usually movement at incredibly fast speeds), for whom movement-based abilities are a significant part of his design, or who simply possesses modes of movement uncommon in his genre or campaign setting. Despite the emphasis on "speed" in "speedster," sometimes all you need to define a speedster is a mode of movement that's out of the ordinary.

In addition to expanding the rules and rules options for speedster characters, *The Ultimate Speedster* provides players and GMs with guidance on designing more interesting and distinctive speedster characters and integrating speedsters smoothly into a campaign, regardless of genre. The information in this book can apply to superheroes who run at the speed of light, wizards who invoke magic to transport themselves across the world in the blink of an eye, jetpack-wearing space rangers, and winged characters.

Chapter One, *Speedster Characters,* discussed the major types of speedsters, with suggestions on how to build them. In addition to an extensive section on the Movement Powers (which lie at the heart of most speedster character concepts), it reviews the *HERO System*'s Skills, Talents, Powers, and other elements with regard to how they apply to or help speedsters. That segues into...

Chapter Two, *Speedster Powers,* which has over 300 pre-built powers and abilities for just about any speedster you can imagine (and most of those powers have one or more options, resulting in thousands of possible powers for your speedster characters). Some of these powers appear in *The UNTIL Superpowers Databases* or other *HERO System* products, but many are new, revised, or updated just for this book.

Chapter Three, *Speedsters Genre By Genre,* reviews how speedsters tend to function in various major genres, such as superheroes, Fantasy, and Pulp. While speedsters are most common in the Comic Book Superheroes genre (since it allows for incredibly high rates of speed, which in turn justifies other speedster abilities), as this chapter shows they can occur in just about any genre. It includes several sample characters for use as NPCs or pre-generated player characters in your campaigns.

Chapter Four, *The HERO System Movement Companion,* expands on the basic rules for movement in Chapter Two of the *5th Edition, Revised* core rulebook. It includes optional rules for Segmented Movement, information on Controlled and Uncontrolled Movement (and their ramifications), rules for racing, and a discussion about the physics of movement and how that's represented in game terms.

Chapter Five, *Adventure At Top Speed,* covers speedster campaigning. It discusses special ways speedsters interact with the combat rules, includes detailed information on how different types of movement work in *HERO System* terms, describes the "Speed Zone" (the "dimension" in which a speedster moves so fast that everyone and everything, sometimes even energy, seems to be frozen in time), and provides other resources for players and GMs.

So, get ready to shift into high gear with *The Ultimate Speedster!*

chapter one:









CHARACTER CREATION

SPEEDSTER BASICS



A *speedster* is a character whose abilities and powers primarily focus on movement (usually movement at incredibly fast speeds), for whom movement-based abilities are a significant part of his design, or who simply possesses a mode or modes of movement uncommon in his genre or campaign setting. While many speedsters run at incredible speeds (the archetypical speedster, DC Comics's hero the Flash, is a good example), running isn't the only way speedsters get around. Some fly, some teleport, some swim, and so on. And some aren't even particularly "fast" — what sets them apart isn't the velocity at which they move, but the way they move, or perhaps their unusual reflexes. For example, in a *Pulp Hero* or *Dark Champions* campaign, a character with a rocketpack might be considered a speedster even if he can only fly at 15 miles per hour, because in those genres characters usually can't fly at all.

In most cases, speedsters have a lot of inches in one or more modes of movement (such as Running or Flight), and usually high DEXs and SPDs as well. But a speedster can be a lot more than that — the concepts of "moving incredibly fast" or "moving in extraordinary ways" make excellent special effects for literally hundreds of abilities and superpowers, such as the ones described in Chapter Two. With so many possibilities to choose from, before you start juggling numbers and buying abilities you should think about what type of speedster you're designing. You don't want your character to look and act exactly like other speedsters — you want him to be unique, special, and cool. *The Ultimate Speedster* should help stimulate your imagination with diverse character concepts and intriguing abilities — but as always, the contents of this book are just guidelines. Feel free to change things to suit yourself (assuming your GM approves, of course!).

Don't forget that there's some sort of story behind every choice you make. A player may or may not fully develop all these stories, but the GM eventually should. If the GM has a glimpse of a character's potential, he can help you tell a better story in the future. The more information you can supply as you develop the character, the more coherent his background becomes, and the better the stories will be. By fully fleshing out each character choice — always asking "why?" — you're guaranteeing that each character you create is unique, has interesting objectives (so that he acts instead of just passively reacting to the world around him), and bursts with potential plot material for the GM.

SPEEDSTER BACKGROUNDS

The first way to add dimensions to your speedster character is to determine his background (in *Champions* campaigns, his "origin"). In short, you have to answer the question, "Where did my character get his movement powers and abilities?". A speedster's background usually relates to the special effects or nature of his powers (see page 11), and may relate to his personality or archetype. Here are some classic backgrounds for speedsters:

ALTERATION

Some sort of process has permanently altered the character's physiology. This might have been intentional (which means someone knows the secret of super-speed and can create speedsters at will), but more likely it was accidental — the character was simultaneously struck by lightning and doused with chemicals, exposed to the radiation from an experimental faster-than-light engine, hit with a concentrated beam of tachyons, dunked in radioactive goo, zapped with a spell as a bystander to a duel between wizards, bitten by a radioactive cheetah, or the like. The effects of the alteration are permanent (or at least as permanent as anything can be in an adventure campaign).

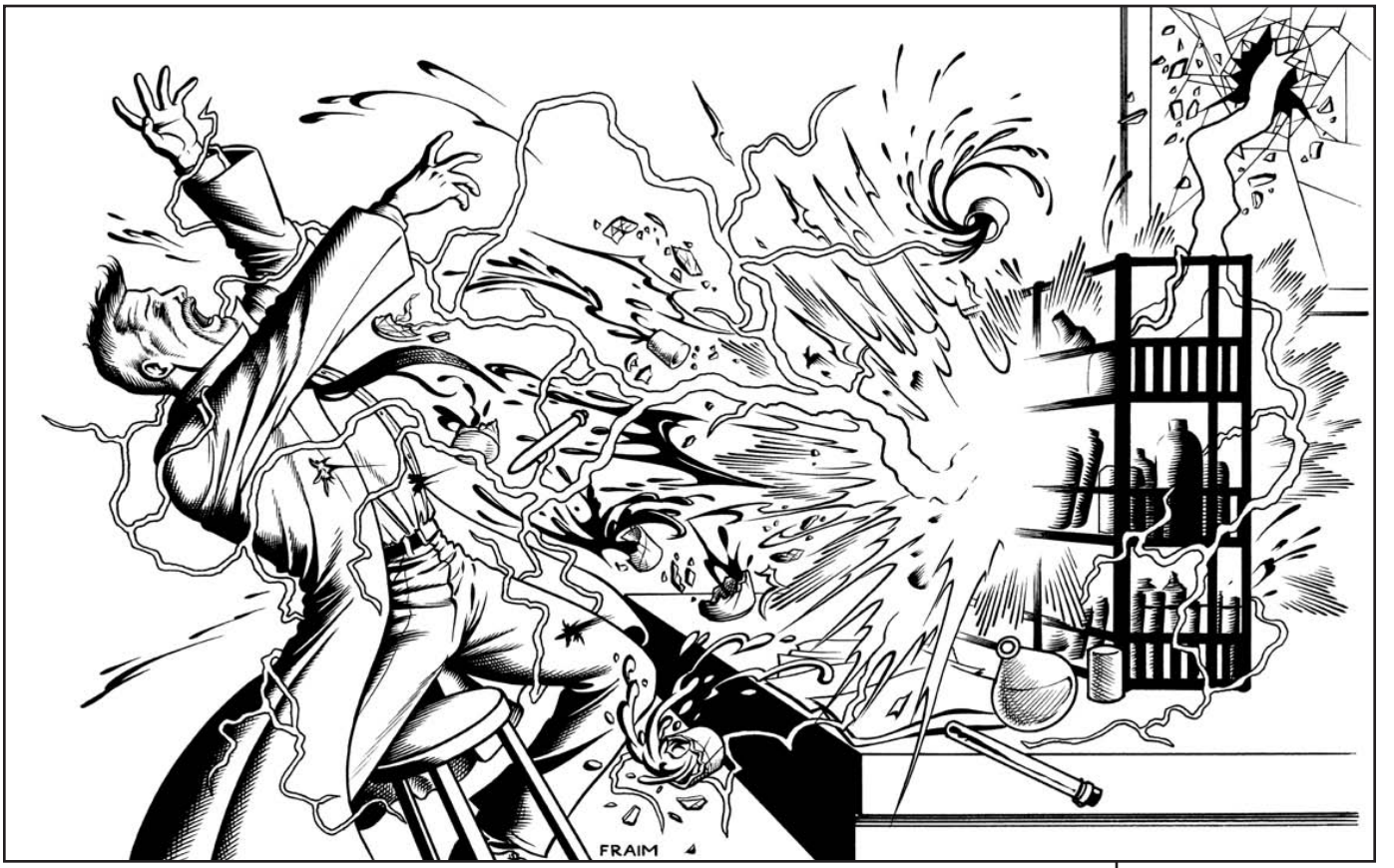
MAGIC

The character has somehow discovered or gained access to a magical power source that he can call upon to endow super-speed or special kinds of movement. For example, maybe the god Hermes granted him movement powers as a gift for some reason. Since it's magic, no more explanation may be required, though in some games determining the precise origin or nature of the magic could be important. And don't forget Clarke's Law — any sufficiently-advanced technology can *seem* like magic....

Alternately, a speedster may either guided by or imbued with some sort of mystical spirit related to something fast or that moves in unusual ways. Examples include a Cheetah or Eagle totem, or the personification or cosmic avatar of some abstract entity related to speed (such as Entropy, Momentum, Equilibrium, or Light).

MENTAL CONTROL

It's said the human brain controls the body much more than people suspect — which means the human body is restricted only by the limits of the human brain. A speedster might have an



evolved, trained, enhanced, or altered brain that allows him to use pure thought power to heighten his metabolism, increase his speed and reaction time, precisely control every molecule in his body, overcome the ordinary limitations of the human form, or the like. (This is sometimes known as "neurokinesis," or, more broadly, "biokinesis.")

MUTATION

The character is a step above mere humans in the evolutionary chain. Mutants are born with their powers, though their abilities may only start to manifest under stressful circumstances (such as puberty or being involved in a disaster). Mutation is an origin found almost entirely in comic books, and thus it's a common feature of many *Champions* campaigns. Since mutation involves changing the body in some way, including augmenting its existing capabilities, it's perfectly logical for a mutation to grant many types of speedster powers.

The most important question for a Mutant origin is: when do the character's speedster powers manifest? Typically they emerge in adolescence or later, in which case the character may have an easier time adjusting to his powers (but the adjustment period may not have ended by the time the campaign begins). On the other hand, a child who develops speedster powers at an early age may suffer all kinds of problems — he wreaks havoc, attracts unwanted attention, causes accidents, abuses his powers to put tacks on the teacher's chair, and so on — but by the time the campaign begins he's probably had years to get used to his abilities.

Another important issue is whether the character has any other mutant abilities. In many cases mutant powers come with unusual side effects or restrictions, particularly early in the character's career. For example, a mutant's vibrational powers may only work when he ingests certain rare chemicals. Speedster powers may be one aspect of a broad suite of related powers, such as biokinesis or superhuman strength.

In the Champions Universe and many other settings, a Mutant character has to take a Distinctive Feature, *Mutant,* to reflect the fact that others can perceive his mutant nature with special scanners and the like. This is worth 10 points (Not Concealable; Always Noticed; Detectable Only By Unusual Senses). In many campaigns, people view mutant characters (regardless of their powers or actions) with suspicion or hatred, which may entitle the character to take a Social Limitation.

TECHNOLOGY AND OTHER ENHANCEMENTS

The character's physiology isn't any different than normal (or not radically different), but he possesses technology (or some other external force) that enhances his movement abilities or grants him movement abilities he wouldn't otherwise have. The classic example is probably the "rocketpack" or "jetpack" worn by characters such as the Rocketeer; others include anti-friction suits that let the wearer "skate" at incredible speeds, super-speed pills that provide speedster powers for a specific amount of time, a magical amulet that allows the wearer to teleport, or the

like. This background differs from Alteration in that the effects (a) depend upon an external force or object that can usually be taken away from the character (and possibly used by other people), and (b) may be temporary or heavily restricted.

RACIAL

The character is non-human, and compared to humans his species is much more efficient in terms of movement. Not everyone from this species might be the same, but on the average they're all faster than humans or can move in ways humans cannot. Examples include bird-people and fish-people aliens from the worlds of Science Fiction, comic book "mole-men" who can dig at incredible speeds, a species of humanoids from another dimension who can all teleport, and a race of beings who live in a different time-frame than humans (so that they seem to move much, much faster).



SPEEDSTER PERSONALITIES

Just as speedsters often come from stereotypical ("classic") backgrounds, they may have distinctive personalities as well.

THE CLAUSTROPHOBE

Because the character can (and does) cross great distances very quickly, he doesn't like to be confined or cooped up, much less restrained or imprisoned. Enclosed spaces bother him, possibly even to the point of panic, because he knows that he's at a disadvantage in them — he can't use all of his powers to full effect the way he can in wide-open areas or the outdoors.

THE COMPETITOR

Some speedsters just *have* to be the fastest. If they hear that someone or something is faster than they are, they set out to prove who's better. Thus, they tend to have Rivalries with other speedsters. This trait may also carry over to other aspects of the character, such as his Skills, his STR, his reflexes, or the like.

THE GROUCH

Because the character lives at hyperaccelerated speeds, everyone around him seems to move *incredibly slooooowwwwllllyyy.* This aggravates and frustrates him to the point where he becomes grouchy, mean, and possibly even arrogant. Even if the character tries to be good-natured about it, there are times when he just can't take it anymore and lashes out verbally (and perhaps even physically). After all, his every interaction with other people is the equivalent of waiting his turn in a really long line, and what fun is that?

THE HELPER

The character's determined to use his speedster powers to help other people. When he's not adventuring or fighting crime (which is helpful in itself), he's rushing medicine to plague-struck areas, carrying crucial messages to world leaders, rescuing people stranded in dangerous places, zipping around the city preventing all the tragedies and disasters he sees (from pulling people out of the way of buses to saving vases from being knocked over), running on a treadmill to generate electrical power to dispel a blackout, or otherwise putting his talents to good use. Assuming society knows he's doing this, he's likely to be lauded and admired for his efforts... though his focus on other people may make it difficult or impossible for him to develop normal intimate relationships and friendships. It's hard to spend "quality time" with that special someone when you're constantly rushing off to save someone else.

THE PRANKSTER

Characters who can move at ultra-fast speeds or teleport often seem to become jokers or pranksters — they're mischievous, but in a friendly rather than malicious way. They use their powers to put

whoopee cushions on chairs right before someone sits down, rearrange the contents of a room between blinks of an eye, move people around without their knowing it, and so forth. To some people, this makes them lovable; others tolerate them with teeth-grinding aggravation.

THE THRILLSEEKER

Aviators, racecar drivers, and extreme athletes are often considered thrillseekers, so it's not uncommon for a character who can already move at tremendous velocity on his own to be one as well. Since his speedster abilities keep ordinary dangers from posing any problem, he has to find *really extreme* ways to satisfy his craving for excitement: fighting crime; racing comets; trying to complete "impossible" tasks in potentially lethal environments quick enough that he can get out before dying. His tendency to make challenges even harder just so he can enjoy overcoming them may not exactly endear him to his teammates or the public.

SPEEDSTER ARCHETYPES

Like other types of characters, speedsters can be organized into several archetypes. Archetypes are helpful for categorization and character creation purposes, but they're not unchangeable. Moreover, character archetypes aren't complete character concepts; two very different characters may belong to the same archetype. The *HERO System* is all about character design flexibility, so there's no need to stick to a stereotype unless you want to — feel free to modify these archetypes to suit yourself and the campaign you're in. And don't forget that it can be fun to go against type and create, for example, a Cosmic Speedster who comes not from the stars but the very heart of the Earth, or who's been confined to Earth for some reason.

THE ANIMAL SPEEDSTER

The Animal Speedster is a speedster, usually Running-based, with a motif derived from a swift animal such as the cheetah or the gazelle. In addition to his speedster powers, he may possess the ability to summon, control, or commune with the type of animal his powers derive from or are based on. Similarly, he may come from, or know a lot about, that animal's native environment.

THE AQUA-SPEEDSTER

The Aqua-Speedster is a master swimmer, able to move through the water faster than any speedboat or fish. In addition to his movement abilities (and, almost always, the ability to breathe and survive underwater), he may possess many related powers, such as control over water, the ability to talk to fish, or the power to summon sharks telepathically; see the *Swimming Powers* section of Chapter Two for examples. In the comic books, he's often also the King of Atlantis or some other undersea realm. Examples of this archetype include Aquaman (and his "progeny"), Namor the Sub-Mariner, Marrina, and many of the villains they've fought.

SPEED OF THE CHEETAH!

To assist you in creating Animal Speedsters, here's how fast some fast animals can move.

Animal	Top Speed (MPH)	Top Speed (Inches/Turn)
Land Animals		
Black Mamba	20	54"
Cheetah	70	188"
Deer, White-Tailed	30	80"
Gazelle, Thompson's	50	134"
Lion	50	134"
Greyhound	39	104"
Horse, Quarter	47	126"
Hyena	40	107"
Pronghorn Antelope	61	163"
Rabbit	35	94"
Rhino, Black	40	107"
Zebra	40	107"
Water Animals		
Orca (Killer Whale)	31	83"
Sailfish	68	182"
Shark, Mako	55	147"
Whale, Blue	30	80"
Air Animals		
Dragonfly	36	96"
Duck, Mallard	65	174"
Falcon, Peregrine	200	536"
Swift, Spine-Tailed	106	284"

Note: Top speed may indicate a speed attainable only for short bursts or under certain conditions.

Aqua-Speedsters often suffer from one-dimensionality: in the water they're quite powerful; out of it they're weaker, maybe even practically helpless (for example, some of them have a Dependence on water, and thus can't stay out of it for too long). Sometimes this is perfectly appropriate, even desireable, for a character or campaign, but sometimes it's a problem. Players and GMs should keep it in mind when designing and reviewing Aqua-Speedsters to make sure they'll fit into the campaign and be fun to play. There's no reason an Aqua-Speedster *has* to be weak on land; for example, a body powerful enough to survive the crushing pressures of the depths of the sea is probably strong enough to lift incredibly heavy objects and deliver devastating punches even on solid ground.

THE AVATAR

The Avatar is a living embodiment of some ideal, concept, or cosmic representation of a speed- or movement-related force or being — momentum, energy, birds, or the like. The Avatar may be an actual non-human who's manifested on Earth for some reason (and usually at a weaker-than-normal power level because he's now subject to "the limits of physical existence"), or a mere human who can call upon great cosmic forces in time of need.

A related archetype is *the Elemental,* who in some way embodies an elemental force (Air, Earth, Fire, Water) in a way that gives him unusual movement powers. For example, an Air Elemental character can probably fly at tremendous speeds and may have phenomenal reaction time; an Earth Elemental can Tunnel like no one's business; and a

SPEED OF THE LIGHTNING BOLT!

To assist you in creating Elemental-style speedsters, here's the approximate speed of some phenomena:

Phenomenon	Speed (MPH)	Speed (Inches/Turn)
Bullet (.22)	783	2,100"
Light	669,600,000	1,795,600,000"
Lightning bolt	1,044,000	2,799,660"
Sound (in air)	743	1,992"
Sound (in water)	3,155	8,460"
Telephone signal (in wire)	360,000,000	965,400,000"

Water Elemental can Swim better than anyone else. Nor do all Elementals have to focus on the four classical elements; a "Living Lightning Bolt" character could embody the elemental force (and speed!) of the thunderbolt.

THE BATTERING RAM

A "Battering Ram" is a character with speedster and brick (super-strength) abilities in one package. He's also known as *the Missile* (if he's got Flight-based movement) or *the Torpedo* (if he's aquatic). The name comes from the fact that he often favors Move By/Through attacks that combine his powers into a potent offense. Examples from genre literature include superheroes and villains like the Rhino and Ramrod from Marvel Comics, or Thunderbolt II from the Champions Universe.

THE COSMIC SPEEDSTER

The Cosmic Speedster is a traveler from the stars — an alien or super-being who can travel far faster than the speed of light in space (FTL Travel), fly at tremendous velocities in the atmosphere (Flight), and perhaps even cross dimensional barriers (Extra-Dimensional Movement). He may have a wide variety of abilities based on manipulating "cosmic energy" (see *The UNTIL Superpowers Databases* for many examples).

THE DIMENSIONAL TRAVELER

Although not a speedster in the velocity sense, the Dimensional Traveler fits the "speedster" concept because he possesses unusual movement powers: the ability to move from one dimension to another (Extra-Dimensional Movement, in game terms). Typically he can travel to any dimension he likes, but some Dimensional Travelers are restricted to a certain "region" or "layer" of the Multiverse. He may have related powers, like the ability to see into other dimensions, create "dimensional gates" so other people can travel with him, or Teleport by rapidly moving into another dimension then back into his current one at a different location.

THE FLYING SPEEDSTER

What the Aqua-Speedster does in the water and the Running Man on the ground, the Flying Speedster does in mid-air: move incredibly fast. Thanks to innate superpowers, magical abilities, technology, or some other source of power, the Flying Speedster can fly at speeds faster than any jet. Unlike the Wingman (see below) his powers don't involve wings, but rather special effects like manipulating the wind or gravity or wearing a suit of powered armor built for high-speed flight. See the *Flight Powers* section of Chapter Two for many Flight-related powers. Examples of this archetype include the Marvel Comics characters Aurora and Northstar, and to some extent the Champions Universe character Cyclone.

THE GOLDEN AGE RELIC

The Golden Age Relic used to be the fastest character alive, but that was decades ago. Since then he's "retired" numerous times, but routinely comes back to help the newer, younger heroes deal with the crisis of the month (this is particularly appropriate if there's a "legacy" hero, possibly a relative of his, who's adopted his name and costume). They accept his help graciously, although sometimes he can get in the way, since he's not quite as fast as he was in his prime. He remembers better days, when the bad guys were tougher, the heroes more heroic, the women prettier, and men wore hats. Most people don't really want to hear his stories, but there are times when he's chock-full of good advice born of long experience.

THE LEAPER

The Leaper depends on Leaping to an extreme (some would say ridiculous) degree to get from place to place. His ability may be innate, but more often it comes from a pair of "spring-boots" or some other technological or magic device (as with Marvel Comics's character the Leapfrog). In addition to being able to leap great distances and heights, the Leaper often trains himself to use his leaping abilities in combat — for example, to be able to bounce around inside a room and smash into his foes like a pinball. See the *Leaping Powers* section of Chapter Two for some examples.

REFLEX MAN

This unusual type of character doesn't have ultra-fast movement *per se,* but his body's reaction time and motion are much faster than a normal person's. In *HERO System* terms, he has a high DEX (usually 23 or more) and SPD (usually 8-10, if not higher), but no more than human normal Running (*i.e.,* 6-10"). If he devotes a lot of his Phases to making Full Moves, he can run at high speeds, but his velocity comes from his reaction time (*i.e.,* the number of Phases he gets), not from having bought a lot of inches of movement. Furthermore, he usually has lots of superpowers or special abilities based on his reflexes, such as a rapid-fire punch, powerful Martial Arts moves, or the like.

THE RUNNING MAN

The most stereotypical example of a "speedster," the one most comic book fans and gamers think of when they hear the term, is *the Running Man* — a character who can run at phenomenal speeds. So fast that he can run up the sides of

buildings, over the surface of water, and even around the world in the blink of an eye, he usually has other speed-related abilities (such as rapid-fire punches, cleaning an entire house in a split second, friction resistance, and others like the ones in the *Speedster Powers* section of Chapter Two). Examples of this archetype include: DC Comics's the Flash (in various incarnations) and Johnny Quick; Marvel Comics's Quicksilver, the Whizzer, and Speed Demon; and the Champions Universe's Kinetik.

THE SLICKSTER

A Slickster is a land-based speedster with control over friction, and/or possibly related forces like momentum, inertia, or kinetic energy, that he manipulates to allow him to move at high speed. He often has related abilities, like the power to increase the friction another character suffers (thus making the target move more slowly than normal). See the *Kinetic Energy Powers* section of Chapter Two for many example abilities. Examples of this archetype include Slyde from Marvel Comics and Slick from the Champions Universe.

THE TELEPORTER

This speedster's abilities revolve around Teleportation — the power to disappear from one location and re-appear at another without physically crossing the space in between. In addition to being able to teleport great distances (maybe even on a planetary or galactic scale), he often has a host of abilities related to short-range teleporting, such as a "blink teleport" to avoid attacks (see the *Teleportation Powers* section of Chapter Two for many examples). Some Teleporters can even teleport other characters or objects, either by touching them or sometimes at a distance (an ability technically known as *aportation*). Examples of Teleporters include Marvel Comics's mutant hero Nightcrawler, many demons and wizards from Fantasy fiction, and the Champions Universe's Cheshire Cat and Tesseract.

THE TIME MANIPULATOR

This type of character doesn't actually move any faster than a normal person in an absolute sense — but thanks to his ability to manipulate time, he *appears* to. By slowing down time around other people or speeding it up around himself, he can move much more frequently than an ordinary person, in effect making him ultra-fast. Depending on how fully or precisely he controls the flow of time, he may have many other chrono-powers as well (see the *Time Powers* section of Chapter Two for many examples). The Champions Universe's Captain Chronos is an example of this archetype.

THE VIBRO-SPEEDSTER

Some speedsters, such as the Champions Universe's Vibron, control "vibrational energies" or can vibrate the molecules of their bodies at different "frequencies" than normal. As a result they can move much more quickly than ordinary people, though as a side effect they may appear "blurry" or have difficulty speaking clearly. See the *Vibration Powers* section of Chapter Two for many example powers appropriate to this archetype, including Vibro-Phasing (Desolidification) and Vibro-Blast.

THE WHIRLWIND SPEEDSTER

Similar in some respects to the Vibro-Speedster, the Whirlwind Speedster's speed, attacks, and other abilities derive from his power to whirl around at incredibly fast speeds. In effect, he's a human tornado, and can move just as fast and hit just as hard as his namesake. See the *Whirlwind Powers* section of Chapter Two for sample powers appropriate to this archetype. Examples include the Marvel Comics villains Whirlwind and Cyclone I.

THE WINGMAN

The Wingman is an aerial speedster whose Flight and flight-based abilities derive from the fact that he has a pair of wings (or perhaps many pairs). Perfectly at home in the skies, he may also have the power to talk to or control birds, manipulate the weather, or the like. Examples include Marvel Comics's superhero the Angel, bird-men species from Fantasy and Science Fiction settings, and DC Comics's Hawkman.

SUPER-SPEED AS A SPECIAL EFFECT

While some speedsters may just have an unusual form of movement (or more than one), for most gamers the stereotypical speedster can move at tremendous velocity: *super-speed* or *hyper-velocity,* if you will. Super-speed is the special effect for many speedster abilities beyond just moving fast — as Chapter Two demonstrates, you can explain many attacks, defenses, and other abilities as manifestations of super-speed.

Of course, the *HERO System* differentiates between the *effects* of a power and the *special effects* of a power. A player determines what powers to buy by determining the type of impact he wants to have on the game. There's no power or effect in the *HERO System* called "Super-Speed," but speedsters can purchase many of the System's game elements and define their special effect as "super-speed."

This section describes three "families" of super-speed — movement modes, repetitive movement patterns, and power manifestations — and thus various "flavors" of super-speed that a speedster might use to define his powers. They're based on different ways of moving, repetitive motion patterns, and the like. These families may overlap, so it's possible for a character to have abilities with more than one special effect, or powers based on two or more special effects.

You can find dozens of example powers appropriate to these forms of super-speed in Chapter Two.

SPEEDSTER TRICK CATEGORIES

Besides thinking about a speedster's mode(s) of movement, movement pattern(s), and power manifestation(s), you can also organize speedster tricks and abilities into categories based on what they allow a speedster to do. Examples include:

■ **Hitting multiple targets:** The speedster is so fast he can cover a greater area, or affect more targets in the same amount of time, than other characters. Examples include various abilities built using the *Area Of Effect* or *Autofire* Advantages, or the ability to clean a room in the blink of an eye.

■ **Acting quicker than normal:** Powers a speedster has because he can "activate" the ability so quickly or move at such high velocities. Examples include rapid-fire punching and sweeping targets along in the "backdraft" of the character's movement.

■ **Repetitious conduct:** The speedster can perform the same action dozens or hundreds of times in a second, allowing him to accomplish a task much more quickly than a normal person can. For example, a speedster could buy Computer Programming to represent the fact that he can try thousands of possible passwords in just a few seconds, making it easy for him to break through computer security.



Movement Modes

This basic special effect assumes the speedster's primary ability is a particular type of movement and constructs related abilities from there. For traditional modes of movement (Flight, Running, Swimming, Tunneling), linked abilities may relate to the effects the character generates as he passes through the environment, but also come from interactions with the surrounding environment. Similarly, the non-traditional "space-time-dimension" nature of Extra-Dimensional Movement and Teleportation provides ample justification for a wide range of derived abilities. See the appropriate categories in Chapter Two for examples.

Repetitive Movement Patterns

In some cases, a speedster can so tightly control his primary movement mode that he can set up repetitive movement patterns at high speeds and thus generate several useful effects (along with some possible disadvantageous ones). Some of the patterns occur within a single hex, but for others the speedster needs multiple hexes' worth of space. Most patterns require freedom of motion and physical leverage to execute, although some (*e.g.,* Vibrations) do not.

CIRCULAR

The speedster moves in a circle at high speeds and causes interesting things to occur at the center. The speedster must position the circle relative to the target and have equal access to all hexes along the path. His circular pattern of motion can dizzyingly spin the target around, suck away all the air in the center, lift him with a rising column of air (or water, if he's swimming), and the like.

A speedster who can move in a three-dimensional environment (flying in the air, swimming underwater) can use a *Spherical* movement pattern to create many of the same effects. They might even be more intense because they completely surround the target. For example, the "compression effect" of being at the center of a sphere is much stronger than that of being inside a circle with an "open" top and bottom.

RHYTHMIC

The speedster moves one of his limbs (usually an arm) back and forth quickly within a single hex. Rhythmic motion could include rapid-fire punching or stomping, "windmilling" to create powerful gusts of air, rubbing something to inflict super-friction damage, and the like. The speedster must have leverage to move the appropriate limb. Rhythmic motion isn't subtle — it's intended to induce intense stress in the target over a very short period of time.

SPIN

The speedster spins in place at high speeds like a top (in other words, he fits the "Whirlwind Speedster" archetype described above). He must be balanced and have leverage, but the resulting effects are numerous. He can induce dizziness in a held character, hit someone with a punch backed by the full effect of his motion, emulate a propeller, drill through the ground, or the like.

See the *Whirling Powers* section of Chapter Two for plenty of examples.

VIBRATIONS

The speedster moves back and forth quickly and subtly within a single hex — in other words, he vibrates (and thus often falls within the Vibro-Speedster archetype described above). The tight control required makes Vibrations harder to execute and thus rarer than many other types of super-speed. Perhaps the effects cost extra END or the speedster needs some sort of control over his own molecules to vibrate with any great effect. However, one thing the speedster doesn't require is leverage, which means many Vibration-based speedster powers still work while the character is Entangled, unlike powers based on some other repetitive movement patterns.

The effects of vibrating are numerous. Any solid surface contacting a vibrating speedster is subject to tremendous friction and heat, plus static electricity. Vibrating speedsters are hard to grab and hold, since they can easily shake free. The speedster's vibrations displace the air around him, resulting in an audible whine with pitch proportional to vibration frequency. Vibrations might also induce tremors in the surrounding environment or vertigo in nearby persons. Finally, if your campaign subscribes to the "matter has a vibrational frequency" concept common to many fantastic settings, vibrational movement can affect or interact with the "solidity" or "intangibility" of matter, allowing the speedster to move through solid objects.

THE ETERNAL DEBATE: RUNNING OR FLIGHT

For the classic "running man" speedster — a character like DC Comics's the Flash or Marvel Comics's Quicksilver — one of the key design issues you have to address is which Movement Power you want to use to simulate their abilities: Running or Flight.

At first glance, Running seems like the obvious choice. Classic speedsters typically move along the ground, after all. Additionally, Running provides a number of benefits: characters start with 6" of it for free and it lacks a Turn Mode. However, Running by itself doesn't allow for many classic speedster tricks, like running up the side of a building or on the surface of a body of water. To do that the character has to buy other abilities, such as Clinging.

Flight with the Limitation *Only In Contact With A Surface* (-¼) overcomes those difficulties. Ceilings, building walls, and water are "surfaces," so the character can run over them just as if they were ordinary roads. But Flight comes with its own baggage. First, characters have to buy every inch; they don't get any for free. Second, Flight has a Turn Mode that inhibits the speedster's maneuverability. Third, "flying" characters, even ones using Limited Flight, take more Knockback from attacks. You can compensate for these abilities using the *No Turn Mode* Advantage (or Movement Skill Levels) and Knockback Resistance, but of course that increases the cost — for the same number of inches of movement, the Flight option tends to cost more than Running.

As if that weren't enough to worry about, there's the possibility of buying hyper-running as Teleportation with the *Must Pass Through Intervening Space* Limitation. However, few speedsters choose this option because they can't perform Move Bys/Throughs with Teleportation, and because they run the risk of having to make Attack Rolls to stop in the target hex.

So, which one is better? That's up to you (and your GM) to decide. Some players prefer one method, some the other; there's no one "right" answer... though of course the GM may dictate that he wants hyper-running to be bought a particular way in his campaign. If it gets too difficult to decide, pick both! Thanks to the *Usable As [Second Mode Of Movement]* Advantage, you can buy Running that also functions as Flight for those times when it's necessary to dash up a wall or over a lake.

See *Hyper-Running I, II,* and *III* on pages 61-63 for example powers built using each of these methods.

Power Manifestations

This type of super-speed focuses on how the speedster's power actually manifests, which usually relates to his origin.

EXTERNAL SOURCE

The speedster's metabolism is normal, but he gets his super-speed and movement from an external (perhaps even magical) source, *e.g.,* the wind, an amulet of speed, or energy from the Speed Zone. He may or may not pay full END for using these powers, and he probably doesn't work up the same sweat a speedster with a heightened metabolism would. Turning on his powers doesn't necessarily involve exerting himself; it's a matter of mentally contacting/activating the External Source.

A speedster using a Focus for movement may or may not use it in conjunction with physical exertion to actually move, as with a set of artificial wings. It may be possible to restrict a speedster's movement by interfering with the Focus — binding his legs together, pinning his wings back, or stealing his amulet.

HEIGHTENED METABOLISM

Heightened Metabolism means a speedster's physical metabolic rate is faster than normal. This includes heartbeat, circulatory system, respiration, nervous system, digestion, cell growth, and possibly aging. A speedster with a Heightened Metabolism exerts himself physically when using his powers: fast leg movement for Running, flapping wings for Flight, arm and leg movement for Swimming, rapid hand movement for Tunneling; and so on. Heightened Metabolism tends to be the most common explanation for movement and super-speed in most settings.

LIVING ENERGY

The speedster is either imbued with some form of energy, composed of energy himself, or a physical embodiment of energy (even a fictional type of energy such as "speed force"). He's not necessarily even completely human or corporeal. By releasing or drawing upon his energy, the speedster generates movement, speed, and related effects.

CHARACTERISTICS



Several *HERO System* Characteristics, notably DEX and SPD, merit expanded discussion with regard to speedsters.

Dexterity

As the Characteristic that measures agility, reaction speed (*i.e.,* who acts first in a Segment), and the ability to avoid attacks, DEX is important for speedsters. In most campaigns, the speedster will have the highest DEX of all the PCs.

HOW MUCH DEX DOES A CHARACTER NEED?

At 3 Character Points per DEX point, Dexterity is the second most expensive Characteristic in the *HERO System* (after only SPD) because it provides so many benefits (CV, initiative, many Skill Rolls, and the like).

The accompanying table summarizes the pertinent information about every point of DEX between 0 and 60. The first column indicates the cost of that value of DEX in Character Points.

The second column lists the DEX Roll derived from that value of DEX. In parentheses after the roll is the percentage chance of making an unmodified roll. The chance is capped at 99.9% on the grounds that a roll of 18 usually constitutes automatic failure.

The third column lists the CV derived from that value of DEX.

DEX BREAKPOINTS

The fourth column indicates *breakpoints* — particularly effective amounts of DEX — with the value of the breakpoint indicated by stars. One star (*) indicates a breakpoint for CV — *i.e.,* the least amounts of DEX needed to obtain a particular CV value (adding one more point of DEX won't give any more CV). These DEX values are 3 apart because you calculate CV by dividing DEX by 3.

Two stars (**) indicates a breakpoint for the DEX Roll — *i.e.,* the least amount of DEX needed to obtain a particular DEX Roll value (adding one or two more points of DEX won't increase the character's DEX Roll). These DEX values are 5 apart because you calculate DEX Rolls as (9 + (DEX/5)).

Three stars (***) indicates a breakpoint for both CV and the DEX Roll. These especially efficient amounts of DEX are 15 DEX points apart (the 3 of CV times the 5 of DEX Rolls).

The breakpoints indicate that DEX 28, 33, and 38 are all particularly good buys for speedsters (in lower-powered campaigns, so is DEX 23; for *Galactic Champions* campaigns, 43, 48, and 53 are good choices). But the breakpoints don't tell the whole story. There are good reasons to buy DEX in a non-breakpoint amount. The most important is combat initiative — determining who acts first in a Phase. Sometimes spending a few more Character Points to get another point or two of DEX may not be efficient in terms of calculations, but it's *very* handy in combat because the character can act before more "efficient" foes. Second, the more DEX a character has, the longer he can withstand Drain DEX attacks and similar negative Adjustment Powers.

ALTERNATE DEXTERITY

Since DEX provides so many benefits — CV, Skill Rolls, initiative, SPD, and the like — one way to customize characters a little more, and hopefully to prevent them from buying a high DEX just for the sake of the game-related benefits they obtain, is to divide DEX into *three* Primary Characteristics instead of one. These "new" Characteristics are:

Accuracy
Agility
Reaction

Each of these "DEX Characteristics" costs 1 Character Point per point (but see *Game Balance Considerations,* below, for more discussion).

Accuracy (ACC) represents a character's eye-hand coordination and general ability to attack accurately. It's used to calculate a character's Combat Value — CV equals the character's ACC divided by 3.

Agility (AGI) represents a character's general nimbleness, adroitness, and dexterousness. It's the basis for the character's "DEX Roll" (ACC and REA don't normally have a Characteristic Roll) and for most DEX-Based Skills (aptly named "Agility Skills").

Reaction (REA) represents a character's reaction time and related attributes. It's the basis for a character's initiative (when his Phase occurs in a Segment, and whether he goes before or after someone else).

SPD

Using these "DEX Characteristics" means changing some of the rules for things related to DEX, such as SPD. You have several options for SPD. In all cases, the special rounding rules for SPD apply — you always round down.

First, you can calculate SPD as (1 + ((ACC + AGI + REA)/30)). In other words, add ACC, AGI, and REA together, divide by 30, and add 1 to the result. Since the total cost of ACC, AGI, and REA is in theory at least close to the cost of standard DEX, this should derive a SPD roughly the same as what you'd get using the standard DEX rules.

DEXTERITY TABLE

DEX	Cost	DEX Roll	CV	Breakpoint
0	-30	9- (37.5%)	0	
1	-27	9- (37.5%)	0	
2	-24	9- (37.5%)	1	*
3	-21	10- (50%)	1	**
4	-18	10- (50%)	1	
5	-15	10- (50%)	2	*
6	-12	10- (50%)	2	
7	-9	10- (50%)	2	
8	-6	11- (62%)	3	***
9	-3	11- (62%)	3	
10	0	11- (62%)	3	
11	3	11- (62%)	4	*
12	6	11- (62%)	4	
13	9	12- (74%)	4	**
14	12	12- (74%)	5	*
15	15	12- (74%)	5	
16	18	12- (74%)	5	
17	21	12- (84%)	6	*
18	24	13- (84%)	6	**
19	27	13- (84%)	6	
20	30	13- (84%)	7	*
21	33	13- (84%)	7	
22	36	13- (84%)	7	
23	39	14- (91%)	8	***
24	42	14- (91%)	8	
25	45	14- (91%)	8	
26	48	14- (91%)	9	*
27	51	14- (91%)	9	
28	54	15- (95%)	9	**
29	57	15- (95%)	10	*
30	60	15- (95%)	10	
31	63	15- (95%)	10	
32	66	15- (95%)	11	*
33	69	16- (98%)	11	**
34	72	16- (98%)	11	
35	75	16- (98%)	12	*
36	78	16- (98%)	12	
37	81	16- (98%)	12	
38	84	17- (99.5%)	13	***
39	87	17- (99.5%)	13	
40	90	17- (99.5%)	13	
41	93	17- (99.5%)	14	*
42	96	17- (99.5%)	14	
43	99	18- (99.9%)	14	**
44	102	18- (99.9%)	15	*
45	105	18- (99.9%)	15	
46	108	18- (99.9%)	15	
47	111	18- (99.9%)	16	*
48	114	19- (99.9%)	16	**
49	117	19- (99.9%)	16	
50	120	19- (99.9%)	17	*
51	123	19- (99.9%)	17	
52	126	19- (99.9%)	17	
53	129	20- (99.9%)	18	***
54	132	20- (99.9%)	18	
55	135	20- (99.9%)	18	
56	138	20- (99.9%)	19	*
57	141	20- (99.9%)	19	
58	144	21- (99.9%)	19	**
59	147	21- (99.9%)	20	*
60	150	21- (99.9%)	20	

*: CV breakpoint
**: DEX Roll breakpoint
***: CV and DEX Roll breakpoint

SKILLS WITH ALTERNATE DEXTERITY

Skill	Characteristic
Acrobatics	Agility
Breakfall	Agility
Climbing	Agility
Combat Driving	Agility
Combat Piloting	Agility
Contortionist	Agility
Fast Draw	Reaction
Lockpicking	Agility
Riding	Agility
Sleight Of Hand	Agility
Stealth	Agility
Teamwork	Reaction

Second, since INT is supposed to represent (at least in part) a character's ability to react to unusual or dangerous circumstances (see below), you could work it into the mix. Now SPD becomes (1 + ((ACC + AGI + REA + INT)/40)).

Third, since REA represents reaction time and initiative in combat, you can use it alone to calculate SPD: (1 + (REA/10)). However, because REA is much cheaper than DEX, this tends to create "SPD inflation," so the GM needs to pay close attention to characters' SPDs, and perhaps even change the calculation (to, for example, REA/20 or REA/30) to maintain game balance.

Skills

The accompanying table shows how the Agility Skills break down in the new system.

Game Balance Considerations

Keeping the costs of the DEX Characteristics at 1 Character Point per point each in theory results in characters spending as much on these three Characteristics as they tend to spend on DEX. But theory doesn't always work in practice, so this may cause problems. First of all, if you want to prevent "DEX abuse," this may not do the trick; characters can end up with the same "DEX" as they would otherwise have by buying all of the DEX Characteristics to the same level. ACC 20, AGI 20, and REA 20 cost 30 Character Points in total, just like DEX 20.

Second, you may find players "power-gaming" their characters by buying one or two of the DEX Characteristics to high levels. For example, with ACC costing only 1 Character Point per point, a base CV 10 only costs 20 Character Points. This could unbalance some campaigns (though since all characters have the same ability to buy high CVs, the most likely result is an increase in CVs across the board, leading to no significant game balance changes).

Correcting or compensating for these problems is usually just a matter of changing the costs of the DEX Characteristics. For example, if you change them all to 2 Character Points per point, power-gaming becomes less attractive, and "DEX abuse" across the board becomes twice as expensive. Alternately, you could weight them depending on what you think is most important or useful in your campaign. For example, maybe ACC is 2 Character Points per point,

DEX/SPD COMBINATION TABLE

This table shows how much of a speedster's total Character Points he'll spend on DEX and SPD for most common values of DEX. To determine costs for other values of DEX, use the next lowest value and spend +2 Character Points per point of DEX.

	SPEED										
DEX	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**	**10**	**11**	**12**
10	0	10	20	30	40	50	60	70	80	90	100
13	6	16	26	36	46	56	66	76	86	96	106
15	10	20	30	40	50	60	70	80	90	100	110
18	16	26	36	46	56	66	76	86	96	106	116
20	20	30	40	50	60	70	80	90	100	110	120
23	26	36	46	56	66	76	86	96	106	116	126
25	30	40	50	60	70	80	90	100	110	120	130
28	36	46	56	66	76	86	96	106	116	126	136
30	40	50	60	70	80	90	100	110	120	130	140
33	46	56	66	76	86	96	106	116	126	136	146
35	50	60	70	80	90	100	110	120	130	140	150
38	56	66	76	86	96	106	116	126	136	146	156
40	60	70	80	90	100	110	120	130	140	150	160
43	66	76	86	96	106	116	126	136	146	156	166
45	70	80	90	100	110	120	130	140	150	160	170
48	76	86	96	106	116	126	136	146	156	166	176
50	80	90	100	110	120	130	140	150	160	170	180
53	86	96	106	116	126	136	146	156	166	176	186
55	90	100	110	120	130	140	150	160	170	180	190
58	96	106	116	126	136	146	156	166	176	186	196
60	100	110	120	130	140	150	160	170	180	190	200
63	106	116	126	136	146	156	166	176	186	196	206
65	110	120	130	140	150	160	170	180	190	200	210
68	116	126	136	146	156	166	176	186	196	206	216
70	120	130	140	150	160	170	180	190	200	210	220
73	126	136	146	156	166	176	186	196	206	216	226
75	130	140	150	160	170	180	190	200	210	220	226
78	136	146	156	166	176	186	196	206	216	226	236
80	140	150	160	170	180	190	200	210	220	230	240
83	146	156	166	176	186	196	206	216	226	236	246
85	150	160	170	180	190	200	210	220	230	240	250

AGI is 1 Character Point per point, and REA is 3 Character Points per point (thus allowing SPD to be 1 + REA/10 and provide the same results as DEX). If you like to alter character standards based on archetype, you could vary the cost that way as well — perhaps speedsters and rogues pay only 1 Character Point per point for all of the DEX Characteristics, bricks and warriors pay 3 Character Points per point for all of them, and all other characters pay 2 Character Points per point each.

SPEED CLASSES

SPD	Speed Class
1, 2	**Average SPD:** typical people
3	**Skilled SPD:** better than average people, such as many soldiers and cops
4-5	**Competent SPD:** much better than average people; many superheroes
6-7	**Legendary SPD:** faster superheroes; the average speedster
8-9	**Superhuman SPD:** better than average speedsters; extremely fast superheroes
10-11	**Mega-Superhuman SPD:** the fastest speedsters in most campaigns
12+	**Ultra-Superhuman SPD:** the fastest speedsters alive

Speed

Most speedsters have high SPDs, representing the fact that whatever allows them to move at incredible velocities also gives them phenomenal reaction time. Thus, in game terms, they get to act more often than other types of characters — which is not only appropriate, but often expected. The accompanying Speed Classes Table indicates the general "categories" of SPD in most campaigns — but as always, the GM has the final say as to what qualifies as, say, "Legendary SPD" in his game. In a low-powered setting, for example, SPD 4-5 may be considered phenomenally fast, whereas in a Galactic Champions game it might be on the low end of average for player characters.

But there's no rule that says a speedster *must* have a high SPD. Some speedsters just have the ability to move at incredible speeds — their reaction times remain more or less human normal (or at least "heroic normal"). For example, a character who has the power to, say, tap and channel the motion of subatomic particles in his body to fly at Mach 8 doesn't necessarily have a high DEX or SPD — just a lot of inches of Flight. Sometimes it can be a fun, intriguing challenge to create and play a speedster character who has lots of movement and movement-related abilities but a low SPD.

For optional alternate ways to use SPD, see page 264.

FRACTIONAL SPEED

Because SPD is calculated as 1 + (DEX/10) and never rounds up, characters sometimes end up with "fractional SPD." For example, a character with DEX 23 has "SPD 3.3" — but the 0.3 "points of SPD" aren't real, because they always round down. A character can't have "SPD 3.3" — he has SPD 3, pure and simple.

As noted on page 38 of *The HERO System 5th Edition, Revised,* characters *may not sell back their fractional SPD,* not even if they sell back a whole point of SPD. However, there are situations where fractional SPD can help a character.

First, with the GM's permission a character may spend more on SPD than he strictly needs to so he can take advantage of some other power. For example, suppose a character with DEX 10 has a magic ring that grants him +16 DEX (for a total of DEX 26). With the GM's permission, the character can spend 14 points on SPD so that he has SPD 5 when wearing the ring. In this case the extra points spent on SPD are wasted when he can't use the power (he'd only have SPD 3 when not wearing the ring).

Second, the situation may sometimes arise where a character spends Experience Points to increase his DEX, but doesn't want his SPD to get any higher. In that case, he may "sell back" some of the points previously spent on SPD so the amount of points spent on SPD remains proper for his new DEX. For example, suppose a character has DEX 17 and has spent 13 Character Points for SPD 4. During the campaign he increases his DEX to 20 by spending Experience Points. Unless the GM rules otherwise, he may "sell back" 3 of the points previously spent on SPD to recoup them for use somewhere else.

SPD BEYOND 12 STOP

As noted on page 39 of *The HERO System 5th Edition, Revised,* the maximum SPD that has any additional effect on a character's Phases and Actions is 12 — SPD 13 and higher don't grant any extra Phases or Actions, they just help the character resist Drain SPD attacks and the like. Despite this rule, GMs running high-powered campaigns (such as Galactic Champions games) may want to allow SPDs of 13 or higher as an option. In that case, the following rules apply.

Points of SPD above 12 still cost 10 Character Points per point, unless the GM rules otherwise.

SPDs of 13 and higher grant a character extra Phases in certain Segments — the same Segments that SPDs 1-12 grant. In other words, distribute the remaining actions throughout the Turn according to the standard Speed Chart — just subtract 12 from the character's SPD to figure out which Segments he gets an extra Phase in. For example, SPD 18 gets one Phase in Segments 1, 3, 5, 7, 9, and 11, and two Phases in Segments 2, 4, 6, 8, 10, and 12 — the Phases that SPD 6 (18 minus 12) gets. Thus, a character with SPD 24 would get two Phases every Segment. In the event a character's SPD exceeds 24, apply the same rule, giving the character three, four, or more Phases in some Segments.

When a character has two (or more) Phases in a single Segment, each qualifies as a full Phase. A character with two Phases could perform two Full Phase Actions, four Half Phase Actions, or one Full Phase and two Half Phase Actions. As always, an Attack Action ends a Phase, but if the character makes an Attack Action with his first Phase in the Segment, he still gets his entire second Phase. Thus, a character with two Phases could attack with his first Phase, then use his second Phase to make a Full Move away from the battlefield so his enemy wouldn't have the chance to counterattack.

If a character has multiple Phases in a Segment, both Phases are performed on his DEX — he takes his first Phase on his DEX in the Segment, and when that's done he immediately takes his second Phase (and so on if he has more Phases). He doesn't have to "wait" between Phases. (Alternately, GMs who want to "slow down" such speedsters a little bit may want to divide their Phases over the DEX order as evenly as possible. For example, if a character with DEX 30 has three Phases in a Segment, he'd get them on DEX 30, DEX 20, and DEX 10. If the GM allows this, he should decide how it affects Holding an Action.)

Because a character loses a Held Action if he Holds it until a Segment when he has a Phase (as discussed on page 360 of *The HERO System 5th Edition, Revised*), a character with SPD 13 or higher cannot hold any of his Phases until a later Segment. However, he may hold any or all of his Actions in a Phase until later in that Segment.

A character with multiple Phases in a Segment may not take a Recovery with any of them if he uses any of them to perform Actions — having multiple Phases does not change the rule that a character cannot Recover if he does *anything* in a Phase (including Holding an Action). Thus, if a speedster with multiple Phases wants to take a Recovery, he has to take a Recovery with *all* of his Phases in that Segment (and thus get two or more Recoveries). All such Recoveries occur at the very end of the Segment, as usual.

Before allowing SPDs higher than 12, GMs should be aware that they have a significant potential to cause game problems. First, the more Actions characters can take in combat, the longer combats tend to take. Second, allowing one character a lot more Actions than others may unbalance the game in his favor, giving him too much "screen time" at the expense of the other characters.

Secondary SPD STOP

Alternatively or in addition to allowing characters to buy SPDs higher than 12, the GM might consider *Secondary SPD.* Basically this means allowing a character to have *two* SPD Characteristics — the regular one, and a second one usable only for some Limited purpose.

The character's primary SPD Characteristic works just like normal: it starts with a value of 1 + (DEX/10), costs 10 Character Points per point, and so forth. The Phases it provides can be used for anything. Any character who wants to can also buy *secondary SPD.* Secondary SPD starts with a value of 0 and has a base cost of 10 Character Points per point. It provides Phases on the standard Segments for its value, even if the character already has a normal Phase from his primary SPD. However, it it must have some Limitation applied to it to restrict what the Phases it provides can be used for. See *Limited SPD,* below, for some suggestions.

If a character's primary and secondary SPD give him two Phases in the same Segment, the Actions taken with a character's primary Phases (which must be taken first) do not affect the Actions he can take with his secondary Phases (which are always taken last). For example, a character with both a primary Phase and a secondary Phase in Segment 6 could use his primary Phase to make a Full Move or to attack. He could then still use his secondary Full Phase for whatever types of Actions it allows. For example, if it's *Only To Attack* he could make another attack (despite the fact that he's already attacked once in this Segment); if it's *Only To Take Recoveries,* he could take a Recovery (even though he already acted this Phase).

Example: *Kinetik has SPD 8 (which gives him Phases in Segments 2, 3, 5, 6, 8, 9, 11, and 12). Because he acts so often he uses up a lot of END. To help alleviate the problem of running out of END, he buys 4 Secondary SPD, Only To Recover (-1) (40 Active Points; total cost 20 points). Since SPD 4 provides Phases in Segments 3, 6, 9, and 12, on those four Segments he ends up with two Full Phases — one primary, one secondary. In his primary Phase he can take any Actions he wants: attacking, defending, moving, taking Recoveries, using Skills, and so on. In his secondary Phase he can only take Recoveries. But he can do so despite the fact he's already acted in his primary Phase — the*



two Phases are "separate," so what he does in the primary Phase doesn't stop him from using his secondary Phase. If he's really tired, he could even take a Recovery with both Phases!

LIMITED SPD

Page 139 of *The HERO System 5th Edition, Revised* provides some basic rules for purchasing and using SPD with Limitations. Here are some additional rules and clarifications:

General Rules

When a character buys Limited SPD, it's up to the GM to determine which Segments the additional Phases occur in. If the character's two SPDs — unrestricted and Limited — have no Phases in common, then the Limited SPD Phases simply occur in their regular Segments. If the two SPDs have some Phases in common, the GM has to decide in which Segments the Limited SPD Phases occur.

Example: *Rocket is SPD 4, but has +4 SPD, Only To Move (-1). His standard Phases from his un-Limited SPD are 3, 6, 9, and 12. The +4 SPD would ordinarily give him SPD 8, which has Phases on Segments 2, 3, 5, 6, 8, 9, 11, and 12. Since none of the four "extra" Phases coincide with his standard Phases, determining when he can use his Limited SPD is easy: in Segments 2, 5, 8, and 11, Rocket can only move.*

The Crimson Comet is SPD 5, but has bought +3 SPD, Only To Attack (-½). His standard Phases from his un-Limited SPD are 3, 5, 8, 10, and 12. The +3 SPD would ordinarily give him SPD 8, which has Phases on Segments 2, 3, 5, 6, 8, 9, 11, and 12. Thus, his "two SPDs" have four Phases in common: 3, 5, 8, and 12. That leaves Segments 2, 6, 9, and 11 when his +3 Limited SPD Phases could occur. The GM decides the Crimson Comet gets his attacks-only Phases on 2, 6, and 11.

A character who buys Limited extra SPD must declare at the beginning of the Turn that he's using his extra SPD that Turn. He cannot activate it later in the Turn. The GM may, of course, permit him to declare it later, but if so must address any rules ramifications that occur.

A character who buys Limited extra SPD cannot "turn off" that extra SPD partway through a Turn. By definition, if a character activates Limited extra SPD, that SPD has to remain "in effect" for an entire Turn, since SPD's effectiveness is "measured" on a per-Turn basis. A character can't take advantage of gaining extra Phases, then "turn off" the extra SPD late in the Turn to take advantage of not having it. If he wants to de-activate the extra SPD, he has to do that prior to the next Turn beginning so he gains no benefit from it in that Turn.

If a character buys extra SPD with Charges, he spends 1 Charge for every extra Phase he uses from the SPD-bought-as-Power. He can buy Continuing Charges, Fuel Charges, or the like as desired (or as the GM permits). In any event, he's subject to the standard rules for using Limited SPD.

If a character has extra SPD with Limitations, and he hasn't activated that power for a given Turn, he cannot Abort to activate it in mid-Turn. Using extra SPD does not qualify as a "defensive Action."

SPD Only To Attack (-½)

One popular form of Limited SPD is SPD *Only To Attack* (-½). In the Phases gained from this SPD, the character can only make attacks; he can't move, take defensive Actions, or activate powers not used as part of an attack. This is a good way to represent a speedster with heightened reflexes or awareness, but who's not necessarily a fast runner, flyer, or swimmer.

For obvious reasons, GMs should be wary of this form of Limited SPD. Giving a character more opportunities to attack could severely unbalance the game and slow combat down. If he deems it necessary, the GM may reduce the value of the Limitation to -¼ to reflect the fact that most Phases are already used primarily to attack.

SPD Only To Defend (-¾)

Speedsters often rely less on pure defenses and more on not being hit or avoiding attacks as their primary means of not getting injured. To make this task easier, some of them buy extra SPD *Only To Defend* (-¾). This SPD provides Phases that can only be used for "defensive Actions" (as defined for Aborting). That means it's much more likely the character can Dodge, Block, or otherwise get out of the way of an attack and keep his skin intact. (This is one form of Limited SPD the GM *might* let a character Abort to, since it's purely defensive.)

SPD Only To Move (-1)

One intriguing way to build a speedster who runs, flies, or otherwise moves at high velocity, but who doesn't have enhanced reflexes or get lots of extra attacks, is to buy extra SPD, *Only To Move* (-1). On these Phases, the character can only make Full Moves or Half Moves — he can only run, fly, swim, or use other modes of movement. He cannot attack, activate Powers other than Movement Powers, take defensive actions, or the like; all he can do is move.

If a character has multiple modes of movement that he uses frequently, with the GM's permission he could buy SPD *Only To Use [Particular Type Of Movement]* for a -1½ value.

SPD Only To Recover (-1)

Since speedsters often use END like it was going out of style, any way to regain spent END can be a real help to them. SPD that only works to Recover provides Phases the character can only use to take Recoveries. As a side benefit, this tends to make it harder to keep the character Knocked Out or at less than full STUN for long periods of time.

SPD Only To Use Skills (-1)

If a speedster fills a "support role" in a group of PCs rather than being a main combatant, he may find himself needing to use Skills a lot in battle. Having a few extra Phases just for Skills can make it easier for him to perform tasks quickly or seem to do two things at once (a classic speedster "bit").

SPD Only For Speedster Tricks (-½)

A speedster has so many things to do on his normal Phases — move, attack, perceive, and so on — that he doesn't always have the opportunity to use all the speedster tricks he wants to. SPD that's *Only For Speedster Tricks* helps to overcome this problem, giving the speedster more Actions he can *only* use for such tricks. It's up to the GM to decide what constitutes a "speedster trick" for these purposes; just moving usually does not, though it might if combined with an attack or as part of a Combat/Martial Maneuver like Flying Dodge.

ALTERNATE SPD CALCULATIONS

The standard 1 + (DEX/10) method of calculating SPD works just fine for the vast majority of campaigns. However, GMs for some types of games, particularly low- and high-powered ones, may want to consider other ways of determining SPD.

Changing The DEX Divisor

First, you could alter the divisor applied to DEX. For example, DEX/5 yields SPDs that are twice as high on the average, whereas DEX/20 makes the average SPD lower.

Using Other Characteristics

Second, you could base the calculation of SPD partly or wholly on another Characteristic.

INT: The rules for INT indicate that it "represents a character's ability to take in and process information quickly." Given that definition, INT could easily have some effect on a character's ability to perceive and react to threats or crises... which is what SPD lets him do. Calculating SPD wholly from INT may cause problems, since INT is so cheap — every character would suddenly become hyper-intelligent, since the cost of buying INT up by 10 points (yielding +1 SPD, if SPD is 1 + (INT/10)) is the same as buying +1 SPD. You'd either have to change the cost of INT (perhaps to 2 Character Points per +1 INT) or change the divisor (perhaps to INT/5) so that you got roughly the same range of SPDs as you would with the standard method.

Another possibility is to combine DEX and INT in the calculation. For example, maybe SPD is calculated as ((INT/10) + (DEX/10)), always rounding down as with standard SPD. That would give an ordinary person the same SPD 2 he has under the regular rules — the INT part of the calculation takes the place of the standard 1 SPD every character starts with. Highly intelligent characters would become faster, perhaps even fast enough to not have to buy up their DEX just for the SPD benefits. But again, the GM would have to watch out for "INT inflation."

EGO: In a campaign focused on psionics and other mental powers, characters' physical abilities might largely be irrelevant. In such a game, EGO would take the place of DEX in the SPD calculation. Characters would only be allowed to take physical Actions on, say, any three of their Phases, chosen at the beginning of the campaign.



PRE: In some *Horror Hero* campaigns, where what really matters is a character's self-confidence, bravery, and ability to withstand shock, persons with the highest PRE might get to react first in the face of mind-shattering dangers. SPD would be calculated as 1 + (PRE/10), but to prevent PRE inflation the cost of PRE should be raised to 2 (or 3) Character Points per point.

SPD As A Primary Characteristic

Instead of making SPD a Figured Characteristic, some campaigns might prefer to have it as a Primary Characteristic. It would start with a value of 2 rather than 10, which makes it significantly different from other Primaries, but doing this would have several benefits: it decreases the cost effectiveness of purchasing an unnaturally high DEX; it remove some of the problems involved with fractional SPD; and makes Limited SPD a little easier to cope with. Each point of SPD would cost 10 Character Points.

Other Characteristics

DEX and SPD aren't the only Characteristics of importance to speedsters.

STRENGTH, CONSTITUTION, BODY, PHYSICAL DEFENSE, AND ENERGY DEFENSE

The classical stereotype of a speedster is someone who's not particularly strong or tough — he protects himself in combat by avoiding attacks, not by shrugging off blows or directly withstanding the effects of attacks. However, there's no reason you have to play to this image. A body that can withstand the motion, friction, and momentum of moving at incredibly high speeds could be mighty tough (*i.e.,* in game terms, have high CON, defenses, and even STR).

INTELLIGENCE

Even if INT's not used as part of an alternate SPD calculation (see above), there are plenty of reasons why a speedster might have a high INT. The hyperaccelerated state of a character's body may extend to his brain as well, giving him the ability to think and perceive at such speeds that he seems incredibly intelligent.

RECOVERY

While it's often simplest to simulate a speedster's recuperative powers by having him use his high SPD to take lots of Recoveries, in some cases a speedster may have a particularly high REC — he spends END quickly but gets it back just as quickly. This is particularly appropriate for speedsters with enhanced or tough physical forms (see above).

ENDURANCE

Most speedsters act often, and thus burn tremendous amounts of END. A higher REC gets it back faster, but it's a good idea to start out with a lot of it in the first place — particularly if the character has a lot of speedster tricks with the *Increased Endurance Cost* Limitation.

SKILLS



A speedster may use many Skills during the course of a campaign. Most are Agility Skills (which a speedster could reliably execute) and Intellect Skills (which simulate a speedster's ability to think faster than normal). This section of *The Ultimate Speedster* includes notes, tips, and additional rules for speedster Skill use.

PERFORMING SKILLS QUICKER THAN NORMAL

One of the classic speedster "bits" in comic books, movies, and fiction is performing tasks much faster than ordinary people could. Some speedsters can clean an entire house, strip all the parts from a car, tune up an engine, pick a lock, search a room, build a model, or read a book in the blink of an eye.

As noted on page 45 of *The HERO System 5th Edition, Revised* rulebook, the GM determines how long it takes to use a particular Skill in a given way. For each step up the Time Chart that a character tries to perform it quicker, the character suffers a -3 penalty to his Skill Roll. Thus, trying to do in a second a task that normally takes an hour becomes prohibitively difficult.

To overcome this problem, a speedster needs to buy Skill Levels for the specific purposes of counteracting this penalty. The *Rapid Tasks* ability on page 104 is an example, though you may want to alter the type of Skill Level purchased if you're building a more specific power. If the GM considers this cost-prohibitive, he should reduce the penalty for performing Skills more quickly than normal, or should let any speedster use the Rapid Tasks power for free if he succeeds with a Speedster Tricks roll.

In "realistic" campaigns, speedsters who try to perform tasks at high speed may run into a problem: the equipment they need to use the Skill, or the medium upon which they practice the Skill, can't withstand the force of their powers! (This assumes they have the necessary equipment, which may not always be the case.) For example, it doesn't matter how fast a speedster can type commands into a computer if the keyboard breaks after just a few seconds of ultra-fast keying. Speedsters may also have problems with equipment that's deliberately designed to slow people down, such as anti-hacking computer software that only allows the input of so many possible passwords in a given amount of time. The GM can simulate these difficulties by imposing additional penalties on the Skill Roll, having the speedster's powers automatically do a certain amount of damage to equipment he uses, or the like.

MOVEMENT AS A SKILL MODIFIER

At the GM's option, characters in motion — who move during the same Segment in which they want to use a Skill — have a more difficult time performing many Skills, whether they're moving under their own power or are in a moving vehicle. See the accompanying table for the modifier. Generally this only applies to Skills that require rolls; it doesn't affect a character's ability to allocate his Combat Skill Levels, Penalty Skill Levels, or Skill Levels, shout a command in a learned Language, to use Rapid Attack or Two-Weapon Fighting, or the like. At the GM's option, it also does not apply, or applies at a lesser level, to Skills that inherently involve some movement (such as Stealth, Breakfall, and Acrobatics).

MOVEMENT MODIFIERS

Movement This Segment	Modifier
Half Move (under own power)	-2
Full Move (under own power)	None*
In smooth-riding vehicle/mount	-1 to -2
In rough-riding vehicle/mount	-2 to -5

* Cannot perform any Skills unless permitted by GM

ACROBATICS

Given their high DEXs, many speedsters are adept at using this Skill. It can come in handy for dodging unexpected obstacles, using a lamppost (or the like) as the "pivot point" for making a quick 90- or 180-degree turn, bouncing off awnings, and the like.

BREAKFALL

Most speedsters find this Agility Skill to be one of the most useful in their arsenal because it provides protection from so many hazards of moving quickly. When you're running at 200 miles per hour, the ability to roll out of a fall quickly or keep your footing on slippery surfaces may mean the difference between life and death! It's also handy when a flying speedster loses control of his powers, or a running speedster doesn't estimate distances correctly and runs just a *little* too far... right off the edge of a cliff. See *Uncontrolled Movement,* page 220, for more information about losing control of one's movement, skidding, and the like.

COMBAT SKILL LEVELS

Speedsters' dexterity and swiftness make them excellent combatants — in the source literature, they're often able to attack many times, or with incredible accuracy, before any of the other com-

batants can even move! One way to simulate that sort of ability is with Combat Skill Levels. In most cases 5-point CSLs with Hand-To-Hand Combat suffice, but a speedster who has a lot of Ranged attacks may prefer 8-point Levels instead... and of course a 10-point Overall Skill Level or two is a mighty handy thing for any character to have. Speedsters who want to be really good at getting out of the way of attacks should invest in some 5-point DCV Levels.

CONTORTIONIST

A speedster might buy this Agility Skill to represent his ability to "vibrate" himself out of bonds or Grabs. Some speedsters can become fully Desolidified by vibrating, but a speedster who can't may still be able to vibrate himself free from confinement.

CRAMMING

Cramming is an excellent Skill for speedsters who can learn things quickly. It doesn't take much time to bone up on the basics of physics, Shakespeare, or French if you can read a textbook cover to cover in a single second! (See also *Hyperspeed Cramming* on page 102.)

FAST DRAW

While the classic comic book speedster rarely uses weapons on a regular basis, speedsters in other genres very well might. This Skill perfectly represents one way to reflect their speediness: how quickly they can ready/draw a weapon.

MARTIAL ARTS

Many speedsters favor HTH Combat over Ranged Combat (since their speedster abilities require them to touch or get close to a target), so Martial Arts are often quite appropriate for them.

Speedster Martial Arts

It's even possible to design a Martial Arts style that specifically represents abilities meant to be used by characters who can move at high velocities. Naturally, most of the maneuvers incorporate the *Full Move* Element.

SPEEDSTER MARTIAL ARTS

Maneuver	Phs	Cost	OCV	DCV	Notes
Flying Dodge	½	5	—	+4	Dodge All Attacks, Abort; FMove
Flying Grab	½	5	-2	-1	Grab Two Limbs, +10 STR for holding on; FMove
Flying Throw	½	5	-1	-2	Grab Two Limbs; STR + v/5; Target Falls; FMove
Passing Disarm	½	5	-1	-1	Disarm, +10 STR to Disarm roll; FMove
Passing Strike	½	5	+1	+0	STR + v/5; FMove
Passing Throw	½	5	+0	+0	STR + v/5; Target Falls; FMove
Pressure Wave	½	4	-1	+1	2d6 NND(see text)
Rapid Chop	½	4	-2	+0	HKA ½d6 (2 DC)
Rapid Punch	½	5	+1	-2	STR + 4d6 Strike
Spinning Escape	½	4	+0	+0	+15 STR vs. Grabs

The Flying Grab maneuver allows the speedster to run up to someone and grab him. The Flying Throw maneuver allows the speedster to grab someone and then throw him, using the speedster's own velocity to increase the damage (see Move Slam, page 269). With the GM's permission, you can represent this visually as the speedster picking up the target, carrying him at high speed, and then letting him go so he smashes into a wall and takes damage. However, since that involves moving the target, some GMs may prefer to treat this maneuver as more akin to a Move By. It could also represent running past the target and hitting him with a sort of takedown maneuver using the character's own velocity to augment the blow.

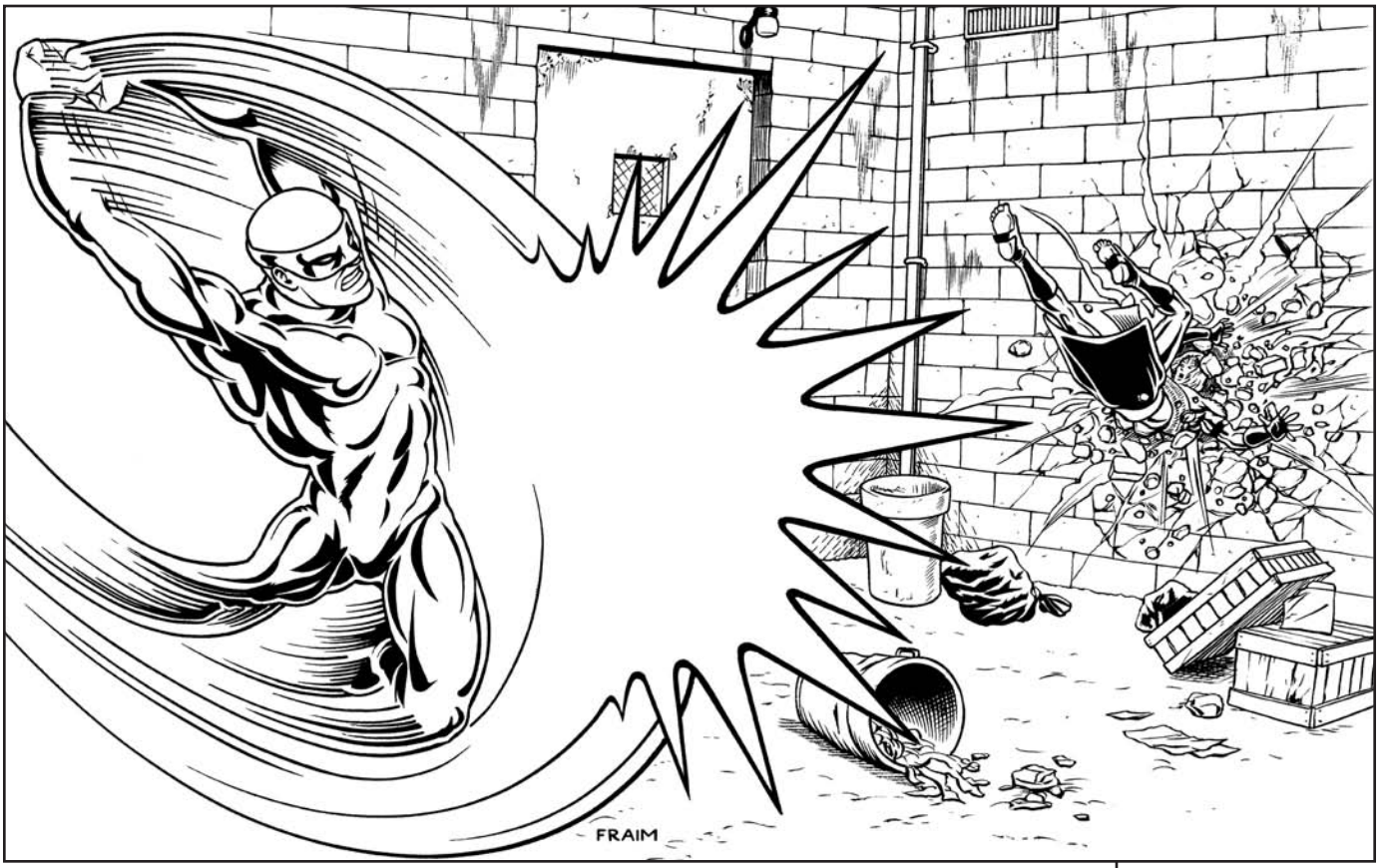
The Passing Strike involves running past the target and hitting him, using the speedster's velocity to augment the blow. The Passing Disarm involves running past the target and snatching something out of his hand. The Passing Throw maneuver allows the speedster to "intercept" another moving character and trip or throw him so that the target's own velocity works against him. The Pressure Wave involves running around the target at high speed to batter him with increased air pressure, or the speedster rapidly pumping his arm to create a short-range "pressure blast" of compressed air; in either case the defense is Life Support (Safe Environment: High Pressure). The Rapid Punch involves hitting the target several times in the space of a second; the Rapid Chop does the same thing (to more lethal effect) using the edge of the palm, or possibly the whole hand to rub something at hyper-speeds to create damaging friction. To use the Spinning Escape, the character spins or vibrates in place so violently that his captor can't maintain a grip on him.

With both the Flying and Passing Throw, remember that the *v/5* Element relies on *relative* velocity, as discussed on page 391 of the main rulebook. See the *Combat And Martial Maneuvers* section of Chapter Five for more information on some of these Maneuvers or their Elements.

NAVIGATION

For speedsters who like to use their powers to travel long distances, this Skill may be a must. Without it a speedster could easily get lost when he enters territory he's not familiar with — and even though a lost speedster can look for the right route or landmark much quicker than most characters, it's easier not to get lost in the first place. Similarly, that sort of character might want to buy a lot of CKs and AKs, representing what he's learned about all the places he's been.

At the GM's option, speedsters traveling long distances have to make Navigation rolls to reach the right destination if they haven't been there before and/or take an unfamiliar route. The accompanying table lists possible modifiers. If the roll succeeds, the speedster finds his way without any problem; if it fails, he's lost (the more he fails the roll by, the more off-course he becomes). Of course, the ability to make Navigation rolls assumes the character can perceive his environment easily (see page 263); if not, the GM may require the charac-



NAVIGATION ROLL MODIFIERS

Condition	Modifier
Well-traveled or -marked path	+1 or more
Infrequently-traveled or poorly-marked path	-1 or worse
Character Knowledge	**Modifier**
- knows landmarks	+1
- has Directions	+1
- has Map	+2
- has Bump Of Direction	+2
- has navigation equipment	+1 or more
- has appropriate AK/CK	Complementary Skill

ter to make a PER Roll first, and if he fails impose a Navigation roll penalty equal to how much the character missed the PER Roll by.

POWER: SPEEDSTER TRICKS

Also known as *Speedster Stunts, Speedster Powers,* or the like, Speedster Tricks is a form of the *Power* Skill that allows characters to use their ability to move quickly or in unusual ways to perform "tricks," "power stunts," and other such impromptu abilities. It's most applicable to speedsters in *Champions* games and other Superheroic campaigns — in Heroic games, tricks like injuring people with friction or doing an hour-long chore in a few seconds don't really pass the verisimilitude test.

Chapter Two has hundreds of "tricks" suitable for speedsters. Many of them list a Speedster Tricks Roll Penalty, in case the GM wants to allow the character to use his *Speedster Tricks* Skill to try one of them. As usual, characters shouldn't use the *Power* Skill as if it were a Variable Power Pool. Allowing a speedster to attempt a particular "power stunt" once or twice during a campaign is fine, but if a character wants to use the same stunt repeatedly, he should pay Character Points for it.

Depending on the nature of a speedster's powers, he may have more than one *Power* Skill, or may have to rename this one. For example, a teleporter probably has Teleportation Tricks rather than Speedster Tricks, and a super-fast speedster whose powers involve manipulating time may also have a *Time Manipulation Tricks* Skill if he can use his chrono-powers as well as his speedster powers to affect other characters.

SKILL LEVELS

Many speedster characters buy *Movement Skill Levels,* which have several uses:

First, a character can use a Movement Skill Level to lower his Turn Mode by 1 (minimum of 0"). However, he's still restricted to making no more than five turns in a single move, unless the GM rules otherwise.

Second, each Skill Level provides a +1 to any roll required to land in, or otherwise move to, a particular hex.

Third, at the GM's option, the character can use a Movement Skill Level to increase his acceleration or deceleration with his modes of movement (not with vehicles) by 1" per hex per Skill Level applied.

Fourth, at the GM's option, a character can use Levels with movement to improve his DCV if he Dodges or uses a Combat or Martial Maneuver that provides bonuses to DCV while moving.

ALTERNATE MOVEMENT SKILL LEVELS

Power	Cost Per 1 Movement Skill Level
Extra-Dimensional Movement	N/A
FTL Travel	N/A
Gliding	3 Character Points
Flight	3 Character Points
Leaping	2 Character Points
Running	2 Character Points
Swimming	2 Character Points
Swinging	2 Character Points
Teleportation	2 Character Points
Tunneling	1 Character Point

Skill Levels with one mode of movement cost 2 Character Points per Level. Skill Levels that apply to any of a character's modes of movement cost 3 Character Points per Level.

Changing Movement Skill Levels

In some campaigns, GMs may find that Movement Skill Levels are too useful. They not only improve a character's Turn Mode, they can also sometimes improve his DCV while he's moving, help him to accelerate and decelerate, and so on. That's a lot of utility for 2 Character Points per Level! If this is causing problems in the campaign, the GM should increase the price of "MSLs" — at least to 3 Character Points per Level, and possibly 5, for Levels that only apply to one type of movement, and at least to 5 Character Points for Levels that apply to all modes of movement.

Alternately, the GM could change the cost of Movement Skill Levels for a single Movement Power based on the Power they apply to, since they're more useful for some Movement Powers than others. The accompanying table has a list of suggested costs.

STEALTH

Since speedsters are all about movement, and moving quietly is often crucial in an adventure, many speedsters buy this Skill. However, in a "realistic" setting, the faster someone moves the harder it is to remain unnoticed. A person moving quickly often creates more noise, kicks up clouds of dust, disturbs the environment around him, and otherwise makes his presence known. At the GM's option, characters may suffer a penalty to Stealth rolls when moving at high speeds — such as -1 per 3" or 5", or -1 for every X" above 6" that a character moves. (See also *Invisible Power Effects* on page 50.)



TALENTS



While just about any Talent is appropriate for a speedster who wants it, a few are particularly common or have special applications for movement-based characters.

DANGER SENSE

Speedsters sometimes purchase this Talent to represent their super-fast reflexes (which allow them to respond to danger so quickly, at the very first hint of trouble, that they can effectively avoid it) and/or super-fast senses (which alert them to incoming danger at the first possible indication). For example, a speedster with this form of Danger Sense who was being targeted by a sniper might feel the bullet the nanosecond it touches his skin. Instantly, without the need for conscious thought, he hyperaccelerates into the Speed Zone, at which point it's as if the bullet's standing still — he's moving so quickly, everyone and everything else seems frozen in time. Then he just steps out of the bullet's way. (In game terms: the character made his Danger Sense roll, thus getting his full DCV against the threat, which was enough for the sniper to miss. The special effect of "being missed" is as described.)

This form of Danger Sense typically only affects the character himself, works Out Of Combat (+5 points), and functions as a Sense (+2). In some cases the character's senses may function so swiftly that he can spot and stop dangers to people in his Immediate Vicinity.

ENVIRONMENTAL MOVEMENT

This is a popular Talent for many speedsters, particularly runners — anything that helps them keep their footing when moving at hyper-velocity is worth paying Character Points for! Similarly, Aqua-Speedsters frequently buy Aquatic Movement to represent their familiarity with and comfort in watery environments. See also page 222 regarding Environmental Movement: Uncontrolled Combatant.

LIGHTNING CALCULATOR

Some speedsters can think as fast as they move, and if so this is the Talent for them. It's particularly appropriate for Cosmic Speedsters who may have to perform extensive navigational calculations to make sure they don't run into any stars, comets, or planets.

LIGHTNING REFLEXES

Lightning Reflexes is a perfect Talent for many speedsters, since it lets them do what they do best: act before anyone else can. This can represent hyper-fast reflexes, the ability to shift into the Speed Zone (a state in which everyone else seems to move with glacial slowness), or the like. By buying this Talent you can create a speedster who reacts to things *very* quickly but isn't necessarily an incredibly fast runner or flyer. And in a game with multiple speedsters, a little Lightning Reflexes might be just the bit of oneupsmanship a character needs to prove that *he's* the fastest hero of all.

PERFECT PITCH

Vibro-Speedsters and other characters with vibrational-type powers may have this Talent, representing their innate ability to identify (and replicate) the frequencies of vibrating bodies.

SIMULATE DEATH

If a speedster's powers derive from being able to control his own metabolism or neurological systems, he might have the ability to slow himself down and fake his own death in addition to speeding himself up. Simulate Death represents this ability perfectly.

SPEED READING

This Talent reflects a speedster's ability to read written materials much faster than normal. It's particularly potent when combined with Cramming (especially if a character has multiple Cramming "slots").

PERKS

Perks are as appropriate for speedsters as for any other character. In some campaigns speedsters may need to purchase a special Fringe Benefit, such as *Superspeed License* or the like, to use their powers in high-population areas or certain jurisdictions.

MOVEMENT POWERS



At the heart of virtually every speedster character's design are one or more of the *Movement Powers* — Extra-Dimensional Movement, Faster-Than-Light (FTL) Travel, Flight, Gliding, Leaping, Running, Swimming, Swinging, Teleportation, and Tunneling. All of these Powers allow a character to move from place to place. Some are extensions of existing abilities, like Running or Swimming; others are completely new modes of movement, such as Teleportation or FTL Travel.

For ease of reference, this section of *The Ultimate Speedster* includes the complete text of these Powers from *The HERO System 5th Edition, Revised* rulebook, with additional information to cover subjects and situations not addressed by the main rules. For further information about, and rules for, movement in the *HERO System,* see Chapter Four.

BASIC MOVEMENT

All characters begin the game with Running 6", Swimming 2", and a running leap of 1" per 5 STR. In a Heroic campaign, the maxima for movement are Running 10", Swimming 5", and Leaping 5"; the cost of additional Running, Swimming, or Leaping doubles after these maxima. There is no maximum on any form of movement in Superheroic campaigns, or on other forms of movement in Heroic campaigns.

COMBAT AND NONCOMBAT MOVEMENT

The *HERO System* rules divide movement into two categories: Combat and Noncombat. A character using *Combat Movement* is dodging and looking out for targets and enemy attacks — he moves as fast as he can while still trying to find targets and to present a difficult target for his attackers. A character using Combat Movement retains his full OCV and DCV and can move at his normal movement rate.

A character using *Noncombat Movement* concentrates on moving swiftly, not on finding targets or dodging attacks. Accordingly, his Noncombat Movement rate is double his Combat Movement rate, but he's at ½ DCV and 0 OCV (and ½ DECV and 0 OECV, if appropriate). (Alternately, you can determine a character's Noncombat Movement DCV from his velocity, though this takes more time; see page 205.) All characters can move double their Combat Movement rate with all of their Movement Powers for free; a character can double his rate of Noncombat Movement in one movement mode for +5 Character Points. (This does not apply to Extra-Dimensional Movement, which has no "velocity," or FTL Travel, which has its own rule for increasing velocity; Leaping also has special rules for Noncombat Movement. Refer to the individual Power descriptions for further information.)

Example: *Golden Eagle wants to fly and run at incredible velocity. He purchases Running +14" (28 Character Points) and Flight 20" (40 Character Points), giving him a total of 20" in both types of movement. He can move double that rate, or 40", when using Noncombat Movement with either type of movement. After gaining some Experience Points, Golden Eagle pays 10 Character Points for an additional x4 Noncombat Movement multiple for his Flight (making his Noncombat Movement total x8, since his original doubling is free). His Noncombat Movement with his Flight is now 160" (approximately 300 MPH since he has SPD 5); with Running it's still 40". His Flight costs 5 END, regardless of whether he uses Combat or Noncombat Movement.*

A Half Move made with a Movement Power consists of any amount of movement *up to* half of a character's inches of movement. A character may not use part of this Half Move, perform an Action (even a Zero Phase Action or Action which takes no time), and then use the rest of his Half Move inches of movement as a single Half Phase Action. Characters may make Half Moves when moving at Noncombat velocity.

Example: *Cheshire Cat has Teleportation 20", giving him a 10" Half Move. He wants to Teleport to a room 5" away, look around quickly (a Zero Phase Action), and then Teleport back to his starting location, for a total move of 10" (equivalent to his Half Move). However, since his Teleportation Half Move consists of any Teleportation* ***up to*** *10", his first 5" Teleportation is a Half Move — if he wants to Teleport back to his starting location, that requires another Half Move* (i.e., *what he wants to do counts as a two Half Moves, requiring a total of a Full Phase to perform).*

If a character buys a Movement Power with only 1" of movement, he cannot make Half Moves with it — except for STR-based Leaping, there's no real provision in the rules for only moving in ½" increments (but see the accompanying sidebar). However, the GM could allow it if he wanted to, and a Half Move of 1" would be possible if the character moved at Noncombat velocity.

BUYING HALF INCHES

With the GM's permission, a character can buy a half-inch (½") with a Movement Power for half the cost of an inch — for example, 1 Character Point per ½" for Running or Flight, ½ Character Point per ½" for Leaping and Swimming. This has no effect on calculating the character's Half Move, damage from velocity-enhanced Combat/Martial Maneuvers, or the like, and in most cases won't be of any particular use... but in some situations, that extra meter of distance may be just enough to get the character out of the way of danger.

ACCELERATING AND DECELERATING

A character can accelerate or decelerate up to his full Combat Movement velocity each Phase. Adding or removing velocity is a Zero Phase Action, but characters can do it only once per Phase, unless the GM rules otherwise (as the GM typically does if the character simply wants to move to a location within his inches of movement — the character accelerates while moving there, then slows down and stops when he reaches his destination). Characters can Abort to decelerate if necessary. A character can add or subtract up to 5" velocity per hex he moves, up to his full Combat Movement velocity. Characters may increase their acceleration/deceleration by buying an Advantage (see below).

Example: *Golden Eagle pursues some bank robbers. He can accelerate up to his full Combat Movement in Flight (20") in one Phase; however, it takes him 4" to get up to full speed (20"/5" per hex = 4"). If he flew at full velocity (160"), it would take him eight Phases and 564" of space to come to a complete stop.*

Later Golden Eagle fights Grond and tries a Move Through with his Flight. Grond is 2" away from him. Because he can only travel 2", Golden Eagle can only accelerate to 10". His Move Through damage derives from that velocity, not his full Combat Movement of 20".

A character cannot instantly decelerate to 0" by turning off a Movement Power, or by switching to another slot in a Power Framework (if that's how he bought the Power). He may not deactivate the Movement Power until he decelerates to 0" normally or through some outside means (such as being hit with an attack that would stop him from moving), or the GM specifically allows him to (which, in the interest of common sense and easy game play, he often should; see page 206 for further discussion of this situation).

ENDURANCE

Unless noted otherwise in a Movement Power's description, all movement costs END at the rate of 1 END per 10 Active Points in the Movement Power, regardless of whether a character uses Combat or Noncombat Movement. (This includes movement the character receives for "free," such as the standard Running 6" and Leaping from STR.) If a character moves at Noncombat velocities, the END cost equals the END he uses to move at Combat velocities — a character with Flight 15" (30 Active Points) and a x8 Noncombat Movement multiple (total of Flight 120") only spends 4 END per Phase. Gliding and FTL Travel don't cost END.

If a character uses less than his full inches of movement, typically he only pays END proportionately (for example, he pays half the power's full END cost when making a Half Move). However, if he's trying to attain full velocity for some reason (to improve Move Through damage, for example), he must pay END for the full number of inches, regardless of how many inches he actually moves.

MEGAMOVEMENT VELOCITY-BASED DCV

Levels Of MegaMovement	Velocity-Based DCV
1	19
2	39
Each level thereafter	+20 DCV

FINE-TUNING MOVEMENT ABILITIES

As an optional rule, the GM may allow players to "fine-tune" how a character's Movement Power works by "trading off" the various aspects of the Power. For example, a player may declare that his character has unusually large wings, giving his better acceleration and deceleration but adding to his Turn Mode. Each set of trade-offs must be self-contained to a particular Movement Power; a flying character can't trade off part of his Running to improve his Flight.

For these purposes, every ±1" per hex of acceleration, ±1" per hex of deceleration, ±1" of Turn Mode, or ±1 to Control Rolls is equivalent. Thus, a character could trade 1" of acceleration per hex to decrease his Turn Mode by 1", or increase his deceleration by 1" per hex. A character's trade-offs must balance out. A character who's fast, but doesn't maneuver well, could obtain +1" acceleration per hex by accepting a +1" Turn Mode or -1 penalty to DEX Rolls to maneuver or maintain his footing. The GM must approve all trade-offs.

OTHER RULES

Characters with Movement Powers may carry a significant amount of weight without suffering any penalty to their movement... but if they carry too much, the weight slows them down. See *Encumbrance* on page 379 of *The HERO System 5th Edition, Revised* for details.

If a character with an unusual Movement Power (such as Flight or Teleportation) is knocked to the ground, he cannot use that Power to stand up as a Zero Phase Action unless he's paid for the *Position Shift* Adder (see below).

Movement Powers have perceivable special effects, just like any other Power. In most cases this means others can see the character move (he's running, flying, hovering, teleporting, or what have you), hear his movement (as a rush of wind, footsteps on the ground, a sound effect that accompanies Teleportation, and so forth), and "feel" the movement if the character moves near them or collides with them. The exact special effect of the Power is up to the player, of course. Some forms of Flight might be visible because they leave a glowing energy trail, for example, or the stench of brimstone may accompany a demon's Teleportation.

For more information on movement, including Turn Modes, see Chapter Four, *The HERO System Movement Companion.*

MEGAMOVEMENT POWERS

By applying the *Mega-Scale* Advantage (page 262 of *The HERO System 5th Edition, Revised* and page 50 of this book) to Movement Powers, you can give a character the ability to move at incredibly fast speeds. Assuming a character with 10" movement, SPD 5, and a speed of sound equal to 750 miles per hour, even a single level of MegaMovement allows speeds of over 9,300 miles (15,000 km) per hour — up to Mach 12. Even at its lowest effect, two levels of MegaMovement allow a character to move at up to about Mach 25.

To determine a character's Velocity-Based DCV when using MegaMovement, use the accompanying table.



POWERS

Adjustment Powers: If a Movement Power is reduced to zero inches of movement by a Drain or similar Adjustment Power, the character is unable to use that mode of movement (not even at Noncombat speeds) until he gets at least 1" of movement back.

ADVANTAGES AND ADDERS

Sometimes a character wants to apply an Advantage to purchased Running, Swimming, or Leaping — Movement Powers he receives some inches of for free. If he wants that Advantage to also affect the inches of movement he receives for free, he must apply any Advantages to the cost of the Power *including the free points.* For example, if a character buys Running +3" and wants all of his Running to be 0 END, he applies the +½ Advantage to 18 points (9" x 2 points each), even though he's only actually paying 6 points for Running (thus yielding a total cost to the character of [(18 x (1 + ½)) - 12 =] 15 points).

Improved Noncombat Movement: For every +5 Character Points, a character's rate of Noncombat Movement with a single mode of movement doubles. Characters can buy this Adder multiple times. The Normal Characteristic Maxima rules have no effect on the purchase of Improved Noncombat Movement.

If a character has two different movement abilities using the same Movement Power (for example, extra Running Linked to Growth, and some more extra Running Linked to Stretching), and buys Improved Noncombat Movement for each of them, the extra Noncombat Multiples add together when he uses both movement abilities at the same time. If he's only bought Improved Noncombat Movement for one of the abilities, it only applies when he's using that ability by itself.

At the GM's option, characters may purchase half the usual increase from a level of Improved Noncombat Movement for +3 Character Points. For example, a Movement Power that would ordinarily go from its standard x2 Noncombat to x4 Noncombat for +5 Character Points (an increase of +2 in the multiple) could increase to x3 Noncombat (half of the +2 increase, or a +1 increase in the multiple) for +3 Character Points. The total cost is 3 Character Points. If the power would go from x32 Noncombat to x64, the +3 Character Point version of Improved Noncombat Movement would increase it to (64-32=32, 32/2=16, 32+16=) x48 Noncombat. The total cost is 23 points (four normal +5 point increases, and one +3 half-increase).

Increased Acceleration and Increased Deceleration: Under the standard rules for acceleration and deceleration (see above), a character with Running 30", x4 Noncombat, can accelerate or decelerate up to 30" per Phase, at the rate of 5" per hex. It would take him six hexes of distance (6") to reach full speed. If he were traveling at his full Combat Movement velocity, he'd also need 6" in which to stop. If he were traveling at his maximum Noncombat Movement velocity of 120" and wanted to stop, he could still only subtract 30" of velocity per Phase. That means he'd need four Phases to come to a complete stop, and during that time he'd travel (90" + 60" + 30" + 0") 180", or about a fifth of a mile.

Characters can improve the rate at which they accelerate by paying Character Points for an Adder, *Increased Acceleration.* For +2 Character Points, a character may increase its rate of acceleration by +1" per hex. Thus, for 2 points, a character could accelerate at the rate of 6" per hex; for 4 points, at the rate of 7" per hex, and so on. The GM may impose limits on how much extra acceleration a character can buy; generally, a character should not buy his acceleration up to the point where it approaches or equals his Combat Movement velocity (unless perhaps there's some Limitation or other restriction on the ability) — for that, use the *Improved Accelereation/Deceleration* Advantage (see below). This Adder does not affect the character's Combat Movement for purposes of determining how much total acceleration he can apply in a Phase.

Similarly, for +2 Character Points, a character may buy *Increased Deceleration* to improve his rate of deceleration by +1" per hex. The same guidelines apply.

Position Shift: A character with an unusual Movement Power (such as Flight or Teleportation) can use that power to get to his feet as a Zero Phase Action after being knocked down, and without moving any distance, if he buys this +5 Character Point Adder. See also page 44 regarding Teleportation.

In some circumstances, a character can use Position Shift to change the direction/vector in which he moves. For Uncontrolled Movement — falling, skidding, or being thrown, for example — Position Shift has no effect. It changes the way the character faces, but not the direction in which he moves. For Controlled Movement — such as the use of Movement Powers — Position Shift can change the direction of movement. For example, if a character has Flight 10" and moves at full velocity eastward, but after he flies 5" someone hits him with a Teleportation Usable As Attack power with Position Shift and changes him so that he faces north, he'll fly the remaining 5" north (unless he has some way to avoid doing so). The GM has the final decision regarding what effect Position Shift has on a moving character.

Autofire: Autofire has no effect when applied to Movement Powers, except if they're bought *Usable As Attack,* and then can only be used to hit multiple targets.

Based On EGO Combat Value: Characters cannot apply this Advantage to Movement Powers. To create a movement ability that lets the character move when his "EGO" occurs in the combat order, buy Lightning Reflexes with the Movement Power to make the character's DEX equal his EGO for that purpose.

Improved Acceleration/Deceleration (varies): Normally a character can only accelerate up to his full Combat Movement velocity per Phase, and only at the rate of 5" per hex moved. For a +¼ Advantage, *Rapid Noncombat Movement,* a character can attain full Noncombat Movement velocity in a number of Phases equal to the number of doublings of his Noncombat Movement rate. For example, if a character has a x16 Noncombat Movement rate (four doublings), he can reach full Noncombat Movement velocity in four Phases. A character must always make Full Moves while using Rapid Noncombat Movement to attain full velocity.

A character using Rapid Noncombat Movement thus moves a number of inches per Phase equal to his Noncombat Movement divided by his number of Noncombat doublings. For example, a character with Flight 10", x64 Noncombat Multiple (640" Noncombat, six doublings) accelerates at the rate of 107" per Phase (640"/6), with the usual Noncombat Movement penalties (½ DCV, 0 OCV). He moves 107" in his first Phase of acceleration, 214" in his second Phase of acceleration, and so forth until he's at his full velocity of 640". However, he still cannot accelerate/decelerate at a rate greater than 5" per hex moved.

For a +¼ Advantage, *Combat Acceleration/Deceleration,* a character may accelerate or decelerate at a rate equal to his full inches of Combat Movement per hex (instead of the standard 5"/hex), but still cannot accelerate to more than his full inches of Combat Movement in a Phase.

For a +1 Advantage, *Noncombat Acceleration/Deceleration,* a character may accelerate or decelerate at a rate equal to his full inches of Noncombat Movement per hex (and thus can reach his full Noncombat velocity in one Full Phase and one hex of space).

Any form of this Advantage applies to both acceleration and deceleration. Characters don't have to buy it twice to be able to apply it to either action. Characters may buy it for MegaScaled forms of movement.

Invisible Power Effects: Characters should not normally purchase IPE for the Sight Group for Movement Powers, since the fact that a character has moved from one point to another by some means will be easily perceivable. However, a character could purchase it to, for example, make a Movement Power silent.

No Gravity Penalty (+½): As discussed on page 205, characters moving against the force of gravity — flying or leaping straight up, running up a steep incline — move at only half speed, requiring 2" of movement to move 1" upward. A Movement Power with this +½ Advantage doesn't suffer that restriction — a character using it moves at his standard rate of movement even when moving against gravity (1" upward per 1" of movement used). This does not affect the bonus to movement a character receives from moving with the force of gravity (such as diving with Flight, or running down a steep hill); he still gets that bonus even for movement that has No Gravity Penalty. (At the GM's option, if the character gets neither the gravity penalty nor bonus, the Advantage's value might be reduced to +¼.)

No Turn Mode (+¼): ⚠ Normally, many modes of movement (including all forms of vehicular movement) have a Turn Mode (page 213). A character with this +¼ Advantage on a Movement Power does not have a Turn Mode with that Power; he can turn and maneuver freely. This Advantage is most appropriate for certain types of Vehicles; the GM should monitor and regulate its use carefully, particularly when characters buy it for innate forms of movement that require Turn Modes, such as Flight.

Usable As [Second Mode Of Movement] (+¼): A character can use this Advantage, which requires the GM's permission, to make his main Movement Power function as a second mode of movement. Examples include:

- Flight based around manipulating gravity or energy, such that it's usable underwater just as if it were Swimming
- ice slides defined as both Running and Gliding (so the character can create one when he's falling and "skate" to the ground safely)
- wings defined as both Flight and Gliding so the character can coast along on the thermals and rest (*i.e.,* not spend END) when necessary
- Running usable as Swimming (the character kicks his legs at super-fast speed and swiftly propels himself through the water)
- Vibration-based Running usable as Tunneling (instead of focusing his vibratory energies in a way that lets him "skate" along the ground at tremendous speeds, the character directs them to drill into and through the earth)
- Teleportation that also functions as Extra-Dimensional Movement (the character can either use another dimension as a special "road" to travel instantly from one place to another in this dimension, or he can remain in the other dimension)
- A Cosmic Speedster's Flight which he can use as FTL Travel in outer space

When used as the second mode of movement, the power is subject to all rules governing that Movement Power, instead of the rules for the primary Movement Power. For example, Running usable as Gliding has a Turn Mode when the character Glides, even though Running itself doesn't have a Turn Mode.

To use this Advantage, a character must apply it to the more expensive of the Movement Powers he wants to use. He can't buy the cheaper one and then use the Advantage to make it function like the more expensive one. For example, he can't buy Gliding (which costs 1 Character Point per inch) and then use the Advantage to make it function like Flight (which costs 2 Character Points per inch) — he has to buy Flight and make it function like Gliding. The character has the same number of inches in the secondary mode of movement as he does with the primary mode of movement, regardless of their relative Character Point costs, whether one adds to the character's base movement and the other doesn't, or the like. (In the case of Movement Powers not measured in inches, such as FTL Travel, use the Active Points in the base primary Movement Power to determine the speed or effect in the secondary mode of movement, or use any other method the GM prefers.) Changing from one mode of movement to another is a Zero Phase Action, but a character can only do it once per Phase.

The GM can forbid any particular use of this Advantage that seems unbalancing or inappropriate. The GM can also allow a character to buy this Advantage multiple times for the same Movement Power, allowing it to function as three, four, or more modes of movement.

Usable On Others: As a default rule, an Area Of Effect, Usable As Attack Movement Power must affect all persons within the affected area the same way. For example, if the character moves one person in the area 10" north, everyone in the area must move 10" north. However, at the GM's option, if the character applies the *Selective* Advantage to his Area Of Effect, he can affect each target individually, both in terms of distance traveled and direction traveled.

A Movement Power bought Usable As Attack can only use the Power's Combat Movement inches.

LIMITATIONS

Concentration: If a character has a Movement Power with Concentration, he's restricted to moving only 1", as normal for that Limitation. Ergo, it's not a good Limitation to take on a Movement Power unless the GM is willing to alter the rules slightly.

Decreased Acceleration/Deceleration (-¼, -½): Some movement abilities don't provide a character with as good performance, or as precise control, as regular movement powers. You can represent this with the Limitation *Decreased Acceleration/Deceleration.* For a -¼ Limitation, the character's ability to accelerate and decelerate is reduced to 4" or 3"; for a -½ Limitation, it's reduced to 2" or 1". The Limitation applies to both acceleration and deceleration; characters cannot apply it to only one of them without the GM's permission.

The GM shouldn't allow characters to take this Limitation unless it will, in fact, significantly restrict them. In many campaigns acceleration and deceleration issues don't arise frequently enough to merit more than a -0 value for Decreaased Acceleration/Deceleration. Alternately, for characters with multiple modes of movement, the GM may prefer that they take a Physical Limitation to represent slower acceleration/deceleration, if appropriate.

Instant: Characters cannot apply this Limitation to Movement Powers unless the GM specifically permits them to.

Leaves A Trail (-0, -¼): Ordinarily, a Movement Power that leaves a trail (a glowing path of energy in the air or burn marks on the ground, for example) receives at most a -0 Limitation for this, since it tends to be as helpful as it is harmful

— enemies can follow the character, but so can his friends. If for some reason the GM believes that leaving a trail is particularly harmful to a character (for example, it lingers a long time or is easily detectable only by the hero's arch-nemesis), then he might allow a -¼ Limitation.

Linked: If a character Links a Power to a Movement Power, he can define that Power as appearing, manifesting, or taking effect as he starts moving, when he ends moving, or at any other position along his path of movement that the GM allows. However, he must decide on the "appearance point" when he buys the power, and cannot change it thereafter.

A character can use a Power that's Linked to a Movement Power when he makes a Half Move, but pursuant to the standard proportionality rules governing Linked (*The HERO System 5th Edition, Revised,* page 299) can only use it at half effect.

No Noncombat Movement (-¼): Movement Powers with this Limitation cannot attain Noncombat Movement velocity.

Turn Mode (-¼): Movement Powers which naturally lack a Turn Mode (such as Running) have a Turn Mode (page 213) if they take this Limitation.

EXTRA-DIMENSIONAL MOVEMENT

Type: Movement Power
Duration: Instant
Target: Self Only
Range: Self
Costs END: Yes
Cost: See Extra-Dimensional Movement Table

A character with this Movement Power can travel from one dimension to another, or can travel through time. Some examples of Extra-Dimensional Movement include wizards who can open gates to other planes, starships capable of breaching dimensional barriers, and time travel machines. Extra-Dimensional Movement costs END to use.

When buying Extra-Dimensional Movement, a character must pay a base cost of 20 points. That allows him to travel to a single physical location in a single other dimension — for example, only to Odin's Hall in Valhalla, or only to the Infernal Gates in Hell. (The character may, of course, also return to his native dimension.) If a character wants to travel to more locations in that one dimension, or to more than a single dimension, he has to pay Character Points for additional modifiers to the power (see the text below, and the Extra-Dimensional Movement Table).

Using Extra-Dimensional Movement takes a Full Phase. It does not involve acceleration, deceleration, or a Turn Mode. Traveling to another dimension, or through time, breaks Line Of Sight for the purposes of maintaining Constant Powers, Usable By Others powers, Mental Powers, and the like (unless the GM rules otherwise).

Normally, a character with Extra-Dimensional Movement can only move himself, his clothing, and his personal equipment (including any Foci). To move more weight, the character must buy an Adder (see below) for his Power. A character cannot buy Fixed and Floating Fixed Locations (see page 42) for Extra-Dimensional Movement.

DIMENSIONAL TRAVEL

The standard use of Extra-Dimensional Movement is to travel to other planes and dimensions. This is a separate ability from traveling through time (see below).

Number Of Dimensions The Character Can Travel To

To travel to a related group of dimensions (such as the Nine Hells or the Four Elemental Planes) costs +5 Character Points. The GM determines what constitutes "a related group"; there's no specific numerical limit.

The ability to travel to any dimension costs +10 Character Points.

Regardless of how many dimensions a character can travel to, he can only travel to a single physical location in each one. He must define the specific location in each dimension when he buys the power, and cannot change it thereafter.

Physical Locations The Character Can Reach

As noted above, the default with Extra-Dimensional Movement is that a character can only travel to a single physical location in any dimension he can travel to, and he has to define that location when he buys the power (which he cannot change thereafter). (Once he reaches that single location he can, of course, travel freely under his own power, unless some outside force or circumstance prevents him from doing so.) A character may expand the number of locations he can travel to with additional modifiers.

If the character can only travel to a single dimension, the ability to travel to any location in that dimension costs +5 Character Points.

If the character can travel to a related group of dimensions, the ability to travel to any location in any of those dimensions costs +10 Character Points.

If the character can travel to any dimension, the ability to travel to any location in any of those dimensions costs +15 Character Points.

If a character can travel to "any location" in a target dimension, but is restricted to only traveling to physical locations in other dimensions corresponding to the physical location he occupies in the dimension he's currently in, that costs -3 points.

Generally speaking, Extra-Dimensional Movement does not give a character any enhanced movement in his home dimension — a character in New York cannot transport himself to Valhalla and then back to Tokyo. A character either returns to his home dimension in the same location from which he left it, or he only travels as far as he traveled in the alternate dimension. At the GM's option, if the character has paid the points to be able to travel to any location in any of the dimensions he can travel to, he can likewise return to any location in his home dimension.

EXTRA-DIMENSIONAL MOVEMENT TABLE

Cost	Effect
20	Travel to a single location in a single dimension
	Number Of Dimensions Modifiers
+5	Travel to a single location in a related group of dimensions
+10	Travel to a single location in any dimension
	Dimensional Location Modifiers
+5	Any physical location in a single dimension
+10	Any physical location in a related group of dimensions
+15	Any physical location in any dimension
-3	Character can only travel to the physical location in the other dimension corresponding to his physical location in the dimension he's currently in
Time	**Travel Modifiers**
+20	Travel through time to a single moment in time
+5	Travel to a related group of discrete moments in time
+1	Travel forward or back in time by up to 1 Turn in either direction; +1 point for each additional increment on the Time Chart; if character can only travel to the past *or* to the future, halve this cost
Time	**Travel Location Modifiers**
+0	No change in physical location; character remains in the physical location he occupies when he activates the power
+2	Any single physical location in the same dimension the character occupies when he uses the power, defined when the power is bought, regardless of where the character is when he activates the power
+5	A limited group of physical locations, in the same dimension the character occupies when he uses the power, in the moments in time the character can travel to
+10	Any physical location, in the same dimension the character occupies when he uses the power, in the moments in time the character can travel to

TIME TRAVEL

"Time" counts as a single dimension for purposes of Extra-Dimensional Movement, but it's separate from all the other dimensions — a character cannot travel through time by buying Extra-Dimensional Movement to travel to "all dimensions," he has to buy time travel separately.

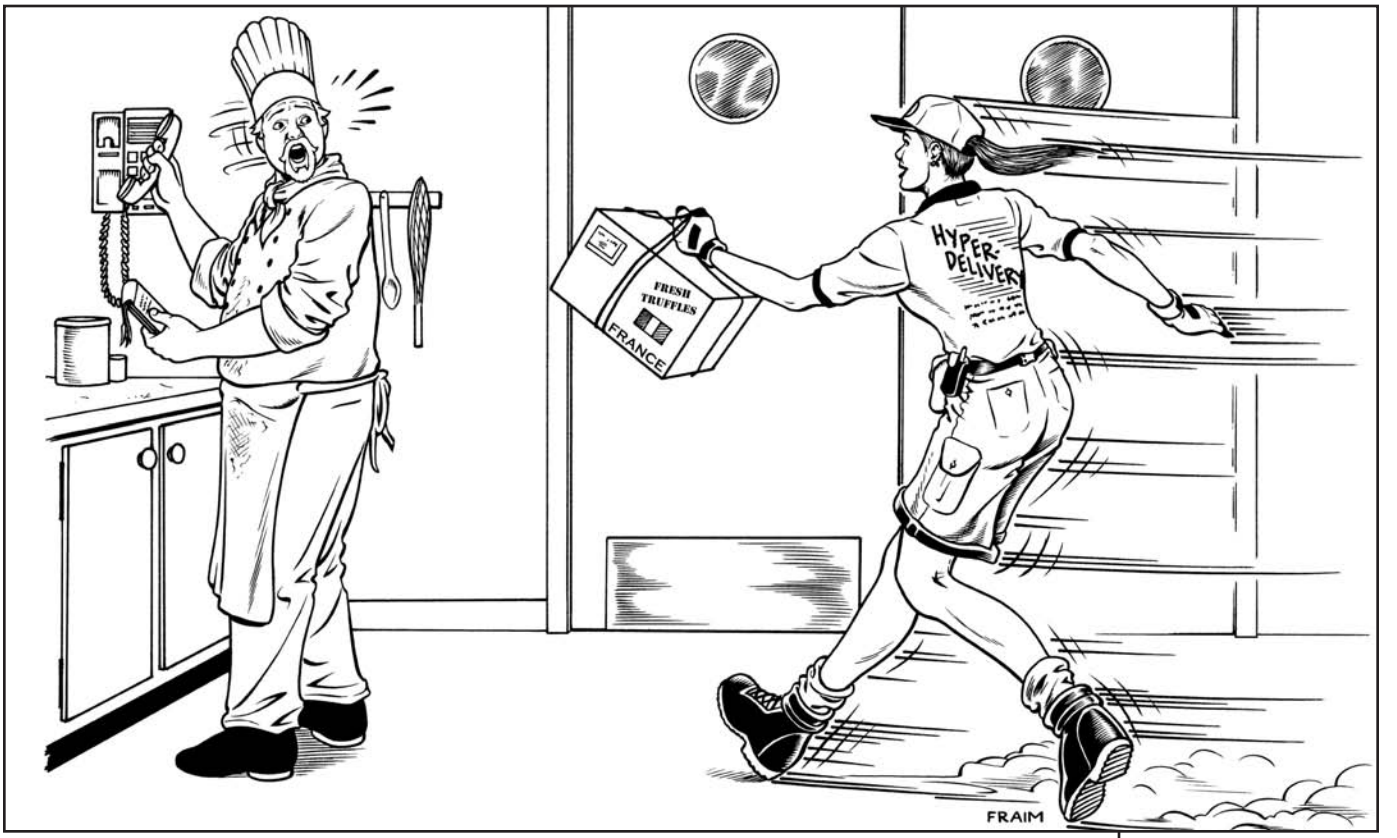
To travel in time, a character must pay +20 Character Points (in addition to the base cost of 20 Character Points for Extra-Dimensional Movement). For that total base cost of 40 Character Points, the character can travel to a single moment in time, defined when the power is bought. Time travel occurs only in the physical dimension the character is in when he uses the power. For example, a character on Earth cannot time travel to Hell or Valhalla (though he could have two Extra-Dimensional Powers, one physical and one temporal, that in combination allowed him to do that).

EXTRA-DIMENSIONAL SUMMARY TABLE

Cost	Travel To A Single Dimension
20	A single location
25	Any physical location
22	Any physical location corresponding to his physical location in the dimension he's currently in
	Travel To A Related Group Of Dimensions
25	A single location in each dimension
35	Any physical location in each dimension
32	Any physical location in each dimension, corresponding to his physical location in the dimension he's currently in
	Travel To Any Dimension
30	A single location in any dimension
45	Any physical location in any dimension
42	Any physical location in any dimension, corresponding to his physical location in the dimension he's currently in
	Travel In Time: Physical Location Same As Starting Location
40	Travel to a single moment in time
45	Travel to a related group of moments in time
67	Travel to any moment in time within 50 Billion Years, future or past
	Travel In Time: Single Physical Location Other Than Starting Location
42	Travel to a single moment in time
47	Travel to a related group of moments in time
69	Travel to any moment in time within 50 Billion Years, future or past
	Travel In Time: Limited Group Of Physical Locations
45	Travel to a single moment in time
50	Travel to a related group of moments in time
72	Travel to any moment in time within 50 Billion Years, future or past
	Travel In Time: Any Physical Location
50	Travel to a single moment in time
55	Travel to a related group of moments in time
77	Travel to any moment in time within 50 Billion Years, future or past

If a character wants to travel to more than a single moment in time, he must pay more Character Points. The ability to travel to a related group of moments in time, in the past or the future, no matter how far removed in time from the present moment, costs +5 Character Points. The GM determines what constitutes a "related group"; examples typically include all instances of a particular date (*e.g.,* any July 4 in any year), or any date within a specific, limited span of time (*e.g.,* one specific year).

A character may want to travel to any moment in time within a particular timeframe, such as "within my lifetime" or "within 500 years, past or future, from the present moment." To do this, he buys the range across which he may travel. For +1 Character Point, a character may travel forward or backward in time by up to 1 Turn (12 seconds). Thus, if he were in Segment 6 of Turn 2 of a combat, he could travel to any Segment up to Seg-



ment 6 of Turn 3 (but no further into the future), or to any Segment back to Segment 6 of Turn 1 (but no further into the past). For each additional +1 point, he may expand his range of travel by one step down the Time Chart (see the accompanying Expanded Time Chart). Thus, to travel to any point in time within 50 Billion Years in the future or 50 Billion Years in the past costs +27 Character Points (for a total cost of 67 points for the power). If the character can only travel one direction in time (backward to the past, or forward to the future), halve this cost.

Regardless of how many moments in time a character can travel to, he can only time travel to a single physical location in the dimension he's in when he uses the power. By default, this location is defined as the location he's in when he activates the Power — if he starts in Chicago in 2004, he can travel back to 1636 or forward to 3312, but he'll still be in Chicago (or whatever it used to be/will become — which may prove hazardous for him!). For +2 Character Points, he may define his time travel as always taking him to the same location, no matter where he is when he uses Extra-Dimensional Movement — he always time travels to London, no matter where he is when he activates the Power. For +5 Character Points, he can go to a related group of physical locations in the same dimension (say, any place in England). For +10 Character Points, he can go to any physical location in the same dimension. However, characters cannot use this as a cheap form of worldwide Teleportation (*e.g.,* "I'll travel to two seconds from now in Tokyo!") — they must engage in what the GM considers legitimate time travel.

Caveat

Extra-Dimensional Movement is a "Stop Sign" power, and time travel doubly so. The time travel method outlined above is not intended as a combat ability, or a way for a character to go back and "redo" the actions of the past few Segments or Turns just because they didn't turn out the way he wanted. If a character wants to have time-manipulation powers that work in combat, he should buy those as specific abilities with a "time manipulation" effect. The GM should carefully monitor all uses of Extra-Dimensional Movement in general, and time travel in particular, to prevent abuse or loss of game balance; as always, he should forbid any use of a power he considers improper or harmful to the game.

See also the *Time Powers* section of Chapter Two for other powers that involve the manipulation of, or moving through, time.

OTHER USES

Characters can create "gates" to other dimensions or times by applying the rules for Gates under *Teleportation* (see page 42) to Extra-Dimensional Movement.

You can also use Extra-Dimensional Movement to simulate any situation in which a character is in a different state of being, cannot interact with the "real world," or is any place which is inaccessible to others. For example, a character with Shrinking could, theoretically, buy enough Shrinking to get inside molecules (the "microverse," so to speak). However, it's easier to buy this ability as Extra-Dimensional Movement to the microverse "dimension." Similar uses include stopping time (the character "travels to the dimension" where he's the only thing in the world not frozen in time); granting wishes (the char-

TIME CHART (EXPANDED)

Time Period/Duration
1 Segment
1 Phase
1 Turn (Post-Segment 12)
1 Minute
5 Minutes
20 Minutes
1 Hour
6 Hours
1 Day
1 Week
1 Month
1 Season (3 months)
1 Year
5 Years
25 Years
1 Century
5 Centuries
2,500 Years
10,000 Years
50,000 Years
250,000 Years
1 Million Years
5 Million Years
25 Million Years
100 Million Years
500 Million Years
2.5 Billion Years
10 Billion Years
50 Billion Years

MEETING YOURSELF IN THE PAST

The *HERO System* rules do not offer or suggest any particular theory as to how time travel works, what effects characters traveling to the past can have on their present (or future), or any of the many other thorny issues related to the subject. Each GM must determine for himself how time travel works in his campaign. There are plenty of books and science fiction stories about the subject for readers interested in doing some research.

SUGGESTED DIMENSIONS

Here's a list of some of the dimensions characters can visit with Extra-Dimensional Movement:

Astral Plane

Ethereal Plane

Hell (or hells, depending upon conception and cosmology)

Heaven or heavens (ditto)

The Elemental Planes (air, earth, fire, water, other)

The Dreamscape (the world of dreams and nightmares)

Alternate Earths/timelines, such as an Earth where figures of myth and legend exist, where everything is "mirrored" (*i.e.,* heroes are evil, villains are good, and so on), and Earths where history went differently (such as the Confederacy winning the Civil War or Nazi Germany winning World War II)

acter "travels to the dimension where he has received whatever he wished for"); the "virtual dimension" of cyberspace; creating an "impenetrable ward" to protect some place or object (the place or object is in another dimension, and thus generally cannot be affected by characters in this dimension); and the like. It may be necessary for a character to purchase special Senses or other powers for use only in the dimension(s) he travels to; if so, he can usually purchase these with a -1 (or greater) Limitation.

Extra-Dimensional Movement is extremely tricky, and can be difficult to use in a campaign setting. The GM should consider regulating Extra-Dimensional Movement in some fashion; otherwise characters will use it every time they get into trouble. For example, perhaps characters have to buy it in such a way as to make it unreliable — if the character misses a Skill or Activation Roll, he goes off course, to another dimension (or time). This Power is best used by the GM when it fits into his plans; otherwise it should be strictly controlled.

ADVANTAGES AND ADDERS

Increased Mass: For each +5 Character Points, the character can transport 2x normal human mass (100 kg) when using Extra-Dimensional Movement.

Safe Blind Travel (+¼): If a character uses Extra-Dimensional Movement and travels to a dimension where there's a solid object occupying his arrival point, roll on the Teleportation Damage Table (page 218). However, if the power has this Advantage, the character instead appears in the open space nearest to his target location large enough to hold him (though this may not be safe; the nearest open space may be right next to an angry dragon...).

LIMITATIONS

One-Way Trip (-1): This form of Extra-Dimensional Movement only allows a character to travel to the specified dimension(s) from his current dimension — he can't use it to leave the specified dimension(s). If he wants to travel to other dimensions (for example, to return home), he has to find some other way to do so.

FASTER-THAN-LIGHT (FTL) TRAVEL STOP

Type: Movement Power
Duration: Constant
Target: Self Only
Range: Self
Costs END: No
Cost: 10 Character Points to travel at the speed of light, +2 Character Points for ever x2 FTL velocity (see table)

A character with FTL Travel can travel as fast as, or faster than, light when in space. Some examples of FTL Travel include a starship's hyperdrive or a character who can transform himself into pure light. FTL Travel has a base cost of 10 Character Points, which allows the character to travel at the speed of light; 2x velocity costs +2 Character Points. FTL does not cost END to use.

Rules for Movement Powers do not apply to FTL Travel in quite the same way as they do to other Movement Powers. First, characters using FTL Travel are assumed to always be moving at Noncombat Movement velocities; they cannot slow down to Combat Movement. Second, FTL Travel does not have a "Turn Mode" like many Movement Powers; however, the GM should, as an approximation of a Turn Mode, assume that characters moving at FTL speed require enormous amounts of space to turn or reverse course — they cannot "turn on a dime" like characters can with, for example, Running (see page 213 for more information). Third, normal acceleration/deceleration rules do not apply to FTL Travel; the GM should assume, again in an approximation of the standard rules, that it takes some time (at least a few Segments) to get up to full FTL speeds (see page 213 for more information). Fourth, characters cannot make Half Moves while moving at FTL velocities, they must use their full amount of movement (though the GM should apply common and dramatic sense in allowing characters to use FTL Travel to reach specific locations).

A character may only travel faster than light in space. He can *never* use this Power in an atmosphere, even if Desolidified.

ADDERS

Instant Lightspeed: As noted above and on page 213, a character using FTL Travel has to accelerate to, or decelerate from, full velocity. If a character buys this +10 Character Point Adder for FTL Travel, he can accelerate to or decelerate from his full maximum velocity with FTL Travel in one Full Phase and one hex of space.

FTL TRAVEL TABLE

Points	Velocity	Approximation
10	1 Light-Year/year	Speed of light (186,000 miles per second)
12	2 Light-Years/year	
14	4 Light-Years/year	1 LY/season
16	8 Light-Years/year	
18	16 Light-Years/year	1 LY/month
20	32 Light-Years/year	
22	64 Light-Years/year	1 LY/week
24	128 Light-Years/year	
26	250 Light-Years/year	
28	500 Light-Years/year	1 LY/day
30	1,000 Light-Years/year	
32	2,000 Light-Years/year	
34	4,000 Light-Years/year	
36	8,000 Light-Years/year	1 LY/hour
38	16,000 Light-Years/year	1 LY/30 minutes
40	32,000 Light-Years/year	1 LY/15 minutes
42	64,000 Light-Years/year	1 LY/7 minutes
44	125,000 Light-Years/year	1 LY/3 minutes
46	250,000 Light-Years/year	1 LY/1 minute
48	500,000 Light-Years/year	1 LY/30 seconds
50	1,000,000 Light-Years/year	1 LY/1 Turn
52	2,000,000 Light-Years/year	1 LY/6 Segments (seconds)
54	4,000,000 Light-Years/year	1 LY/3 Segments (seconds)
56	8,000,000 Light-Years/year	1 LY/1 Segment (second)
56	16,000,000 Light-Years/year	2 LY/1 Segment (second)
58	32,000,000 Light-Years/year	4 LY/1 Segment (second)
60	64,000,000 Light-Years/year	8 LY/1 Segment (second)
62	125 million Light-Years/year	16 LY/1 Segment (second)
64	250 million Light-Years/year	32 LY/1 Segment (second)
66	500 million Light-Years/year	64 LY/1 Segment (second)
68	1 billion Light-Years/year	125 LY/1 Segment (second)
70	2 billion Light-Years/year	250 LY/1 Segment (second)
...and so forth		

For frame of reference, the Milky Way Galaxy is about 100,000 light-years in diameter and ranges from about 6,000 to 1,000 light-years "thick." The nearest galaxy, the Andromeda Galaxy, is about 2.2 million light-years from the Milky Way; the Large Magellanic Cloud is about 200,000 light-years away.

FLIGHT

Type: Movement Power
Duration: Constant
Target: Self Only
Range: Self
Costs END: Yes
Cost: 2 Character Points for every 1" of Flight

A character with Flight can fly through the air, a vacuum, space, or most other three-dimensional environments (though not water or other liquids unless he buys an Advantage; see below). Some examples of Flight include wings, jetpacks, gravitic manipulation, boot rockets, and planes. Each 1" of Flight costs 2 Character Points.

With Flight, the character can move, hover in place, gain altitude, and so forth (he still must pay a minimum of 1 END per Phase of use, even if he just hovers). Flight costs END to use.

For general rules about movement in the *HERO System,* including Noncombat Movement and Turn Modes, see pages 26, 204.

POWERS

Leaping: If a character uses Flight to hover, he cannot, from that "standing" position, initiate a Leap; nor can a Leaping character use Flight to "land" in mid-air. A character who's Leaping has to have something solid to "push off" from and land on.

ADVANTAGES AND ADDERS

MegaScale: A character can use MegaScaled Flight to hover, but since using a MegaMovement power means he's automatically considered to be moving at Noncombat Movement velocity (even if he's just hovering), he's at ½ DCV, 0 OCV.

Usable [As Second Mode Of Movement] (+¼): Characters with Flight often buy this Advantage as *Usable Underwater,* allowing them to fly through water (and possibly other liquids) instead of just gaseous three-dimensional environments. Other possibilities include *Usable As Gliding,* which allows the character to conserve END in appropriate circumstances, and *Usable As FTL Travel,* for rapid outer space flying.

LIMITATIONS

Cannot Hover (-¼, -½): A character with this form of Flight cannot hover in place, he has to keep moving. For a -¼ value, he must move at least 1" per Phase; for a -½ value he must make at least a Half Move per Phase. The GM may reduce the Limitation's value to -0, -¼ if not being able to hover isn't a crucial restriction in the game.

Only In Contact With A Surface (-¼): This Limitation represents a form of Flight that only works when the character touches a surface; it's appropriate for creating "speedster" characters in comic book superhero campaigns. (See *Hyper-Running II,* page 62, for an example power built this way.) The character can "fly" down roads, on water, up the sides of buildings, and so forth, but cannot use his Flight when not in contact with a surface of some sort. (He leaves tracks, if the surface is soft and durable enough to take them.) Other standard rules for Flight apply — the character has a Turn Mode when moving, subtracts one fewer die for Knockback purposes, and so forth.

When using Flight Only In Contact With A Surface, a character generally has to keep moving. He can stand on solid, level ground without difficulty, but if he's moving up the side of a building or over the surface of a body of water and he stops moving, he's going to fall. He must Fly at least 1" every Phase or fall; the GM determines when he must move, and the consequences of not moving. This does not entitle the character to any additional Limitation.

GLIDING

Type: Movement Power
Duration: Constant
Target: Self Only
Range: Self
Costs END: No
Cost: 1 Character Point for every 1" Gliding

A character with Gliding can glide through the air (or, at the GM's discretion, other three-dimensional gaseous environments). Some examples of Gliding include hanggliders, a superhero's glider-cape, or a spell that makes a character lighter than air. Every 1" of Gliding costs 1 Character Point. Gliding does not cost END to use.

Gliding has some restrictions. From the ground, a character starts with a velocity and altitude equal to his upward leap in inches. Gaining altitude is under the GM's control; doing it slowly by using thermal updrafts is usually easy. Gliding can be more useful if the character has some Leaping or other way to obtain some initial altitude. While in the air, a character must drop 1" per Phase to maintain his forward Gliding velocity. Gliding doesn't use normal acceleration rules; instead, acceleration is +1" velocity per 1" of altitude lost. Gliding uses the normal deceleration rules, unless the GM determines otherwise.

A Gliding character has some control over his movement, but not the total control provided by Flight. In appropriate situations (like when a character tries to parachute onto a small roof); the GM may require a character to succeed with a DEX Roll or appropriate Skill Roll to make sure he Glides exactly where he wants to.

Characters who are Gliding can carry things (assuming the special effects of the power permit that), but are subject to the standard Encumbrance rules. The GM may, at his option, rule that carrying heavy objects slows the character down or causes him to lose altitude more quickly than normal even if the weight of the carried object wouldn't normally slow the character down — in this respect, Gliding isn't as "robust" a form of movement as other Movement Powers.

Characters can also use Gliding to move along the ground in some circumstances; see *Ground Gliding,* below.

For general rules about movement in the *HERO System,* including Noncombat Movement and Turn Modes, see pages 26, 204.

ADVANTAGES

Improved Acceleration/Deceleration: Characters can apply Improved Deceleration to Gliding. They cannot apply Improved Acceleration; that's defined as "falling."



LIMITATIONS

Ground Gliding (-¼): This Limitation represents a form of Gliding that only works along the ground; the character cannot Glide through the air (or across the surface of water or other substances less firm than ground). The character does not have to drop 1" per Phase to maintain his forward velocity, and does not leave traces or tracks as he moves across the ground. A character's inches of Ground Gliding cannot exceed his inches of Running. Other standard rules for Gliding apply — the character has a Turn Mode when moving, subtracts one fewer die for Knockback purposes, and so forth. Ground Gliding typically represents such limited forms of movement as stealthy "pass without trace" walking (the character is walking on the ground, but so lightly that he leaves no tracks and does not set off seismic alarms), towed vehicles such as chariots, and the like.

LEAPING

Type: Movement Power
Duration: Constant
Target: Self Only
Range: Self
Costs END: Yes
Cost: 1 Character Point for every +1" Leap

A character with Leaping can leap great distances. Examples of Leaping include characters with superstrong leg muscles, a martial artist's phenomenal leaping ability, or spring-boots.

Each +1" of Leaping costs 1 Character Point. Purchased inches of Leaping add to a character's base inches of leaping from STR (1" forward, ½" upward for every 5 STR; see page 34 of *The HERO System 5th Edition, Revised*). Leaping costs END to use, as does the STR used for the base leap (a character doesn't have to use his base inches from STR if he prefers not to, provided he has a reason for not doing so the GM finds acceptable). If a character makes a leap that takes multiple Phases to complete (see below), he only pays END once, in the Phase when he starts the leap

USING LEAPING

In combat, leaps are identical to Flight, except that the character must choose a target hex to land in when he begins his leap, and he cannot change direction in mid-leap (but see *Bouncing*, below). The target hex of a leap need not necessarily be another hex — the leaper could aim for a flying enemy or the "hex" right in front of an airplane, for example. In combat or other crucial situations, it's possible to miss the target location of a leap; the GM may require the leaping character to make an Attack Roll against DCV 3 (the Range Modifier applies) to hit the target hex (this takes no time). In noncombat, non-stressful situations, this isn't necessary.

A character cannot Brace or Set to improve his roll to land in the right hex with a Leap (Brace and Set apply to making Ranged attacks; Leaping isn't an attack). Unless the GM rules otherwise, a character could buy 1½-point Penalty Skill Levels to offset the Range Modifier as it applies to landing in a target hex using Leaping.

Except as noted below, a character can use Leaping to perform velocity-based Combat/Martial Maneuvers like Move By and Move Through, assuming the target is in proper position and other circumstances are favorable. For example, Leaping so that the character lands on another character (perhaps throwing in a mighty downward roundhouse for good measure) might constitute a Move Through.

Leaping Half Moves

A character may perform a Half Move with Leaping. In some situations, a character may want to make a Half Move vertical Leap (upward) to punch or otherwise attack a target above him (but not to perform a Move Through or Move By). In that situation, since he can't make another Half Move and "land" after attacking, he automatically completes his move on the next Segment, landing in that Segment on his DEX. For a really high vertical Leap, landing might take more than one Segment (use the Falling rules as a guideline).

With the GM's permission (given after appropriate evaluation of the situation, the special effects involved, common sense, and game balance), a character could make two Half Move Leaps for the purposes of making a Full Move to perform a Grab By, Move By, Move Through, or the like. As long as a character moves no farther than he would with a Full Move, and doesn't get any benefits he wouldn't get from making a single Full Move, how the character describes the "Full Move" visually doesn't really matter — the "two half Leaps" are just the "special effect" of how the character performs the maneuver.

Noncombat Leaping

A character can also leap Noncombat distances. This doubles the distance of his Leap, but he's at ½ DCV, 0 OCV for the duration of the Leap. As with a normal Leap, the character must declare his target hex, and cannot change direction in mid-Leap. The duration in Phases of such a Leap equals the number of Noncombat doublings: every doubling adds a Phase to the duration of the Leap; the character can take no Actions during this time. If the character Leaps further than he can perceive, choosing a target hex will be difficult or impossible; he has to aim for a general area (and may suffer the standard penalties for inability to perceive his target with a Targeting Sense; see page 349 of *The HERO System 5th Edition, Revised*.)

> **Example:** *Tower has a 55 STR and has purchased 40 points of Leaping, for a total combat leap of 11+40 = 51". In addition, he has spent 20 points to increase the Noncombat multiple up to 32x combat distance. Tower can leap a total of 51 x 32 = 1,632" in a single leap. That's five doublings, so the leap takes 5 Phases.*

Acceleration

Acceleration with Leaping, whether it's a single-Phase or multiple-Phase Leap, is the same as for any other form of movement.

Bouncing

As noted above, characters ordinarily cannot change direction in mid-Leap. However, at the GM's option, in some situations a character may be able to use Leaping to "bounce" off of surfaces (usually vertical ones) to change direction or "ricochet" himself in the middle of a Leap.

To bounce, a character must have an appropriate surface to bounce off of, such as the side of a building, a wall or ceiling in a room, or the trunk of a large tree. He must declare a target hex for the end of his Leap as usual. The total inches traveled, from the starting hex, to the point of bouncing, to the end hex, cannot exceed the character's inches in Leaping (though he could bounce with a Noncombat Leap if he wants to, unless the GM rules otherwise).

To bounce, a character must make an Acrobatics roll at +1, or a DEX Roll at -2. If the roll succeeds, he performed the bounce properly and may now make his Attack Roll to hit his target hex. If he could perceive the target hex before making his Leap, the Attack Roll is unmodified; if he could not perceive it, he suffers the standard penalties for inability to perceive his target with a Targeting Sense (see page 349 of *The HERO System 5th Edition, Revised*). If the bouncing roll fails, the attempt to bounce also fails. The GM determines where the character ends up landing based on the character's trajectory, the surface he bounced off of, special effects, common sense, and dramatic sense; he may also require the character to succeed with a Breakfall roll to keep his footing when he lands. In some cases an attempt to bounce may automatically fail (for example, when the bouncing surface *looks* solid but is so fragile the Leaping character just crashes right through it).

At the GM's option, a character may perform a Leap involving *multiple* bounces (such as ricocheting around inside a room to perform a Multiple Move-By). The total distance traveled still may not exceed the character's inches in Leaping. The character must make an Acrobatics or DEX Roll as described above, but suffers an additional modifier of -1 per each additional bounce after the first. For example, if El Salto, the midget Mexican leaping supervillain, wanted to bounce off four walls to inflict a Surprise Attack on Nighthawk, he would have to make his Acrobatics roll at a -2 penalty (the base roll is Acrobatics +1, but he suffers a -3 penalty for bouncing off four walls).

At the GM's option, a character who wants to use Leaping to perform a Move By or Move Through can do so using bouncing — he hits the target and bounces off rather than going past him or plowing through him.

POWERS

Flight: If a character uses Flight to hover, he cannot, from that "standing" position, initiate a Leap; nor can a Leaping character use Flight to "land" in mid-air. A character who's Leaping has to have something solid to "push off" from and land on.

ADVANTAGES AND ADDERS

Sometimes a character wants to apply an Advantage to purchased Leaping. If he wants that Advantage to also affect the inches of Leaping he receives for free, he must apply any Advantages to the cost of the Power *including the free points.* For example, if a character with STR 30 (Leaping 6" for free) buys Leaping +5" and wants all of his Leaping to be 0 END, he applies the +½ Advantage to 11 points (11" x 1 point each), even though he's only actually paying 5 points for Leaping (thus yielding a total cost to the character of [(11 x (1 + ½)) - 6 =] 10 points).

Accurate: Leaping with this +5 Character Point Adder is always accurate; the character need not make an Attack Roll to land in his target hex. Accurate has no effect on Diving for Cover via leaping. If the GM uses the optional Bouncing rules, Accurate does *not* apply to bouncing Leaps; the character still has to make an Attack Roll to land in his target hex when bouncing.

Position Shift: This Adder has no applicability to Leaping, which isn't an "unusual" form of movement.

Improved Acceleration/Deceleration: Characters ordinarily should not buy these Advantages for Leaping; the duration of long (Noncombat) leaps is as specified above.

MegaScale: Characters sometimes apply MegaScale for *really* long Leaps. A MegaLeap takes one Phase per unit of measurement defined by the MegaScale. For example, if a character bought MegaScale (1" = 1 km) for his Leaping, then the leap takes 1 Phase per kilometer. If it were 1" = 10 km, his leap would take 1 Phase per 10 km.

If a character uses MegaLeaping, he must be able to perceive his target hex to land there accurately. If he has no way to perceive over Mega-distances, or he misses his Attack Roll, the MegaScale effect applies to the game inches by which he misses the target. For example, if a character has MegaLeaping (1" = 1 km) and misses his Attack Roll by 2, he's off-target by 2", or 2 kilometers. (The GM may reduce this effect in the interest of dramatic sense or the like.)

Usable On Others: Characters cannot buy Leaping *Usable As Attack;* that effect requires Telekinesis.

LIMITATIONS

Forward Movement Only (-1): Leaping with this Limitation does not improve a character's vertical leap, only his forward leap. If the character tries to leap straight up, he cannot add any inches of Leaping with this Limitation to his leaping distance based on STR. Of course, the character's Leap still has an upward arc, as discussed on page 212; it just can't be used to leap upward, backward, to the side, or the like. Similarly, a character could buy Leaping, *Upward Movement Only* (-1).

RUNNING

Type: Movement Power
Duration: Constant
Target: Self Only
Range: Self
Costs END: Yes
Cost: 2 Character Points for every +1" Running

A character with Running (also called Ground Movement) can run faster than normal. Each +1" of Running costs 2 Character Points; this adds to the character's normal 6" of Running. Running costs END to use (even the 6" Running characters get "for free"; see page 33 of *The HERO System 5th Edition, Revised*).

For general rules about movement in the *HERO System,* including Noncombat Movement and Turn Modes, see pages 26, 204. While Running has no Turn Mode, the GM should apply common sense and dramatic sense when evaluating characters' proposed "movement paths" when they Run. For example, rarely (if ever) should the GM let a character accelerate to his full Running velocity over the space of just two hexes by running back and forth, back and forth repeatedly for as many hexes of "distance" as he needs — that's twisting a simple, useful rule into something it's not meant to be.

See page 211 regarding sliding, oozing, andother unusual forms of Running.

ADVANTAGES AND ADDERS

Sometimes a character wants to apply an Advantage to purchased Running. If he wants that Advantage to also affect the inches of Running he receives for free, he must apply any Advantages to the cost of the Power *including the free points.* For example, if a character buys Running +3" and wants all of his Running to be 0 END, he applies the +½ Advantage to 18 points (9" x 2 points each), even though he's only actually paying 6 points for Running (thus yielding a total cost to the character of [(18 x (1 + ½)) - 12 =] 15 points).

MegaScale: Applying MegaScale to Running doesn't give it a Turn Mode — a character using MegaRunning can make an immediate 180-degree turn and head back the way he came regardless of deceleration. However, the GM may impose any restrictions he sees fit based on the situation, common sense, dramatic sense, and considerations of game balance.

LIMITATIONS

Only On Appropriate Terrain (-½ or more): This Limitation reflects a form of Running (usually involving a wheeled Focus of some sort) that only works on appropriate terrain. A skateboard, for example, generally requires paved ground; it won't work on unpaved or rough ground. Reduce the character's Running by half or more (up to loss of all extra inches of Running) when he uses it on inappropriate terrain. Typically this Limitation is worth -½, but its value may increase depending on how common the inappropriate terrain is.

SWIMMING

Type: Movement Power
Duration: Constant
Target: Self Only
Range: Self
Costs END: Yes
Cost: 1 Character Point for every +1" of Swimming

A character with Swimming can swim on or through water and other liquids. Some examples of Swimming include swimfins, undersea creatures who can propel themselves through the water at tremendous speeds, superheroes who can manipulate water to "swim" faster than people can run, and boats. Each +1" of Swimming costs 1 Character Point; these inches add to the base 2" that most characters start with. Swimming costs END to use.

For general rules about movement in the *HERO System,* including Noncombat Movement and Turn Modes, see pages 26, 204.

Breaching

A character with Swimming can "breach" the surface by Swimming straight up toward the surface so that his momentum carries him up out of the water as if he were "leaping." He can "leap" upward out of the water a distance equal to half the inches of Swimming he used in his previous Phase, provided in his previous Phase he swum straight up toward the surface with the intention of breaching. (Of course, since he Swam straight up, the number of inches used is affected by gravity, as discussed on page 205, and that affects breaching. For example, a character who uses Swimming 20" to breach only moves 10" upward, so he only breaches for 10".) Breaching requires an Action like any other form of movement; it's not "free." With the GM's permission a character can make a Full Move by combining a Half Move of Swimming and a Half Move of Breaching into one Full Phase Action.

ADVANTAGES AND ADDERS

Sometimes a character wants to apply an Advantage to purchased Swimming. If he wants that Advantage to also affect the inches of Swimming he receives for free, he must apply any Advantages to the cost of the Power *including the free points.* For example, if a character buys Swimming +6" and wants all of his Swimming to be 0 END, he applies the +½ Advantage to 8 points (8" x 1 point each), even though he's only actually paying 6 points for Swimming (thus yielding a total cost to the character of [(8 x (1 + ½)) - 2 =] 10 points).

LIMITATIONS

Surface Only (-1): Swimming with this Limitation only allows a character to move along the surface of the water, not beneath it. Characters often use it to create boats and similar watercraft.

SWINGING

Type: Movement Power
Duration: Constant
Target: Self Only
Range: Self
Costs END: Yes
Cost: 1 Character Point for every 1" of Swinging

A character with Swinging can swing great distances from a line. The character can also move upwards by climbing or pulling himself up a swingline. Some examples of Swinging include jungle characters who cross the jungle by swinging from vines, trained acrobats with lineguns or grapnels, and arachnid-based superheroes who create their own "webs" to swing from. Each 1" of Swinging costs 1 Character Point. Swinging costs END to use.

USING SWINGING

To use Swinging a character must attach his swinglines to tall objects such as buildings, trees, or cliffsides. The GM usually shouldn't worry about this restriction in modern urban environments — there are always tall structures around somewhere. However, if the GM wished to be strict, or if the character is in a flat environment, it would be reasonable to reduce the character's velocity or disallow Swinging altogether.

A character's inches of Swinging indicate how many inches he can Swing *per Phase,* not per swing. For example, a character with Swinging 8" could swing over a 20" chasm (assuming a long enough swingline and an appropriate place to attach it to) — it would just take him more than a single Phase to do it. While making a multi-Phase Swing, the character may take no other Actions until he has completed the Swing.

At the GM's option, a character may climb his swinglines or use them to carry himself straight upward at a rate equal to half his Swinging (for example, if he had 10" of Swinging, he could move upward at 5" per Phase).

For general rules about movement in the *HERO System,* including Noncombat Movement, Turn Modes, and a discussion about swinglines and pivot points, see pages 26, 215.

POWERS

Stretching: At the GM's option, a character who Stretches out his arms in conjunction with his Swinging can add his Stretching inches to the distance he Swings.

ADDERS

Extra Swingline: In some games GMs will tell characters exactly how much swingline they have when they buy Swinging, and this Adder allows a character to buy more. See pages 215-18 for details.

Stronger Swingline: This Adder only applies in campaigns using the rules for breaking swinglines (see page 215). Every +1 Character Point gives a swingline +5 STR.

LIMITATIONS

Focus: Most characters buy Swinging with this Limitation. However, characters don't have to buy Swinging with Focus. Swinging without Focus allows a character to produce as many swinglines as he needs (though they can be "attacked"; see page 215).

The standard rules don't impose any restriction on the length of swinglines a character can create or have. The GM should decide how much swingline is appropriate for a character (see page 215 for more information).

TELEPORTATION

Type: Movement Power
Duration: Instant
Target: Self Only
Range: Self
Costs END: Yes
Cost: 2 Character Points for every 1" Teleportation; 2x mass for every +5 Character Points; Fixed Locations for 1 Character Point each; Floating Fixed Locations for 5 Character Points each

A character with this Movement Power can move from one point to another without physically traveling through the space in between the two points (typically the character "disappears" at the first point and "reappears" at his desired destination). Some examples of Teleportation include: stepping into another dimension at one point in this dimension, traveling through the other dimension, and stepping back into this dimension at the desired location; and transforming one's body into energy, moving to the desired point, and retransforming. Each 1" of Teleportation costs 2 Character Points. Teleportation costs END to use.

USING TELEPORTATION

Normally a character can only Teleport himself (regardless of how much he weighs), his clothes, and his personal effects (including Foci), though he may choose to leave any such items behind. He can Teleport more mass if he buys the *Increased Mass* Adder (see below). If a character wants to Teleport other people (or inanimate objects) without going along with them himself, he must buy his Teleportation with the *Usable As Attack* Advantage (see below and page 275 of *The HERO System 5th Edition, Revised*).

A character who's Grabbed or Entangled may use Teleportation to escape from such restraints. If Grabbed, he cannot carry the character Grabbing him along with him unless the Teleportation is Usable As Attack (see page 51). A character with Teleportation who Grabs a character cannot then Teleport and carry the Grabbed character with him unless he has enough Increased Mass to handle the extra weight and the GM permits this.

Characters cannot use Teleportation to perform Move Throughs or Move Bys. (If a character has a Martial Maneuver with the *FMove* Element,



such as Passing Strike, he can make the Full Move using Teleportation, if the GM permits based on the special effects involved and the exact nature of the maneuver the character's attempting. But he gets no velocity bonus for his Teleportation.) Characters cannot Abort to Teleport, but can Abort to Dive For Cover with Teleportation.

Noncombat Teleportation

Teleportation has a Noncombat Movement mode like other Movement Powers. Noncombat Teleportation (including any Teleportation with the *MegaScale* Advantage) takes one extra Phase, regardless of how far the character Teleports. The character remains at his "starting point" at half DCV, 0 OCV for the extra Phase, then Teleports to his destination; he can do nothing else during this time. He remains at 0 OCV, ½ DCV until he gets his next Phase after Teleporting, or until a later Segment when he chooses to Abort to a defensive Action.

A character using Noncombat Teleportation isn't restricted to moving in even increments of Combat Movement — he can Teleport to any location within his maximum range. For example, character has Teleportation 20", x16 Noncombat, doesn't have to move in increments of 20". He can Teleport anywhere from 1" to 20" using Combat Movement, and anywhere from 21" to 320" as Noncombat Movement.

Perceiving The Target Location; Misteleporting

A character can Teleport to any location he can perceive with a Targeting Sense, as long as it's within the number of inches he can Teleport. If it's difficult to perceive the location, the GM may require a PER Roll (possibly with a Range Modifier or other modifiers to simulate existing conditions). If the roll succeeds, the character may Teleport normally.

If the PER Roll fails, the character must make an Attack Roll (against DCV 3) at -1 for every point he missed the roll by to Teleport to the proper location. (The GM might reduce the penalty slightly if the character can perceive the target location with a Nontargeting Sense.) If the character is using Noncombat Teleportation, he retains his full normal OCV solely for purposes of targeting his destination; he doesn't have the usual OCV 0 when using Noncombat Movement. If the Attack Roll succeeds, he Teleports to his target hex without difficulty. If the Attack Roll fails, the character lands "off-target" by 1" in a random direction for every 1 point the roll failed by. This may result in his Teleporting into a solid object, which can have dangerous consequences (see page 218).

If a Teleporter cannot perceive his target location at all and is simply guessing where it is, he must make an Attack Roll (against DCV 3) at -5 to move to his target hex successfully. The character uses his standard OCV to make this roll, unless some other circumstance (like being Flashed or in Darkness) affects him. The Range Modifier applies, and the GM may also apply any other additional modifier he wants; the character may use applicable Combat Skill Levels if desired. If the Attack Roll succeeds, he Teleports to the target hex successfully; if it fails, he lands "off-target" as described above.

Viewing a location on television (or by similar means) does not count as perceiving it with a Targeting Sense.

The PER Roll and Attack Roll described above are part of the overall Teleportation; they don't require any extra time or Actions.

FIXED LOCATIONS

A character with Teleportation can memorize a *Fixed Location* for 1 Character Point. He can safely Teleport to any of his Fixed Locations even if he cannot perceive them with a Targeting Sense, provided they're within his range.

A Fixed Location doesn't have to be immovable — it could be a living creature, a particular airplane seat, or the hex two hexes behind the Teleporter, for example — but it must be a physical location and can never change. However, the character can purchase a *Floating Fixed Location* for 5 Character Points. This is identical to a Fixed Location, but may be changed. To change a Floating Fixed Location, the character must study the new location for a full Turn. (He cannot study a new location via Clairsentience unless the GM so permits.) Unless the GM permits, a character may not establish a Fixed or Floating Fixed Location in relation to another person (such as "two inches behind Fiacho").

If a character tries to Teleport to a Fixed Location (Floating or not) that's out of his range, his Teleportation fails to work. He must still spend END and uses a Full Phase in attempting to Teleport.

Characters cannot buy Fixed and Floating Fixed Locations in Power Frameworks. They must be bought separately from Teleportation itself. They can be bought with Power Modifiers, if appropriate. If a character has multiple forms of Teleportation, his Fixed and Floating Fixed Locations work with all of them.

When a character Teleports to a Fixed or Floating Fixed Location, its Active Points add to the Active Points of his Teleportation for purposes of determining the END cost of his Teleportation. Any Reduced Endurance bought for the Teleportation likewise applies to the Locations.

Characters cannot buy Fixed or Floating Fixed Locations for Movement Powers other than Teleportation (unless the GM chooses to permit this).

VELOCITY AND FACING

A character cannot remove or change his velocity by Teleporting — if he's moving at 30" per Segment when he Teleports, he continues to move at 30" per Segment when he completes his Teleport, regardless of where he Teleports to. (Thus, Teleporting out of a speeding car or during a long fall can harm a Teleporter.) Similarly, adding velocity when Teleporting (by, for example, teleporting into a moving vehicle from a stationary position) can be dangerous. A character who wants to Teleport safely into a vehicle or other object that's moving faster than he is must have the *No Relative Velocity* Adder (see below) (or, at the GM's option, make a DEX Roll, possibly with a negative modifier equal to the vehicle's Velocity-Based DCV; see page 205). Otherwise he takes STUN damage as if he had performed a STR 0 Move Through at the vehicle or object's velocity that did no Knockback.

OTHER USES FOR FIXED LOCATIONS

Under the standard rules, characters cannot buy Fixed or Floating Fixed Locations for any Movement Power other than Teleportation. However, the GM might want to consider allowing this in some circumstances. For instance, characters might want to buy a Location for:

■ Leaping (particularly MegaLeaping) to ensure they can always hit the Location without having to make an Attack Roll to land in the correct "hex."

■ MegaRunning or MegaFlight, so they can run/fly to the exact spot they want and stop right there even when he can't perceive that spot from his starting point.

■ Extra-Dimensional Movement powers that allow travel to multiple locations within one or more dimensions, to ensure they can always reach a particular location in a particular dimension without any worries or effort.

Example: *Cheshire Cat wants to teleport into a bus traveling at 30" per Phase. Since he's standing still, he takes (velocity/3) = 10d6 STUN damage from Teleporting into a moving object.*

Unless he pays for the *Position Shift* Adder (see below), a character cannot change the direction he's facing or move from a prone to a standing position by Teleporting. His facing and body positioning at the end of his Teleport are the same as they were when he began.

GATES

Characters can use Teleportation to create "Gates" — fixed "teleportation fields" that Teleport anything that can fit in them and doesn't exceed their weight limit. To create a Gate, a character must buy Teleportation with the Advantages *Area Of Effect (One Hex), Usable On Others,* and *Continuous.* To be truly effective, a Gate needs MegaScaling or a lot of extra Noncombat Movement multiples (thus requiring an extra Phase to use) and Increased Mass; to carry truly large objects, it needs lots of extra mass and a larger *Area Of Effect* (to make the Gate wide enough for large objects to go through). If the character wants to have the ability to create Gates other than in the hex he currently occupies, he must apply the *Ranged* (+½) Advantage.

A Gate has the -½ Limitation *Gate. Gate* simulates the fact that a Gate works on both ends and in both directions: while it's open, anyone who doesn't exceed the Gate's size and mass limits can move through it to the other side (which opens into some far-away location). Furthermore, the Gate can be seen through, and characters can attack through it with the same Range Modifier as if they stood immediately on the other side of the Gate. A Gate is open from both sides — characters can go through it (and see through it) from either side. A character cannot pinpoint exactly where his Gate will open onto unless he buys a Fixed Location or Floating Fixed Location for it.

Creating a Gate takes one extra Phase if the character uses it to travel Noncombat or Mega-Scaled distances. If not, creating one requires a Half Phase Action (if the Gate allows travel of no more than half its inches of Teleportation) or a Full Phase Action (if the Gate allows travel of more than half its inches of Teleportation). At a minimum, a Gate must remain open until the character's next Phase, when he can use a Zero-Phase Action to turn it off.

Example: *Cheshire Cat buys a Gate ability: Teleportation 10", x2,000 Noncombat Multiple (20,000", or about 25 miles), x16 mass , Area Of Effect (One Hex; +½), Continuous (+1), Usable Simultaneously (creator and one other person can use Gate at once; +½) (285 Active Points); Gate (-½) (total cost: 190 points). He also buys a Fixed Location (his house) for 1 point. So, whenever he's within 25 miles of his house, he can spend an extra Phase and open up a Gate that takes him home.*

In need of quick escape from a bank heist gone bad, the Cat uses his Gate. Unfortunately for him, the Gate opens up on his house to reveal that the cops are already there, waiting for him! In fact, there's one cop 16" from where the Gate opened. Cheshire Cat decides to attack him. He launches an attack through the Gate, applying the standard Range Modifier for 16".

Gates And Hazardous Environments

Characters are not required to add the *Safe Blind Teleport* Advantage (see below) to their Gates just because they can see through them and are therefore not likely to step into a solid object or hazardous environment. They can apply Safe Blind Teleport if they want, but it's not mandatory. Typically, if a character opens a Gate onto a hazardous area, he sees that, shuts it down, and tries again — meaning he's wasted a Phase. If a Gate power has Safe Blind Teleport, it automatically shifts the opening of the Gate to the nearest area large enough to hold it (though, as the text of the Advantage notes, that doesn't necessarily mean the nearest safe area).

A character might want to create a Gate in an area that's already filled with matter — such as underwater, in the middle of a mountain, or the like. The GM determines the exact effects. This may mean nothing happens and the Gate's effectively useless (the typical outcome for a Gate opened inside a solid object). On the other hand, opening a Gate underwater could cause water to flow through the Gate at the rate of the character's weight limit per Phase. (The GM may, if he wishes, apportion the total per Turn equally over 12 Segments.)

Gates And Attacks

If a character can create a Gate as a Half Phase Action as described above, he could open it adjacent to a foe and then make a HTH Combat attack against him using his remaining Half Phase Action. (He could also make a Ranged Attack against more distant foes, effectively using the Gate to diminish or eliminate the Range Modifier.) However, as the text notes, it can be difficult for a character to position a gate properly unless he has a Fixed or Floating Fixed Location with it. The GM might require a character to make a PER Roll, DEX Roll, or a Teleportation Tricks roll to set up the Gate so it opens at the right point for him to make the attack against the target.

The GM may prefer to rule that opening a Gate always constitutes a Full Phase Action, if he feels the possibilities of abusing the Gate rules to make attacks are too great. And don't forget that the Gate has to remain open at least until the character's next Phase, which may make it possible for the target to counterattack. With the GM's permission, a character could use a Gate with Snap Shot, but that has a real potential to cause game balance problems.

Absolute Effect Gates

Some GMs may find the standard Gate rules regarding the size and weight of objects a Gate can "carry" to be inconvenient, because they'd rather have Gates that can work on *anything* regardless of size or mass. (This might be appropriate for some Gates created by magic, for example.) To create that sort of Gate, the GM should use the Absolute Effect Rule (*Fantasy Hero,* pages 250-51): he declares that all Gates must meet certain standards for size and weight, and then rules that these Gates can "carry" *any* weight or size of object.

ADVANTAGES AND ADDERS

Increased Mass: This Adder allows a character to Teleport more than the normal amount of mass. For each +5 Character Points he can Teleport 2x normal human mass (100 kg) (thus, for +5 points, 200 kg, +10 points, 400 kg, and so forth). The character does not have to be able to carry this additional mass; he only has to touch it. If the additional mass is additional persons, those persons have to want to be Teleported (this requires no Actions or time on those person's part, though they may have to Hold an Action until the Teleporter uses his Teleportation if they want to do something afterward in the same Segment). Involuntarily Teleporting someone requires the *Usable As Attack* Advantage.

No Relative Velocity: This +10 Character Point Adder represents a form of Teleport that compensates for relative velocity. It compensates for any amount of velocity without the need for any further Advantages or Adders. For example, if a character is moving at 65 miles per hour when he Teleports, he can reappear at the end of his Teleport traveling 0 miles per hour, or any other speed up to 65 miles per hour. Teleportation with this Adder allows a character to Teleport into a moving vehicle, or to the ground while falling, without suffering any damage.

If a character has Teleportation Usable As Attack, he cannot buy this Advantage for it to "add" velocity to a target Teleported as an attack.

Position Shift: For this +5 Character Points Adder, a character can use Teleportation to change position/facing or go from prone to standing as a Zero Phase Action. He can also change facing in mid-Teleport when making a Half Move or Full Move with Teleportation. This Adder has no effect on Dive For Cover (for example, it does not allow a character to Dive For Cover without suffering "prone"penalties).

Safe Aquatic Teleport: Ordinarily, water and other liquids are the same as a solid object for purposes of Teleportation, making the Power useless underwater. For this +5 Character Point Adder, a character can Teleport in liquids as if they were air (see page 226 for more information).

Area Of Effect: The *Area Of Effect* Advantage has no effect with Teleportation unless the Teleportation is bought Usable As Attack — ordinary Teleportation doesn't affect targets, so buying Area Of Effect for it is pointless.

Armor Piercing: Characters can apply this Advantage to Teleportation to overcome the *Cannot Be Escaped With Teleportation* Advantage. Characters may purchase Armor Piercing multiple times to counteract multiple layers of Cannot Be Escaped With Teleportation.

Cannot Be Escaped With Teleportation (+¼): Characters apply this Advantage to walls, Entangles, and other barriers to prevent characters from Teleporting through them. A character cannot Teleport through any barrier that Cannot Be Escaped With Teleportation unless he buys his Teleportation with the Advantage *Armor Piercing.* Characters may purchase Cannot Be Escaped With Teleportation multiple times to overcome Armor Piercing.

Characters cannot apply this Advantage to STR or Telekinesis without the GM's permission.

Continuous: A character cannot apply this Advantage to Teleportation so he can travel long distances without "reappearing."

Hardened: Defenses with this Advantage don't stop Teleportation; that requires the *Cannot Be Escaped With Teleportation* Advantage.

MegaScale: Characters often apply MegaScale to Teleportation to create *really* long-range Teleportation powers. A character using MegaTeleportation can Teleport to any location between his minimum distance (whatever he defines 1" as equaling) and his maximum distance; he doesn't have to Teleport in even 1" increments. However, if the character doesn't have some way to perceive his target location, he runs the standard risk of misteleporting. If he misteleports, the MegaScale also applies to the inches he goes off-target.

Example: *Cheshire Cat has Teleportation 10", MegaScale (1" = 1,000 km, can scale down to 1" = 1 km). He can use it to Teleport anywhere from 1 km away (the minimum distance of his MegaTeleportation) to 10,000 km away (his maximum range). He could Teleport to a location 2 km away, or 3,578 km, or 7,500.3586 km — anywhere from 1 km to 10,000 km away. However, he has to be able to perceive his target location. If he can't, and he misteleports, the x1,000 km MegaScaling applies to how far "off target" he's. For example, if he's off target by 3", he's 3,000 km away from where he wants to be!*

If a character with MegaTeleportation has a Fixed or Floating Fixed Location, he can Teleport to that location safely, whether he can perceive it or not. However, if a character's Floating or Fixed Floating Location is closer than the shortest range increment of his MegaTeleportation, he cannot Teleport there unless the GM specifically permits him to. Similarly, if a character's highly familiar with a location (he's been there a lot, or has spent a lot of time there), the GM may let him MegaTeleport to it safely even though he can't perceive it. As always, the GM should keep special effects, common sense, dramatic sense, and considerations of game balance in mind.

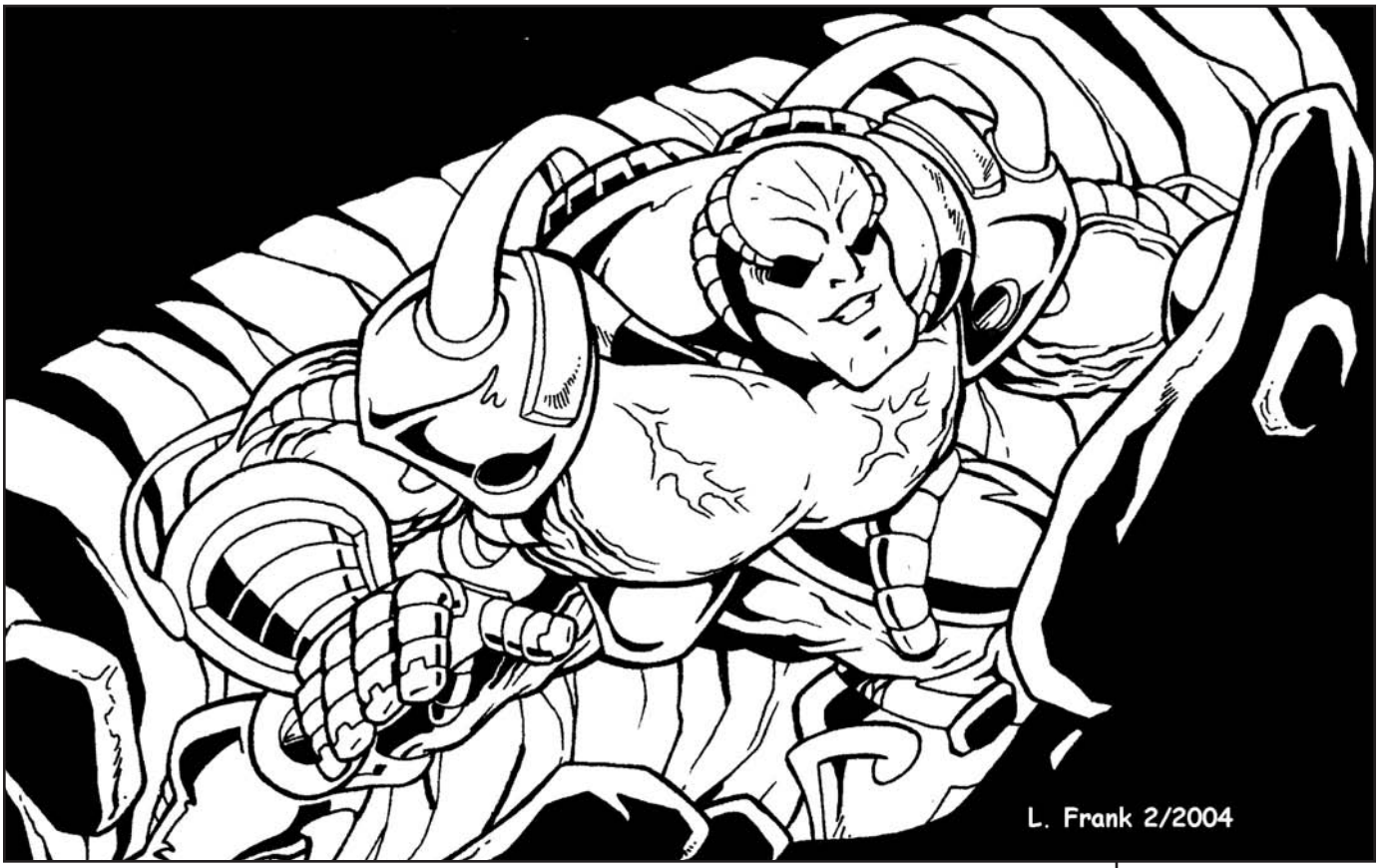
Unless the GM forbids him to, a character could use MegaTeleportation to Teleport far away, then Teleport back to a position just a few hexes away from where he originally left from, effectively sidestepping MegaScale's rule about using powers at personal scale. However, standard rules for perceiving the target location still apply, and in any event the character has to spend a total of four Phases (one extra Phase for each use of the power) and be at ½ DCV to do this.

Safe Blind Teleport (+¼): This Advantage represents a form of Teleportation that protects the character (and any objects or persons he carries) if he Teleports into a solid object. He never suffers damage if he Teleports into a solid object; instead, he reappears in the nearest open space to his target location large enough to hold him (though this may not be safe; the nearest open space may be right over, say, a lava pit).

Transdimensional: Characters cannot buy this Advantage for Teleportation; use Extra-Dimensional Movement to travel to other dimensions and realities. (They can, however, use the *Usable As [Second Mode Of Movement]* Advantage on page 30 to buy Teleportation that also functions as Extra-Dimensional Movement.)

Usable On Others: If a character wants to Teleport other people (or inanimate objects) without going along with them himself, he must buy his Teleportation with the *Usable As Attack* Advantage. When Teleporting other persons and objects, he must Teleport the whole person or object; he cannot, for example, Teleport a person but not his armor, or only half of a dragon. (He could, however, Disarm someone by Teleporting a weapon or other object out of the victim's grasp, though he probably suffers an OCV penalty for targeting such a small object.) If his Teleportation cannot Teleport the entire weight of the target person or object, it will not work.

As indicated on page 51, normally a Usable As Attack power is only usable as an attack, not for its normal purpose. However, at the GM's option, as described on page 40, if a character with Teleportation Usable As Attack is Grabbed, he can use it to Teleport himself and a person Grabbing him at once.



LIMITATIONS

Can Only Teleport To Fixed Locations (-1 or -½): Characters can only use Teleportation with this Limitation to Teleport to a character's Fixed Locations. If the character only has Fixed Locations, it's worth -1; if the character has any Floating Fixed Locations, it's worth -½.

Focus: A character might have a Floating Fixed Location bought as a Focus — for example, a magical talisman that allows him to Teleport to wherever the talisman itself is located. If the Focus is destroyed, he doesn't lose the Location, but he has to remake/repair the Focus before he can use the Location again, the same as he would with any other broken Focus and its power.

Must Pass Through Intervening Space (-¼): This Limitation represents a form of Teleportation that requires the character to actually pass through the intervening space physically. This can be a problem if barriers or other obstacles prevent the character from moving through that space. Characters cannot use Teleportation with this Limitation to escape from Entangles.

TUNNELING

Type:	**Movement Power**
Duration:	**Constant**
Target:	**Self Only**
Range:	**Self**
Costs END:	**Yes**
Cost:	**5 Character Points for every 1" Tunneling through 1 DEF material per Phase; +3 Character Points for +1 DEF**

A character with Tunneling can move through the ground or other substances by creating a tunnel roughly his own size. Some examples of Tunneling include the ability to burrow through the ground rapidly, a super-strong character's ability to use his mighty muscles to tear through any wall or substance effortlessly, or a gigantic drilling vehicle. Each 1" of Tunneling through 1 DEF material costs 5 Character Points (thus, for 25 points a character can Tunnel 5" through DEF 5 material); the ability to Tunnel through every +1 DEF costs 3 Character Points.

For general rules on movement and Movement Powers in the *HERO System*, including Noncombat Movement and Turn Modes, see pages 26, 204. It's possible for a character to Tunnel more quickly than he can walk. Tunneling costs END to use.

USING TUNNELING

When a character uses Tunneling, he normally leaves the tunnel open behind him; he can automatically fill it in if he buys the *Fill In* Adder (see below). Unless filled in by the character when made, a tunnel remains in existence until

filled in by someone else, collapsed, or otherwise changed or destroyed. Tunneling works a lasting physical change on the environment, in much the same way that an Energy Blast used against an inanimate object can inflict lasting destruction. Deactivating Tunneling does not cause a character's tunnels to vanish.

Even if a character fills a tunnel in behind him, it's still obvious someone has used Tunneling to penetrate the substance. To Tunnel without leaving any such traces, a character should buy *Invisible Power Effects* for his Tunneling (or buy Desolidification with a "Tunneling without trace" special effect).

A character using Tunneling does not need Life Support to Tunnel (he's assumed to keep an air pocket around him), but cannot perceive in front of him unless he has special Senses that allow him to perceive through whatever he's Tunneling through. If necessary, the GM determines how long the air pocket lasts (or, more accurately, how much breathable atmosphere it contains and how quickly a character exhausts it by breathing).

Restrictions On Tunneling

Characters cannot use Tunneling on living creatures to cause damage. Characters cannot use Tunneling to Tunnel through a vehicle (though a GM might allow a character to use Tunneling on the side of a large vehicle, such as to tear through the back of a tractor-trailer truck). Characters may not Tunnel through air or liquids; Tunneling only works on solid substances, such as soil.

Precision Tunneling

The standard form of Tunneling links inches moved and DEF. Some gamers may prefer to buy these two aspects of the Power separately (for example, to create a fast form of Tunneling that only works on low-DEF substances). With the GM's permission, characters can buy the inches moved with Tunneling and the DEF they can Tunnel through separately: 2 Character Points for each 1" Tunneling through 0 DEF objects; 3 Character Points for each 1 DEF the character can Tunnel through. The GM may establish any restrictions he sees fit, such as inches traveled not being more than triple the DEF Tunnel-able through.

POWERS

Entangle: A character trapped in an Entangle cannot use Tunneling to escape from it. However, at the GM's option, a character outside the Entangle could use Tunneling to break open the Entangle and free the trapped character. Characters can use Tunneling to Tunnel through barriers created with Entangle.

Find Weakness: Characters cannot use Find Weakness to halve the DEF of substances they Tunnel through.

Force Wall: Characters cannot Tunnel through Force Walls, unless the GM permits this. Tunneling through a Force Wall would be most appropriate for Walls defined as being made of physical substances like earth or stone.

ADVANTAGES AND ADDERS

Fill In: A tunnel created by Tunneling with this +10 Character Points Adder can be filled in behind the character.

If Tunneling has Fill In, the filling in occurs automatically as the character tunnels (it doesn't require any extra Actions or time). Other persons can, with the Tunneler's permission, follow him and use the tunnel as well, but they must remain in the same hex as him (unless the GM permits otherwise in the interest of common sense and dramatic sense). A character cannot follow the Tunneling character against the Tunneling character's will before he fills it in; if that's attempted, the tunnel simply closes on the hapless follower (the GM can determine the effects of that as he sees fit).

When a character uses Tunneling with the *Fill In* Adder, the DEF of the "filled back in" material is the same as it was before it was Tunneled through. Nothing about Tunneling alters the DEF of the substance Tunneled through. The GM may, if he wishes, adjust the fill material's BODY (to represent its lesser cohesion after being Tunneled through). The fact that a Tunnel has been filled back in is usually obvious.

A character who buys Fill In doesn't have to use it if he doesn't want to — he *can* fill in the tunnel behind him, but he's not *required* to — unless his Tunneling has both Fill In and the -0 Limitation *Fill In Always Occurs*.

Armor Piercing, Penetrating: Characters cannot apply these Advantages to Tunneling.

Hardened: Hardened walls (and other substances) have +25% DEF per level of Hardened for purposes of moving through them with Tunneling.

Invisible Power Effects: Tunneling creates vibrations in the material Tunneled through that can be felt a short distance away (typically no more than about 2"-5" at most, but possibly much further for really powerful [fast] forms of Tunneling). Buying Invisible Power Effects (Touch Group) for Tunneling eliminates these vibrations.

NND, AVLD: Characters may not apply the *Attack Versus Limited Defense* or *No Normal Defense* Advantages to Tunneling as a cheap way of Tunneling through any substance regardless of its DEF.

LIMITATIONS

Limited Medium (-½, -1): Characters can only use Tunneling with this Limitation to move through specified types of substances. If it only works on a Limited medium (soil and rock only; walls only), the value is -½; if it only works on a Very Limited medium (stone walls only), the value is -1.

OTHER POWERS



The Movement Powers aren't the only ones speedsters can use to create their abilities. Here are a few more suggestions and ideas for speedster powers. See Chapter Two for hundreds of example powers built using Powers, including many Powers not discussed in this section.

ADJUSTMENT POWERS

If a Movement Power is reduced to zero inches of movement by a Drain or similar Adjustment Power, the character is unable to use that mode of movement (not even at Noncombat speeds) until he gets at least 1" of movement back.

See page 206 regarding negative Adjustment Powers and deceleration.

AID AND SUCCOR

Speedsters who manipulate the environment around them to seem to move at super-speed often make use of Aid (and Drain). For example, a time manipulator might put himself into "fast time" with an Aid DEX and SPD. The accompanying table indicates the average effects of various levels of Aid to DEX and SPD to help you calculate the right amount of Aid for the speedster trick you have in mind. Aid SPD may be may be activated at any time during a Turn, but it's subject to the standard rules for changing SPD.

For some powers, Succor works better than Aid, since it can be maintained indefinitely by paying END. Succor SPD may be activated at any time during a Turn, but it's subject to the standard rules for changing SPD both when it's activated and de-activated. The character using it must pay END for it every Phase until such time as the SPD returns to it's normal (un-Succored) level.

CHANGE ENVIRONMENT

While this Power is often used *against* speedsters (typically to create slippery ground or areas of turbulence that make it hard for them to maintain their footing or keep moving), speedsters have plenty of uses for it. Some of the examples from Chapter Two include Clean Up Your Room!, Alter The Weather, Tremor Beat, and Let's Warm Things Up.

See page 239 for special rules regarding using Change Environment to increase or decrease traction.

CHARACTERISTICS

Characteristics as Powers have plenty of applications for speedster characters. In addition to being able to move faster or act more reflexively in certain situations (Limited DEX and/or SPD), a classic speedster could buy, for instance, extra PD that only protects him against collision damage, while a friction-manipulating speedster could buy extra STR to "break free from" (slip out of) Grabs and Entangles. See Chapter Two for plenty of examples.

AID TO DEX OR SPD

Aid	AP	Avg Roll	Boost to SPD	Boost to DEX
1d6	10	3.5	+0	+1
2d6	20	7.0	+0	+2
3d6	30	10.5	+1	+3
4d6	40	14.0	+1	+4
5d6	50	17.5	+1	+5
6d6	60	21.0	+2	+7
7d6	70	24.5	+2	+8
8d6	80	28.0	+2	+9
9d6	90	31.5	+3	+10
10d6	100	35.0	+3	+11
11d6	110	38.5	+3	+12
12d6	120	42.0	+4	+14
13d6	130	45.5	+4	+15

AP: Active Points
Avg Roll: The average roll on that many d6

CLINGING

Many speedsters buy Clinging to represent aspects of their movement abilities — whether it's the control over friction or gravity that gives them their powers, or the simple fact that they run so quickly they can dash up the sides of buildings without worrying about falling. This usually entails Limitations like *Cannot Resist Knockback,* and may Cost Endurance or Require A Speedster Tricks Roll. Speedster Clinging is rarely bought at more than normal STR, and may in some instances be voluntarily restricted to some fraction of the character's ordinary STR.

DESOLIDIFICATION

Some types of speedsters, such as those with vibration powers, buy Desolidification to represent their ability to "phase through" solid objects, or to "attune their molecular frequency" to that of solid objects so they can walk right through them. Some of these characters can even impart this ability to other characters (via Usable Simultaneously), though they may have to maintain contact with such persons to keep them in "phased" state.

DISPEL, DRAIN, SUPPRESS, AND TRANSFER

What one speedster can do, another can undo... or perhaps make use of. Speedsters often use Dispel, Drain, or Suppress to counteract other speedsters' powers (as with the *I'm Faster Than You* ability in Chapter Two). The exact power chosen depends on how you conceive of

a speedster's powers as working (for example, is the effect all-or-nothing [Dispel] or a more gradual reduction [Drain or Suppress]; is it a lingering effect [Drain] or something the speedster must maintain [Suppress]?).

In other cases, a speedster may be able to "steal" or leech another speedster's powers. This is particularly appropriate for two speedsters with the same (or very similar) special effects, or who access the same external force (like the Speed Zone) to "fuel" their powers.

ENHANCED SENSES

See page 98 regarding Speed Perception, and page 263 for general rules about perceiving at high speeds.

ENTANGLE

The "speedster trick" special effect can justify many different types of Entangles. The most common is to use rope, chains, or other appropriate materials to wrap the target up in a split-second. Other possibilities include spinning the target so fast that he drills into the ground and gets stuck there, or keeping a target so dizzy and off-balance that he's unable to take any Actions. See the "Offensive Powers" subsection of the *Speedster Powers* section of Chapter Two for several examples.

FLASH DEFENSE

A speedster can easily buy Flash Defense defined as instinctively protecting his senses from an attack — his reflexes are so heightened that he realizes what's happening just in time to shut his eyes, turn his head, clap his hands over his ears, or the like. Speedsters who routinely travel at supersonic speeds might develop Hearing Group Flash Defense to protect themselves against the sonic booms they cause. See *Reflexive Gaze Aversion* and *Supersonic Ears* in the *Speedster Powers* section of Chapter Two for examples.

HAND-TO-HAND ATTACK

Hand-To-Hand Attack is a great way to simulate speedsters' ability to do greater than normal punching damage because of their velocity, the rapidity of their movements, or the like. The most common such speedster trick is a *Rapid-Fire Punch* (page 78), in which the speedster hits someone a dozen or more times in the blink of an eye. Instead of simulating this as a large number of low-damage attacks (which takes a lot of time and doesn't necessarily convey the true effect the speedster wants to achieve), you can represent this as a large HA, possibly with the Limitation *Requires A Speedster Tricks* roll. Other possible uses for HA include enhancing a character's Move By or Passing Strike damage, simulating the effectiveness with which he adds velocity damage, and the like; see *Speedster Powers* in Chapter Two for plenty of examples, such as Battering Ram.

KILLING ATTACKS

For deadlier attacks, a speedster could substitute HKA for any of the HA-based abilities described above; this would represent the fact that he shapes his hand differently when he strikes his foes, hits so hard that his punches have Killing impact, or the like.

Ranged Killing Attacks are also possible for speedsters. For example, for someone who can throw objects at hyperaccelerated speeds, any tiny object may become the equivalent of a bullet! (See *Hyperthrowing* in Chapter Two for an example.)

LIFE SUPPORT

Because their movement powers often take them into unusual, even hostile, environments — outer space, the upper atmosphere, the depths of the ocean, deep beneath the surface of the Earth — speedsters often buy Life Support to represent how acclimated they are to such conditions. Speedsters who can move at ultra-fast velocities may also have Life Support (Self-Contained Breathing) to represent the ability to breathe at such speeds. (This implies a level of "realism" higher than in most games, which automatically assume a speedster can breathe at any velocity he can move at; look at the *Too Fast To Breathe* option for powers in Chapter Two to represent the more "realistic" forms of super-speed.)

MIND SCAN

The rules for Mind Scan note what happens if the target of the Mind Scan moves a great distance while being scanned (see page 207 of *The HERO System 5th Edition, Revised* rulebook). This rule does not apply to the character performing the scan. The attacking character's movement doesn't effect the existence of a Mind Scan lock-on — he still knows where the target is (though the exact amount of information depends on the strength of his Effect Roll, of course). The GM can change this, allowing a Breakout Roll as described for the target's movement, if the attacker is moved involuntarily (*e.g.*, he's subjected to Teleportation Usable As Attack) or it otherwise seems appropriate to do so.

MISSILE DEFLECTION

Missile Deflection has all sorts of potential applications for characters with ultra-fast or unusual forms of movement: moving so fast the character can bat aside bullets or get out of the way of energy beams; teleporting missiles out of the air or aging them so that they crumble to dust in flight; and so on. (See the various "Defensive Powers" subsections of Chapter Two for plenty of examples.) Many of these powers have the Advantage *Ranged* (+1) because of the way the power works, or because the speedster can move to the appropriate position in a nanosecond, Deflect the attack, and then move back to where he was.

TELEKINESIS

As a means of exerting STR at Range, Telekinesis is used to build speedster tricks in which the speedster's velocity creates a "backdraft" of air or water that can move things. For example, the *Downdraft* power in Chapter Two lets a speedster run in a circle to pull flying characters down to the ground. These forms of Telekinesis are crude, usually having the *Affects Whole Object* Limitation and not taking the *Fine Manipulation* Adder. On the other hand, speedsters could use Telekinesis to create run-over-move-something-and-run-back abilities, and these could have Fine Manipulation if appropriate.

POWER MODIFIERS



Most Power Modifiers function normally for speedsters. This section includes some notes and ideas for ones that are particular useful, have special applications, or could use some optional or expanded rules where speedsters are concerned.

POWER ADVANTAGES

Given the breadth and variety of possible speedster abilities (as shown by Chapter Two), most Advantages and Adders could come into play for a speedster at some point. Here are some notes, expanded rules, and suggestions for ones that have significant applicability.

AFFECTS DESOLIDIFIED

Given their ability to "alter the frequency of their molecular vibrations" or "phase out of synch with reality" by attaining hyper-velocity, it's as reasonable for a speedster to make an attack Affects Desolidified as it is for him to buy Desolidification. This is most appropriate for his various HTH Combat attacks, but the GM might allow it for some Ranged attacks as well with a proper explanation.

AREA OF EFFECT, EXPLOSION

Speedsters often build abilities with Area Of Effect (or, less frequently, Explosion) to simulate the fact that they can hit or affect a lot of targets "simultaneously" by moving at super-speed, or can generate environmental effects (like "mini-tornadoes").

Area Of Effect: Trail (+1) ⚠

One common power used by speedsters in comic books and some other literature is to generate an attack or other effect behind them as they move. For example, a running speedster might set the ground behind him on fire due to super-friction, a flying speedster could generate a series of sonic booms as he moves through the air at supersonic speed, and just about any type of speedster might "pick up" and move objects in the "backdraft" that follows him as he moves at hyper-velocity. Similarly, speedsters often like to create attacks where they run past a large number of foes and hit each one of them.

To do this using the standard rules, a character simply buys an Area Of Effect: Line attack that's *Linked* to his Movement Power. (In some cases Area Of Effect: Cone or Any Area may also be appropriate.) The Line should be bought to have a length equal to the character's inches of Combat Movement. The attack "activates" at the end of the character's movement, affecting everyone in the Line. If the character moves less than his full inches of Combat Movement, the Line is only as long as he moved. Since the attack is Linked to the character's movement, it still activates even if he performs a Full Move, and it's made against DCV 3.

This method is a little complicated for some players' taste, and also suffers from some drawbacks. First, and the proportionately rules for Linked reduce the damage caused if the character makes less than a Full Move (unless the GM rules otherwise). Second, the character can only move in a straight line; he can't turn or avoid obstacles. Third, since the movement is a part of the overall power, not a supplement to it, he receives no velocity bonus to damage even if he otherwise would.

To better simulate these sorts of powers, the GM can allow characters to use a new optional form of Area Of Effect, *Trail* (+1). A Trail is 1" wide and tall, and as long as the character's movement in the Phase; it cannot be made longer, larger, or taller unless the GM specifically permits. A Trail only works in conjunction with a character's movement (Combat or Noncombat). It follows his movement path, so if he zigs and zags in and out among various obstacles, the Trail will also. (On the other hand, if someone stops him from moving under his own control, such as by causing him Knockback or tripping him, the Trail stops at whatever point he lost control.) A Ranged Power for which Trail is purchased automatically becomes a No Range power; it gets no Limitation for this. Nor may a character Link a Trail power to a Movement Power; by definition a Trail only works in conjunction with a Movement Power.

Example: *Afterburner (Running 20") moves so quickly that he can generate super-friction that causes the air and ground behind him to burst into flame as he runs past. He buys this as an RKA 1d6, Area Of Effect (Trail; +1). If he runs 10", he creates a 10" Trail that's 1" wide and tall and does RKA 1d6 damage to anyone and anything in it. If he makes three turns during those 10" of movement, the Trail follows his turns. At the end of the Segment the fires dissipate (though it's possible the GM may allow them to set flammable objects on fire).*

Example: *The Scarlet Meteor (Flight 30", No Turn Mode) wants to have the ability to fly past numerous targets and punch each of them with his 20 STR. He buys Area Of Effect (Trail; +1) as a naked Advantage for his STR (total cost: 20 points). Now when he flies, he can punch people for 4d6 Normal Damage as he flies past*

them, twisting and turning in the process and attacking against DCV 3.

If a character wants to apply Trail to an inherently area-affecting Power, like Change Environment or Darkness, the GM should consider requiring the character to buy some minimum level of the power (perhaps using the rules on page 101 of *The HERO System 5th Edition, Revised* rulebook as a guideline). Otherwise a character could buy a 1" radius version of these powers and make it significantly larger with Trail, causing game balance problems.

The GM should monitor the use of this Advantage to prevent abuse. It's intended to make it easier for characters to build intriguing and flavorful abilities that add to the fun of the game, not for stunts like criss-crossing planets and galaxies with trails of fire (or what have you) for a cheap cost.

ARMOR PIERCING, PENETRATING

These two Advantages can reflect the fact that regular defenses often cannot resist speedster attacks as well as they can most types of attacks. For example, armor designed to protect against impacts might not work so well against a friction attack, a sonic boom, or the like. Similarly, the high velocity that speedsters can impart to projectiles might justify AP.

AUTOFIRE

Autofire is a great way to represent the swiftness with which a speedster attacks — he can make multiple attacks in the time that most people make only one. Examples might include punching someone repeatedly (Autofire on STR for Strike, or Autofire bought for a specific Combat or Martial Maneuver) or throwing a lot of small objects at hypervelocity (see the "Gatling Hyperthrowing" option for *Hyperthrowing* in Chapter Two). In theory a speedster might be able to make twenty, thirty, or more attacks in a single second this way, but given the way Autofire attacks are resolved, more than 10 shots is probably not worth the cost unless the speedster also buys a lot of Combat Skill Levels with the attack.

CHARGES

Speedsters whose powers derive from external sources (such as Hyperspeed Pills, Amulets of Swiftness, or a suit of powered armor) often use Charges (particularly Continuing Charges or Fuel Charges) to represent the limited amount of this resource they have to call on, or the maximum duration for which they can move at great speed. This helps conserve on END, something many speedsters use a lot of.

INDIRECT

Indirect may be appropriate (even necessary) for some types of attacks with the special effect of "the speedster moves to the target, hits him, then moves back to where he was so it looks like he never moved." Since the speedster can move so quickly, intervening obstacles don't necessarily pose any hindrance to him provided they don't completely block him out. For example, a speedster can move around a Force Wall shaped like a line, but if it's formed into a solid "bubble" around his target there's no way he can reach him. This qualifies for the +½ value of Indirect, since the attacks can seem to originate from many directions but not literally any direction.

INVISIBLE POWER EFFECTS

Invisible Power Effects may also be useful for speedsters creating "move to the target, hit him, then move back to where I was so it looks like I never moved" abilities. By buying IPE to affect the Sight and Touch groups (and perhaps Indirect as well; see above) the speedster has an attack that doesn't seem to originate from him at all. There's no blur of movement, no rush of wind or displaced air when he moves, or anything else that hints that he did it.

MEGASCALE

MegaScale is an Advantage almost every speedster uses at least once. Without it, achieving the incredibly high movement velocities that are the hallmark of most speedsters becomes prohibitively expensive. And if a speedster can move that fast, he probably also needs to buy MegaScaled Senses to perceive where he's going, as discussed on page 264 of *The HERO System 5th Edition, Revised* rulebook. If a character buys MegaScale for the main Sense in a group, such as Normal Sight for the Sight Group, it applies to all Senses in that group unless the GM rules otherwise or the character Limits it so that it does not.

Generally, MegaScale can only be applied to Movement Powers that (a) are measured in inches, and (b) that are under the character's control. That means it cannot apply to Extra-Dimensional Movement, FTL Travel, and typically not to Gliding or Swinging. It can apply to Leaping even though that's only partly under the character's control.

NO NORMAL DEFENSE, ATTACK VERSUS LIMITED DEFENSES

These two Advantages are perfect for simulating the unusual nature of some speedster attacks. Offensive applications of super-speed are often so difficult for normal-speed characters to resist that ordinary defenses shouldn't apply. The accompanying table lists some example of "speedster NNDs/AVLDs" (and their appropriate defenses); you can find fully fleshed-out examples of them in Chapter Two. In addition to the defense listed in parentheses, the GM might add "being a speedster" — if the target can also move at super-speed, he may be able to avoid the effects of another speedster's attack.

SPEEDSTER NNDS/AVLDS

Move in a circle around a target to suck the air away from him, making it difficult for him to breathe (Life Support: Self-Contained Breathing)

Flying or swimming all around a target to create a crushing pressure wave (Life Support: Safe Environment (High Pressure))

Inducing dizziness and nausea in an opponent by spinning him at tremendous speed (Power Defense), or subjecting him to involuntary rapid teleportation (Power Defense, having Teleportation)

Dehydrating an opponent through friction-induced heat (Life Support: Diminished Eating or Safe Environment (Intense Heat), or having Fire/Heat, Ice/Cold, or Water powers)

Creating a stunning sonic boom (Hearing Group Flash Defense or being deaf, or possibly Life Support: Safe Environment (High Pressure))

RANGE ADVANTAGES; RANGED

For "hand-delivered" Ranged attacks — ones for which the special effect is "the speedster moves to the target, hits him, then moves back to where he was so it looks like he never moved" — No Range Penalty and Increased Maximum Range are both highly appropriate. They're not required, since the power's ordinary Range and Range Modifier can reflect the difficulty of performing the maneuver properly, but a speedster can certainly apply them if he wants to. The "hand-delivered" special effect also justifies applying the *Ranged* Advantage to powers that normally have No Range.

REDUCED ENDURANCE

Because they often have high SPDs and use lots of movement and different "speedster trick" powers, speedsters tend to consume END at a furious pace. While their high SPDs also give them more opportunities to take Recoveries, and they often have high RECs, sometimes applying Reduced Endurance to frequently-used powers is a better (or easier) way to represent how hard it is to *really* tire them out. Given the nature of a speedster's abilities, 0 END (+½) may not be appropriate, but ½ END (+¼) definitely is.

TRANSDIMENSIONAL

If a speedster uses Extra-Dimensional Movement to define moving at super-speed (see *The Speed Zone* on page 251 and *Speed Zone Powers* on page 106), Transdimensional becomes a crucial Advantage — it's how he can perceive and affect the normal-speed world. This involves applying +½ Transdimensional to a wide variety of powers, and in many cases Indirect as well.

Additionally, in some campaigns each dimension has a unique "vibrational frequency," and by altering his own frequency a speedster can cross the dimensional barrier (for example, see *Moving Through Dimensions* on page 95). This could justify a wide variety of Transdimensional abilities. And of course, speedsters who are dimensional travelers rather than having hypervelocity powers can often attack between many dimensions (see the *Dimensional Travel Powers* section of Chapter Two).

USABLE ON OTHERS

Usable On Others has two primary applications for a speedster: carrying other characters with him as he moves (after all, it may not do much good to be able to cross the continent in 10 seconds when it takes the rest of your team three hours!); and various abilities defined with Usable As Attack.

Usable Simultaneously (Carried)

Usable Simultaneously (Carried) is an optional new form of Usable On Others primarily intended for Movement Powers. It works just like the standard Usable Simultaneously, except that the character buying the power retains control over when the power is used and where the recipients can go. Since he's carrying the other characters (either literally, or through a "telekinetic link" or some other means), the recipients have to go when he goes, move as fast as he moves, and so forth; they can't go off on their own or choose to move when he isn't. The character buying the Usable Simultaneously (Carried) power pays the END cost for the power; the recipients (the Carried characters) don't pay any END at all.

While the rules don't forbid a character with a Movement Power to pick up and carry another character without having taken Usable Simultaneously (Carried), there are several benefits for buying the Advantage. First, it may allow the character to carry a lot more people than his STR would ordinarily allow him to. Second, a character using a Usable Simultaneously (Carried) power doesn't have to worry about having his movement, DCV, or DEX Rolls reduced by the Encumbrance rules (or paying extra END for being Encumbered), whereas a character just using his STR to carry someone does.

Usable Simultaneously (Carried) is worth¼ less Advantage off the ordinary value of Usable Simultaneously. However, the minimum value for the Advantage is +½.

Usable As Attack

Usable As Attack has many possible applications for speedsters. Perhaps the most common is Teleport Usable As Attack ("aporting"), a power often bought by teleporting speedsters. Other UAA abilities involve inflicting some aspect of superspeed on a target. For example, if a speedster can alter the "molecular vibrations" of his body to move through solid objects (Desolidification), he may be able to hit another character with his hand and alter that character's molecular vibrations, making him intangible for a while (and thus unable to attack solid characters).



POWER LIMITATIONS

As effective as they can be, most "speedster tricks" come with at least a few inherent weaknesses and restrictions — Limitations, in game terms. Some of these Limitations are unique to, or primarily used by, speedsters.

ACTIVATION ROLL

Speedsters who are still new to their powers, or who have just learned a new speedster trick, may represent this unfamiliarity with an Activation Roll. As they gain experience using an ability, they can buy the Activation Roll up, and eventually get rid of it altogether. On the other hand, some speedster tricks are so complex that the GM may require them to always have an Activation Roll.

ENDURANCE LIMITATIONS

As mentioned above under *Reduced Endurance,* using speedster powers is often tiring. For abilities based on Powers that don't cost END normally, such as Missile Deflection to bat bullets out of the air, this makes Costs Endurance an appropriate (and in some cases, maybe even GM-required) Limitation. Similarly, Increased Endurance Cost works well with nearly any speedster power — moving so fast can really tire a person out!

EASY TO DISPEL (-¼)

Some speedster tricks, particularly those that involve the use of physical materials or maintaining a particular pattern of movement, are inherently "fragile" — relatively easy to disrupt or stop. These powers can take a new Limitation, *Easy To Dispel* (-¼). A power with this Limitation has only half its Active Point value for purposes of determining the effects of Dispel or Suppress.

GESTURES; RESTRAINABLE

Although generally not used in Superheroic campaigns, Gestures may be appropriate for some powers bought by *Champions* speedsters. This represents an ability that requires the character to make repeated rhythmic, circular, spherical, spinning, or vibratory movements to use or maintain a power. However, often the *Restrainable* Limitation works even better for these purposes. In some cases the lesser -¼ value of Restrainable may be applicable, since the speedster's ability to move his hands or legs probably isn't as easily restrained as, say, a pair of wings.

LIMITED POWER

Here are some versions of Limited Power appropriate to speedsters and speedster abilities:

Must Pass Through Intervening Space (-¼)

This Limitation represents a power that requires a speedster to travel through a particular area to activate and/or maintain it. Examples include: moving in a circle around a person or area to suck out all the air and suffocate the people inside; moving someone (or something) from one place to another in the blink of an eye; or running around on the ground to kick up a blinding cloud of dust.

A power with this Limitation suffers from several potential restrictions. First, if the intervening space is somehow dangerous (for example, it's filled with lava, knockout gas, or sharp spikes), the character automatically exposes himself to that danger by moving through the area. Second, if any

obstacles get in his way, he may be unable to use the power. Alternately, the GM may require him to succeed with a Skill Roll to avoid the obstacle, impose an OCV penalty on his Attack Roll, or inflict other difficulties on the character. Third, in the case of Constant Powers that the character wants to maintain, he must remain in the area and keep moving through it, which may prevent him from making other attacks or leave him vulnerable to counterattack. In the event a counterattack would involve the character's velocity (for example, someone trips the speedster, causing him to fall and skid), assume he's using his full Combat Movement to use/maintain the power. (He doesn't pay END for this beyond the END for the power, though this might be a good reason to apply Increased Endurance Cost as a Limitation.) And of course, stopping the character from moving under his own control — for example, Grabbing, Entangling, or tripping him — causes the power to stop functioning.

Since this Limitation requires the character to move, a character cannot take it in conjunction with *Only When Moving* or *Linked* (to a Movement Power). However, a power with Must Pass Through Intervening Space could also take Restrainable at the -¼ level, since the two represent different restrictions.

Not While Moving (-½)

A speedster cannot use a power with this Limitation if he moves even so much as a hex in a Phase.

Only When Moving (-¼)

A power with this Limitation only works when the character moves. He must make at least a Half Move every Phase with the Movement Power associated with the ability, or he cannot activate it (or it shuts off). In some cases the GM may impose a different minimum movement restriction (such as "at least 4" every Phase") so that characters don't take advantage of the Limitation by moving a mere 1". In many ways this Limitation is similar to Linked with the "powers need not be used proportionately" modifier.

If a Persistent Power takes this Limitation, it automatically becomes a Constant Power instead. Any Constant Power with this Limitation remains in effect from Phase to Phase as long as the character keeps paying END (like any other Constant Power) and keeps moving at least a Half Move on each Phase. For example, suppose a SPD 6 character has Force Field, Only When Moving. He moves on his Phase in Segment 4, so the Force Field remains active (in other words, it protects him). If someone attacks him in Segment 5, the Force Field is still active, even though he technically didn't move in Segment 5, because as a Constant Power the Force Field remains in effect from Phase to Phase as long as the character meets all prerequisites for maintaining the power.

Unbalanced Movement (-½)

The character uses a form of movement that's inherently unstable, making him prone to losing his balance and switching to Uncontrolled Movement (see page 220). He must succeed with a DEX Roll every Phase he uses the power; failure means he loses his balance.

LINKED

Speedsters often Link speedster tricks to a Movement Power. But don't forget that Linked powers can only be used proportionately, which may cause problems for a speedster in some cases. The *Only When Moving* Limitation, described above, may work better for many "speed stunts." See also page 31.

REQUIRES A SKILL ROLL

Many speedsters take *Requires A Speedster Tricks Roll* for their powers to represent the difficulty of performing them, or because their bodies or minds aren't yet fully accustomed to moving at hyper-velocity. Depending on the speedster's powers, the name of the Skill involved may be *Teleportation Tricks, Vibratory Tricks, Dimensional Manipulation Tricks,* or the like — "Speedster Tricks" generally refers to the need to move at high velocity.

SIDE EFFECTS

Side Effects are ideal for representing some of the potential negative consequences of moving at hyper-velocity or in unusual ways.

Speedster Burnout

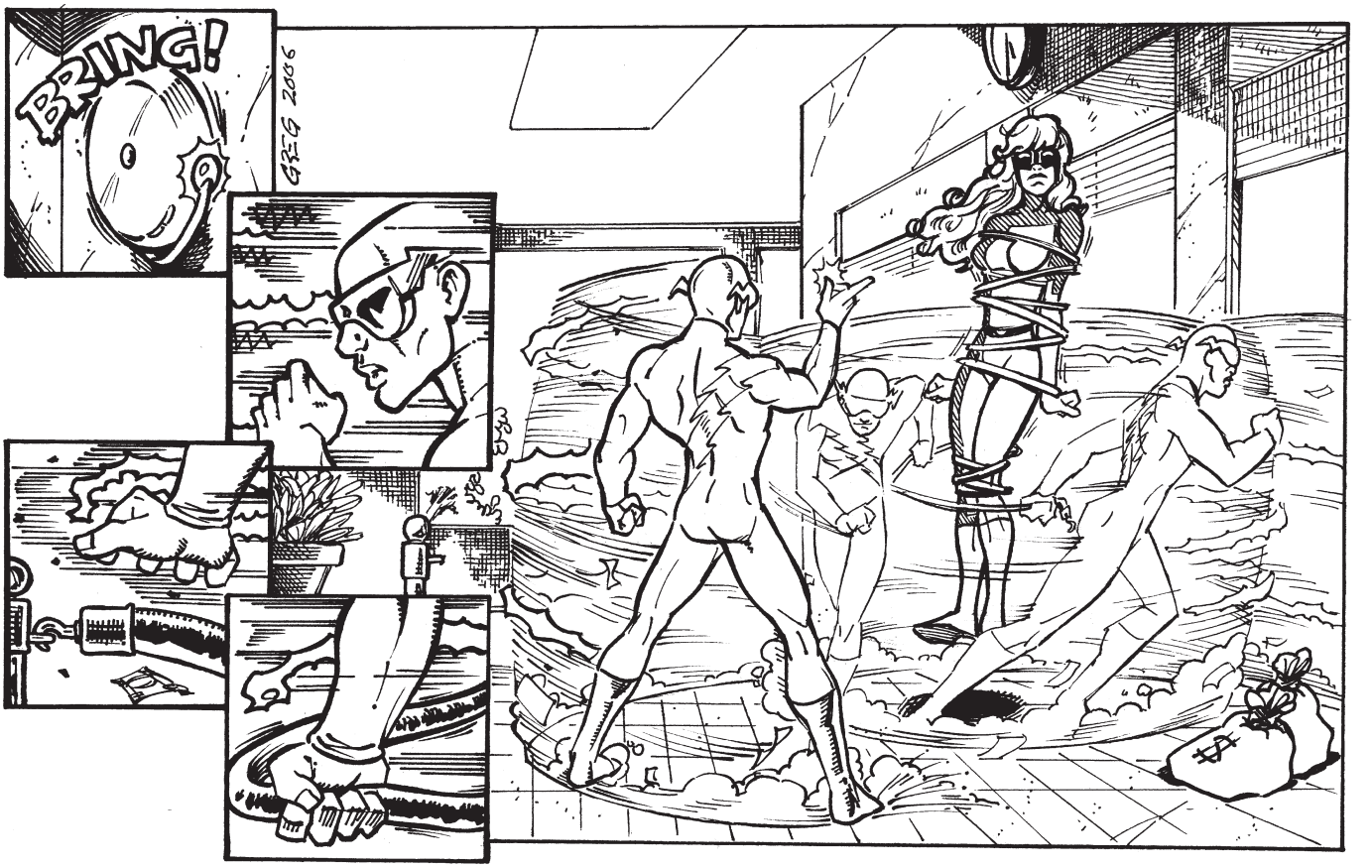
Sometimes a speedster's powers are dangerous to him: they inflict great wear and tear on his body, or age him prematurely. This is known as *Speedster Burnout* and can be represented with a Side Effect. The exact nature of the Side Effect varies.

The most common form of Speedster Burnout is a Minor Side Effect: every time the speedster fails the appropriate roll (or every time, if it's an automatic Side Effect), he prematurely ages one month. This requires the GM to know what age the character is when he starts the game, and to keep track of the added months due to the Side Effect. When the character hits age 40 and age 60, he suffers the effects of the *Age* Disadvantage. If any of his Characteristics exceed the Age limits, the character must either (a) voluntarily reduce them to those limits (for no point savings), (b) with the GM's permission, sell those Characteristics back, or (c) spend Experience Points to pay for the extra cost of keeping his Characteristics at their existing levels. The GM can adjust any of these options as he sees fit.

Alternately, Speedster Burnout may temporarily reduce a speedster's Characteristics and/or powers. In game terms this is an appropriate Drain, often with Delayed Return Rate so that the points don't come back for 20 Minutes or more.

Speedster Misperception

This Minor Side Effect is most appropriate for a speedster's Movement Powers, but would also work with any power that involves having to move around (such as powers with the *Must Pass Through Intervening Space* Limitation). It always occurs, and reflects the fact that the speedster moves so quickly his Senses can't adjust. He suffers a PER Roll penalty of at least -3, and possibly more, in any Phase in which he uses the power and tries to perceive a normal speed or stationary person or object. (This



is in addition to standard PER Roll penalties for moving quickly; see page 263.)

Vibrational Whine

As a Minor Side Effect, the character's high-speed- or vibration-based powers cause an audible whine that makes it easy for others to perceive him with Hearing Group Senses. Typically this translates to a +3 PER Roll bonus to perceive him (which makes it difficult for him to use Stealth successfully), and characters with Ultrasonic Perception may perceive him automatically. This Side Effect may always occur, or it may only happen occasionally when the character fails a roll associated with the power.

POWER FRAMEWORKS

Speedsters commonly use Power Frameworks to group their abilities together. For example, a group of speedster tricks makes for a great Multipower of attacks — and in time, the speedster may earn the Experience Points to expand it into a Variable Power Pool that lets him do many more things. If the speedster's powers all derive from some common "source" such that negative Adjustment Powers could easily affect him (for example, all his powers come from "siphoning Speed Zone energy"), then an Elemental Control would be appropriate.

DISADVANTAGES



Like any other type of characters, speedsters aren't perfect. They have all sorts of complications in their lives that affect their careers as adventurers and heroes. In *HERO System* terms, Disadvantages represent these hindrances, and some are particularly appropriate for speedsters.

AGE

A speedster's powers may age him prematurely, burning out his body by requiring (or allowing) it to move so much faster than normal. If he starts the game having already experienced this, Age would be an appropriate Disadvantage. (See also the Side Effect *Speedster Burnout,* above.)

DEPENDENCE

Dependence is a good way to represent several classic speedster problems.

Energy Buildup

If a speedster has this Dependence, his body constantly generates enormous amounts of energy... and if he doesn't use it up at a fairly regular rate, it can cause him harm. In game terms, this means he has to expend END (usually by using his powers) regularly or suffer damage. How often he has to use them, how much END he has to burn, and the consequences of not doing so dictate the value of the Disadvantage.

Energy Buildup: *must spend at least ¼ of his total END (Very Common/Easy to obtain):*

- every 1 Hour or suffer 1d6/2d6/3d6 damage: 5/10/15 points
- every 20 Minutes or suffer 1d6/2d6/3d6 damage: 10/15/20 points
- every 5 Minutes or suffer 1d6/2d6/3d6 damage: 15/20/25 points
- every 1 Minute or suffer 1d6/2d6/3d6 damage: 20/25/30 points
- every 1 Turn or suffer 1d6/2d6/3d6 damage: 25/30/35 points

Energy Buildup: *must spend at least ½ of his total END (Common/Difficult to obtain):*

- every 1 Hour or suffer 1d6/2d6/3d6 damage: 10/15/20 points
- every 20 Minutes or suffer 1d6/2d6/3d6 damage: 15/20/25 points
- every 5 Minutes or suffer 1d6/2d6/3d6 damage: 20/25/30 points
- every 1 Minute or suffer 1d6/2d6/3d6 damage: 25/30/35 points
- every 1 Turn or suffer 1d6/2d6/3d6 damage: 30/35/40 points

Speedster Metabolism

A typical speedster "bit" from the comics and movies is that a speedster has to eat tremendous amounts of food to keep his metabolism fueled. Instead of the normal three square meals a day most people need, he has to consume food almost continuously when he's using his powers (*i.e.,* during most adventures). You can represent this as a Dependence that affects the character's powers or Characteristics, with the value depending on just how much food the speedster has to eat. For example:

Speedster Metabolism: *must consume at least 100-1,999 calories per Hour (Very Common/Easy to obtain) when using powers:*

- or suffer Weakness: 5 points
- or suffer Incompetence: 5 points
- or suffer Activation Roll 14- for powers: 5 points
- or suffer Activation Roll 11- for powers: 10 points

Speedster Metabolism: *must consume at least 2,000 or more calories per Hour (Common/Difficult to obtain) when using powers:*

- or suffer Weakness: 10 points
- or suffer Incompetence: 10 points
- or suffer Activation Roll 14- for powers: 10 points
- or suffer Activation Roll 11- for powers: 15 points

Water

Swimming speedsters are often dependent on the water — if they stay out of water too long, they suffer all sorts of problems:

Water: *must immerse self in water every Hour (Very Common/Easy to obtain) when using powers:*

- or suffer 1d6 damage: 5 points
- or suffer 2d6 damage: 10 points
- or suffer 3d6 damage: 15 points
- or suffer Weakness: 5 points
- or suffer Incompetence: 5 points
- or suffer Activation Roll 14- for powers: 5 points
- or suffer Activation Roll 11- for powers: 10 points



DISTINCTIVE FEATURES

A speedster who can't fully control or "turn off" his powers might display Distinctive Features. For example, all of his arm movements might be at super-speed, or his facial features might be slightly "blurred" from the vibrations (not enough to prevent other people from identifying him, but more than enough to make him memorable). The character has to make an EGO Roll (at +3 for Easily Concealed or -0 for Concealable With Effort) to calm himself down and look like an ordinary person. Obviously, this could make it very difficult, if not impossible, to maintain a Social Limitation: Secret Identity

ENRAGED

Given the frustrations encountered daily by speedsters forced to live at the sllloooooowww pace of life dictated by normal people, a mentally unbalanced (*i.e.,* villainous) speedster might be prone to losing his temper and lashing out at the "slowpokes" who make his everyday life so miserable. In effect, this is an extreme form of the Psychological Limitation *Speedster Impatience* (see below).

PHYSICAL LIMITATION

Speedsters are among the most physical of characters. Their powers are often innate (*i.e.,* not dependent on a Focus or outside force), and even if not innate can inflict major stress on the body. This can lead to many different Physical Limitations (though some of the classic speedster hindrances are best represented with other physical Disadvantages, like Dependence and Susceptibility).

Easily Tired

The speedster's body has not yet adjusted to the rigors of his powers — or he's just plain out of shape. He tires easily and takes longer to recuperate from getting tired than other characters do. He suffers a -2 penalty on STR Rolls and CON Rolls pertaining to physical exertion (such as holding one's self up off the ground). If he Pushes, he must spend 50% more END to do so than normal (for example, Pushing for 10 points of STR would cost him 15 END instead of 10). Most damningly of all, when he wants to take a Recovery (or has to), he must use *two* Full Phase Actions to do so.

Easily Tired *(Frequently, Greatly Impairing): 15 points.*

Lack Of Spatial Sense

This Physical Limitation means the speedster's spatial sense doesn't function correctly, which affects his ability to follow directions. He may be able to move great distances casually, but cannot find his way easily and often gets lost. This isn't a problem in most combats, but in noncombat situations can prove frustrating. He has to make an INT Roll at -2 to follow any directions he's given, and suffers a -2 penalty on all Navigation rolls.

Lack Of Spatial Sense *(Infrequently, Slightly Impairing): 5 points.*

Non-Human Physiology

The speedster's body is not human. It neither looks nor functions like a human body, or it looks human but functions very differently inside. In either case, getting medical care on Earth is difficult at best (-3 or greater penalties to Paramedics, SS: Medicine, and other relevant Skill Rolls). In the former case, furniture, clothing, and tools may all have to be custom-designed for the character.

The value of the *Non-Human Physiology* Physical Limitation depends on two factors: how unusual the character's physiology is; and how often this causes him difficulty (*i.e.,* how often he tends to need medical care). The first factor is reflected by the penalty doctors suffer to Paramedics, SS: Medicine, and any similar rolls when treating the character. If doctors suffer Skill Roll penalties of -3 to all rolls, the Limitation is Slightly Impairing. For each additional -3, the Impairment increases one step (-6 for Greatly Impairing, -9 for Fully Impairing). If the campaign has magic or super-technology that can overcome these problems, reduce the Disadvantage's value accordingly.

The second factor varies from campaign to campaign; discuss the situation with your GM before determining a value. Typically Nonhuman Physiology affects a character Infrequently, but in some games it may rise to Frequently.

Overdrive

The speedster's body is constantly on "overdrive" — he can't seem to remain perfectly still for more than a second or two, and suffers from a sort of "speedster's palsy" that makes it hard for him to manipulate objects with precision (-2 to appropriate DEX Rolls) or speak clearly (other characters must always make PER Rolls to understand him when he's in this state). Worst of all, he burns through any positive Adjustment Power effect (such as Aid or Absorption) in half the normal time. For example, instead of losing 5 points' worth of an Aid every Turn, he loses *10* points. Typically this is Frequently, Slightly Impairing, but may be Greatly Impairing if the character is often subjected to positive Adjustment Powers.

Overdrive *(Frequently, Slightly Impairing): 10 points*

Time Collage

This Physical Limitation represents a character who cannot sense or judge the passage of time. Past, present, and sometimes future blur together indistinguishably, which may affect his ability to remember things or logically predict the future. He suffers a -2 or greater penalty to appropriate INT Rolls, and to relevant Skill Rolls (such as many Deduction rolls and some Navigation rolls). He also suffers a -1 OCV in combat, since part of fighting is remembering how your opponent moves and predicting what he's going to do.

Time Collage *(Infrequently, Slightly Impairing): 5 points*

PSYCHOLOGICAL LIMITATIONS

Unusual forms of movement are powerful tools, and sometimes they can become powerful masters, affecting their wielders psychologically as well as physically. In some cases those psychological conditions have an impact on the character's conduct or performance during adventures. Of course, he may also have psychological quirks that he doesn't receive Character Points for because they don't affect him during the game in any significant way. For example, a speedster might be addicted to speed, spending much of his free time running around at hyper-velocity just for the thrill of it, or he might procrastinate constantly (the way he sees it he's always got *plenty* of time to get the chores done).

Some common Psychological Limitations for speedsters include:

Claustrophobia

Some characters who can move at great speeds and cross great distances in mere seconds become uncomfortable, even terrified, when confined in an enclosed space (such as a jail cell, a closet, a small room, or some Entangles). This is particularly appropriate for characters who fly or glide, but can affect many other types of speedsters. (Tunnelers, on the other hand, may suffer from agoraphobia, fear of open spaces.) A claustrophobe has to succeed with an EGO Roll to make himself enter an enclosed space, and if trapped in one has to make an EGO Roll every Phase or become panicky and crazed with fear.

Claustrophobia *(Common, Strong): 15 points*

Competitive

The speedster always tries to win... even if there's no real contest going on. He makes a game, race, puzzle, or bet out of everything, much to the aggravation of those around him. He tends to be insecure, since he's always measuring himself against others, and often has one or more Rivalries. The best way to annoy a Competitive speedster is to not play his game.

Competitive *(Common, Moderate): 10 points*

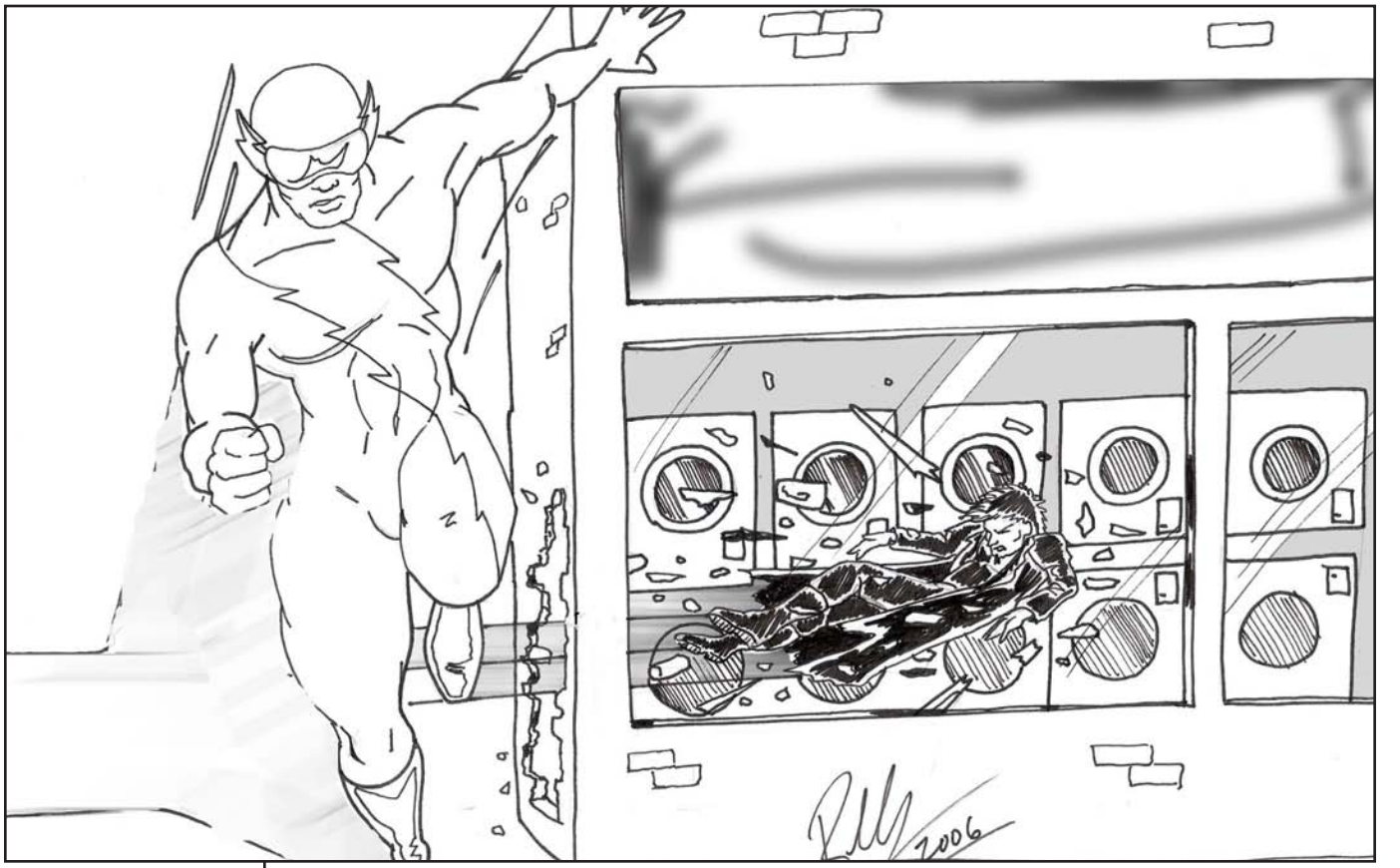
Mischievous

The speedster can't resist having fun with his super-speed (after all, if he lives at a faster "time-frame" than others, he's probably got a *lot* of time on his hands). He plays pranks and practical jokes, enjoys causing minor troubles or embarrassments for others, and may not use his abilities as efficiently in combat as possible. He can be serious if he has to, but usually doesn't like to.

Mischievous *(Common, Moderate): 10 points*

Overconfidence

Moving faster than everyone else makes the speedster feel like a god, like he can do anything, like he's superior to those around them. This might detach him slightly from rest of humanity, though whether he expresses his feelings about this depends on his personality. His attitude could also make him reckless, since he thinks that any problems he might happen to cause he can easily fix.



Overconfidence *(Very Common, Moderate): 15 points*

Speedster Impatience

Quicksilver: *Tell me, doctor... Have you ever stood in line at a banking machine behind a person who didn't know how to use it? Or wanted to buy stamps at the post office, and the fellow in front of you wants to know every single way he can ship his package to Istanbul? Or gotten some counter idiot at Burger King who can't comprehend "Whopper, no pickles?"*

Doc Samson: *Well... yes... I suppose...*

Quicksilver: *And how do you feel on those occasions?*

Doc Samson: *Impatient. Irritated. A little angry sometimes.*

Quicksilver: *Precisely. Because your life is being slowed to a crawl by the inabilities or the inconvenient behavior of others. It's not a rational or considerate attitude to have, but there it is. Now, imagine, Doctor, that everyone you work with, everywhere you go... your entire world... is filled with people who can't work cash machines.*

—the speedster Quicksilver undergoes psychotherapy in *X-Aminations, X-Factor* #87

The speedster is so used to moving at superspeed that he has a short attention span when it comes to everyday events around him and a very low tolerance for the frustration caused by having to live in a world where everyone else is so damn slow. He tends to get bored or distracted fairly easily, and if he fails his EGO Roll may lash out at the "slowpokes" around him with hurtful words.

Speedster Impatience *(Very Common, Moderate): 15 points.*

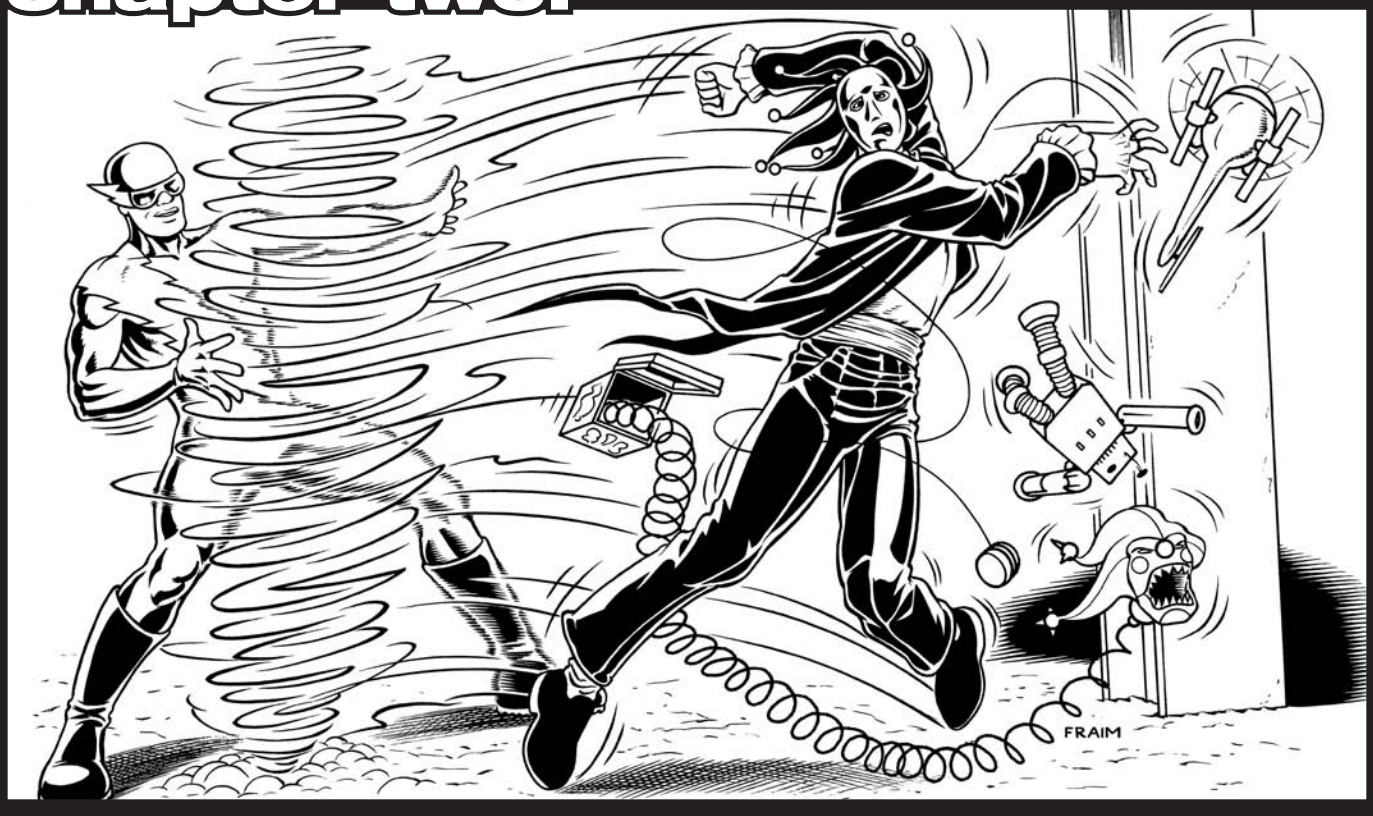
RIVALRY

Speedsters often have Rivalries with other speedsters to determine who's the Fastest Man Alive. This can spark all sorts of scenario or subplot ideas where the Rivals try to outrace or outdo one another.

SUSCEPTIBILITY; VULNERABILITY

A speedster's super-fast metabolism may require him to eat more, or burn up energy more frequently, or use up the effects of positive Adjustment Powers more frequently. But it may also cause some attacks to affect him more severely or more quickly, and you can represent this with a Susceptibility. For example, a speedster might take Susceptibility damage from drugs, gases, and other chemical attacks, simulating the fact that they hit him harder because they spread through his system much more quickly. The same "special effect" might explain some Vulnerabilities.

chapter two:









SPEEDSTER POWERS

SPEEDSTER POWERS



Speedster powers are the vast array of abilities that speedster characters (of all varieties) might have. In short, they're example powers for speedsters of all varieties. Some of them originally appeared in *The UNTIL Superpowers Database, Database II,* or other Hero Games publications, but they've been updated, expanded, or otherwise altered to take advantage of the information presented in this book, or to better reflect how they typically apply to speedster characters.

This chapter describes each power with a standard template. The information provided applies only to the standard power; the options may have different areas of effect, ranges, END costs, and so forth.

Name indicates the name of the power. You can, of course, rename it to suit your own character if you prefer.

Effect lists the basic game effect of the power in simple terms: Energy Blast 8d6, Explosive; Desolidification; Telekinesis (30 STR). This tells you quickly what a power can do so you don't have to delve into the full game write-up.

Target/Area Affected describes who or what the power affects. An Attack Power usually indicates "One character" or the area covered due to the *Area Of Effect* or *Explosion* Advantages. (Of course, sometimes even a "one character" power can be Spread, or used with Rapid Fire or Sweep to affect more than one target; a power's shorthand description doesn't override the rules.) "Self" indicates the power only works on the character using it (though it may still "affect" other characters; for example, other characters can perceive the effects of Shape Shift, even though it's a "Self" power.)

Duration lists the power's duration, typically Instant, Constant, Persistent, or Inherent (see the *HERO System 5th Edition, Revised,* page 98). "Uncontrolled" indicates the power has that Advantage; Continuing Charges are also listed here.

Range lists the range for the power. Ranged powers usually have a range in inches (Active Points x 5" in most cases), but may have "LOS" (Line Of Sight) range. "No Range" indicates that the power has No Range; "Self" that the power only affects the character using it; "Touch" that the power involves having to touch another character (which usually requires an Attack Roll).

END Cost lists the power's Endurance cost.

Speedster Tricks Roll Penalty indicates the penalty for using the *Speedster Tricks* form of the *Power* Skill (page 23) to use the ability, either because the power has the *Requires A Skill Roll* Limitation or for times when the GM permits the character to use the power as an impromptu "speedster trick" based on a Skill Roll. It's calculated by dividing the Active Point cost of the ability by 10. As usual, a character shouldn't use his *Speedster Tricks* Skill to perform one of these abilities repeatedly; if he wants to use a speedster trick frequently, he should pay Character Points for it. "N/A" indicates that characters can't activate that ability with a Speedster Tricks roll — it's not a "trick" or a "stunt," but rather an innate power a speedster might possess. (Sometimes the exact Skill used varies, such as *Tunneling Tricks* or *Teleportation Tricks*.)

Description provides a (usually brief) textual description of the power. This section notes any special rules or rules applications relevant to the power.

Game Information is a full write-up of the power in game terms, including Active Point and Real Point costs. (If only one point total is listed, that means the Active and Real Point costs are the same.)

Lastly, many powers have *Options* listed below the game information. These describe various standard ways to alter the power to create a slightly different ability. Optional powers often have their own names related to the standard power's name. For example, under the power *Friction Attack* you can find an optional power called *Friction Dehydration* which is nothing more than the same sort of power defined using different game mechanics to alter the nature of how it affects the target.

SPEEDSTER POWERS



Speedster Powers (used here as a subset of the overall "speedster powers" in this entire chapter) reflect a character's power to move at extremely high velocities. Typically this means characters who can run incredibly fast, but flying and swimming speedsters could have some of these abilities in addition to the ones listed under *Flight Powers* and *Swimming Powers,* below. (On the other hand, if you want a character whose movement powers depend on teleporting rather than rapid physical movement, you should look at Teleportation Powers.) Similarly, time- and vibration-based powers often relate to Speedster Powers; when you're building speedster characters you may want to check those sections of this chapter as well.

The list of abilities a character could create based on the concept of "moving incredibly fast" is extremely broad, particularly if superhero physics or weird/rubber science plays into the mix. You can easily use the example powers listed here as inspiration for creating more of your own.

Time Powers and Vibration Powers often relate closely to speedster powers in various ways; a speedster could, for example, define as his Speedster Powers as being aspects of his ability to speed up or slow down time. You may want to review those power categories for other ideas for speedster characters.

BASIC POWERS

To have speedster powers, the first thing a character typically needs is the ability to move really quickly over the ground. Here are several standard options for that; for moving quickly through the air or water, see *Flight Powers* and *Swimming Powers,* later in this chapter.

HYPER-RUNNING I

Effect: Running +20", also MegaScale (1" = 1 km)
Target: Self
Duration: Constant
Range: Self
END Cost: 5
Speedster Tricks Roll Penalty: N/A

Description: The character can run at tremendous velocities.

This form of Hyper-Running is built using the Power *Running.* The advantages to this are that the character can perform Combat Maneuvers like Grab By and Move Through, and he can turn on a dime because he has no Turn Mode. However, he cannot perform common speedster stunts like running up the sides of buildings or across bodies of water. See the Hyper-Running II and III options, below, for other ways to build high-velocity running powers. (Of course, a character could combine all three versions into a Multipower to get the best of all worlds.)

Game Information:

Cost	Power
53	*Hyper-Running:* Multipower, 53-point reserve
5u	1) *Super-Running:* Running +20", x8 Noncombat
5u	2) *Overdrive Running:* Running +20", MegaScale (1" = 1 km, also applies to base 6" Running; +¼)

Total cost: 63 points.

Options:

1) Even Faster: Increase Multipower reserve to 78 points and both slots to Running +30". Total cost: 92 points.

2) Not Quite As Fast: Decrease Multipower reserve to 40 points, and both slots to Running +15". Total cost: 47 points.

3) Running Up Buildings: With this added power, the character can run up the sides of buildings. He cannot, however, run over bodies of water or the like. Character also buys Clinging (normal STR) (10 Active Points); Cannot Resist Knockback (-¼), Only When Moving (-¼). Total cost: 7 points.

4) Extreme Acceleration I: The character can reach top speed much faster than other speedsters. Increase Multipower reserve to 66 points and add Rapid Noncombat Movement (+¼) to both slots. Total cost: 79 points.

5) Extreme Acceleration II: The character can accelerate and decelerate much faster than other speedsters. Increase Multipower reserve to 66 points and add Combat Acceleration/Deceleration (+¼) to both slots. Total cost: 79 points.

6) Extreme Acceleration III: The character's acceleration and deceleration are practically instantaneous. Increase Multipower reserve to 105 points and add Noncombat Acceleration/Deceleration (+1) to both slots. Total cost: 125 points.

7) Running And Flying: The character can also use his Running as Flight (Only In Contact With A Surface) so he can run up the sides of buildings, over the surface of the water, or the like. Characters with this version of Hyper-Running I may also want to look at some of the additional optional abilities for

Flight (Only In Contact With A Surface) listed for Hyper-Running II. Change to:

Cost	Power
66	*Hyper-Running:* Multipower, 66-point reserve
6u	1) *Super-Running:* Running +20", x8 Noncombat, Usable As Flight (also applies to base 6" Running; +¼); Flight Can Only Be Used In Contact With A Surface (-0)
7u	2) *Overdrive Running:* Running +20", MegaScale (1" = 1 km, also applies to base 6" Running; +¼), Usable As Flight (also applies to base 6" Running; +¼); Flight Can Only Be Used In Contact With A Surface (-0)

Total cost: 79 points.

8) Running And Swimming: The character can also move his arms and legs at super-speed while in the water, allowing him to hyper-swim. Increase Multipower reserve to 66 points and add Usable As Swimming (+¼) to both slots. Total cost: 79 points.

9) Friction And Wind: When the character moves at hyper-velocity, the friction he creates and the wind he kicks up affect the environment around him. To both slots add Side Effects (½d6 Killing Damage to surrounding environment as appropriate, always occurs; -0). Total cost: 63 points.

10) Hey, That Hurts I: The character's not tough enough to fully resist the intense friction that moving at hyper-velocity generates on his body. To reserve and both slots add Side Effects (character suffers 1 point Killing Damage, always occurs; -½). Total cost: 41 points.

11) Hey, That Hurts II: Moving at hyper-velocity causes damage to both the character *and* the surrounding environment. To reserve and both slots add Side Effects (character and surrounding environment both suffer 1 point Killing Damage, always occurs; -1). Total cost: 30 points.

12) Less Tiring Hyper-Running: Using Hyper-Running can tire a speedster out quickly. Not so if he buys this version of it. Increase the Multipower reserve to 66 points and add Reduced Endurance (½ END; +¼) to both slots. Total cost: 79 points.

13) Hyper-Rolling: The character doesn't run in the usual fashion, but instead rolls along — perhaps because he has wheels or can change shape into a sphere. Change to: Running +20", x8 Noncombat (50 Active Points); Rolling (-1). Total cost: 25 points.

14) Hyper-Sliding: The character doesn't run in the usual fashion, he slides along the ground (perhaps he can negate friction or produces a slick substance from his body). Change to: Running +20", x8 Noncombat (50 Active Points); Sliding (-¼). Total cost: 40 points.

HYPER-RUNNING II

Effect: Flight 25" Only In Contact With A Surface, also MegaScale (1" = 1 km)
Target: Self
Duration: Constant
Range: Self
END Cost: 6
Speedster Tricks Roll Penalty: N/A

Description: This version of Hyper-Running uses Flight with the Limitation *Only In Contact With A Surface* (-¼). The advantage of this approach is that it allows the character to perform the common speedster stunts of running up the sides of buildings, across the surface of bodies of water, and even (if the GM is feeling lenient) along small objects thrown through the air (such as the glass from a shattered window). The drawback is that the character has a Turn Mode; he can't turn and maneuver as freely as a character with lots of Running can (though the No Turn Mode Advantage can overcome this; see Option Three).

Game Information

Cost	Power
50	*Hyper-Running II:* Multipower, 62-point reserve, all Only In Contact With A Surface (-¼)
5u	1) *Super-Running:* Flight 25", x8 Noncombat; Only In Contact With A Surface (-¼)
5u	2) *Overdrive Running:* Flight 25", MegaScale (1" = 1 km; +¼); Only In Contact With A Surface (-¼)

Total cost: 60 points.

Options:

1) Even Faster: Increase Multipower reserve to 78 points and both slots to Flight 30". Total cost: 73 points.

2) Not Quite As Fast: Decrease Multipower reserve to 40 points, and both slots to Flight 15". Total cost: 38 points.

3) No Turn Mode: The character doesn't have to worry about Flight's usual Turn Mode, making this form of Hyper-Running much more like actual Running. Increase Multipower reserve to 75 points and add No Turn Mode (+¼) to both slots. Total cost 71 points.

4) Not So Easy To Knock Me Off My Feet, Is It?: Characters using Flight, even along the ground, are likely to take more Knockback when hit by an attack. To reduce that possibility, the character also buys: Knockback Resistance 5" (10 Active Points); Only When Moving With Hyper-Running II (-¼). Total cost 8 points; total cost of overall power 68 points.

5) Just Like Running: Combine Options #3 and 4. Total cost: 79 points.

6) Running And Swimming: The character can also move his arms and legs at super-speed while in the water, allowing him to hyper-swim. Increase Multipower reserve to 75 points and add Usable As Swimming (+¼) to both slots. Total cost 71 points.

7) No Watery Turn Mode: Combine Options #3 and #6 — increase Multipower reserve to 90 points and add No Turn Mode (+¼) and Usable As Swimming (+¼) to both slots. Total cost 86 points. (If the character also wants to add Option #4, the overall cost is 93 points.)

8) Friction And Wind: When the character moves at hyper-velocity, the friction he creates and the wind he kicks up affect the environment around him. To both slots add Side Effects (½d6 Killing Damage to surrounding environment as appropriate, always occurs; -0). Total cost: 60 points.

9) Hey, That Hurts I: The character's not tough enough to fully resist the intense friction that moving at hyper-velocity generates on his body. To reserve and both slots add Side Effects (character suffers 1 point Killing Damage, always occurs; -½). Total cost: 41 points.

10) Hey, That Hurts II: Moving at hyper-velocity causes damage to both the character *and* the surrounding environment. To reserve and both slots add Side Effects (character and surrounding environment both suffer 1 point Killing Damage, always occurs; -1). Total cost: 33 points.

11) Less Tiring Hyper-Running II: Using Hyper-Running II can tire a speedster out quickly. Not so if he buys this version of it. Increase Multipower reserve to 75 points and add Reduced Endurance (½ END; +¼) to both slots. Total cost 71 points.

HYPER-RUNNING III

Effect: Teleportation 25", Must Pass Through Intervening Space, also MegaScale (1" = 1 km)
Target: Self
Duration: Instant
Range: Self
END Cost: 6
Speedster Tricks Roll Penalty: N/A

Description: This version of Hyper-Running uses Teleportation with the Limitation *Must Pass Through Intervening Space* (-¼). The advantage to this method is that it allows the character to reach a wide variety of locations (he can, for example, "run up the side" of a building by simply Teleporting to the top). It also lets him "appear in the blink of an eye," a common and fun speedster trick. However, it comes with the severe drawback of not allowing the character from performing velocity-enhanced Combat Maneuvers like Grab By, Move By, and Move Through.

Game Information:

Cost	Power
50	*Hyper-Running III:* Multipower, 62-point reserve; all Must Pass Through Intervening Space (-¼)
5u	1) *Super-Running:* Teleportation 25", x8 Noncombat; Must Pass Through Intervening Space (-¼)
5u	2) *Overdrive Running:* Teleportation 25", MegaScale (1" = 1 km; +¼); Must Pass Through Intervening Space (-¼)

Total cost: 60 points.

Options:

1) Even Faster: Increase Multipower reserve to 75 points and both slots to Teleportation 30". Total cost: 72 points.

2) Not Quite As Fast: Decrease Multipower reserve to 40 points, and both slots to Teleportation 15". Total cost: 29 points.

3) Friction And Wind: When the character moves at hyper-velocity, the friction he creates and the wind he kicks up affect the environment around him. To both slots add Side Effects (½d6 Killing Damage to surrounding environment as appropriate, always occurs; -0). Total cost: 60 points.

4) Hey, That Hurts I: The character's not tough enough to fully resist the intense friction that moving at hyper-velocity generates on his body. To reserve and both slots add Side Effects (character suffers 1 point Killing Damage, always occurs; -½). Total cost: 41 points.

5) Hey, That Hurts II: Moving at hyper-velocity causes damage to both the character *and* the surrounding environment. To reserve and both slots add Side Effects (character and surrounding environment both suffer 1 point Killing Damage, always occurs; -1). Total cost: 33 points.

6) Less Tiring Hyper-Running III: Using Hyper-Running III can tire a speedster out quickly. Not so if he buys this version of it. Increase Multipower reserve to 75 points and add Reduced Endurance (½ END; +¼) to both slots. Total cost 72 points.

BURST OF SPEED

Effect: Running +5-20"
Target: Self
Duration: Constant
Range: Self
END Cost: 3-25
Speedster Tricks Roll Penalty: -1 to -4

Description: When he needs to, the speedster can run really fast — but doing so tires him out quickly. Using the entire +20" bonus costs 25 END per Phase!

This example power uses Running, but you could easily build similar powers involving Flight, Swimming, Teleportation, or just about any other Movement Power.

Game Information: *Running +5" (10 Active Points); Increased Endurance Cost (x3 END; -1) (total cost: 5 points)* ***plus*** *Running +5" (10 Active Points); Increased Endurance Cost (x5 END; -2) (total cost: 3 points)* ***plus*** *Running +5" (10 Active Points); Increased Endurance Cost (x7 END; -3) (total cost: 2 points)* ***plus*** *Running +5" (10 Active Points); Increased Endurance Cost (x10 END; -4) (total cost: 2 points). Total: 40 Active Points, total cost 12 points.*

Options:

1) Faster Burst Of Speed: Increase each part of the power to Running +10". 80 Active Points; total cost 26 points.

2) Slower Burst Of Speed: Increase each part of the

power to Running +3". 24 Active Points; total cost 7 points.

3) Skillful Burst Of Speed: Add Requires A Speedster Tricks Roll (-½) to each part of the power. Total cost: 11 points.

4) Noncombat Burst Of Speed: The character can't run any faster when he's looking for targets and attackers, but if he's not concerned about that, watch out! Instead of the listed power, character buys an additional x64 Noncombat. Total cost: 30 points.

COMBAT RUNNING

Effect: Running +20", Only To Make Half Moves In Combat
Target: Self
Duration: Constant
Range: Self
END Cost: 4
Speedster Tricks Roll Penalty: -4

Description: The character's so fast that in combat he can maintain his speed while staying observant and wary. He must buy a number of inches of Running equal to his normal Combat Movement with Running (the writeups below have example amounts), and can then make "Half Moves" equal to his normal Full Move and still attack. However, this ability does not allow him to make two "Half Moves" equal to double his normal Full Move — once he makes a Full Move worth of movement, he can't move any more, even if he has a Half Phase left in which to act.

Game Information: *Running +20" (40 Active Points); Only To Make Half Moves In Combat (-1). Total cost: 20 points.*

Options:

1) Strong Combat Running: Increase to Running +30". 60 Active Points; total cost 30 points.

2) Weak Combat Running: Decrease to Running +10". 20 Active Points; total cost 10 points.

3) Skillful Combat Running: Add Requires A Speedster Tricks Roll (-½). Total cost: 16 points.

OFFENSIVE POWERS

BACKDRAFT

Effect: Telekinesis (20-30 STR) with various Areas Of Effect, Only When Moving
Target: One character/Trail/7" Cone
Duration: Constant
Range: No Range
END Cost: 4/6/6
Speedster Tricks Roll Penalty: -4/-6/-6

Description: When the character runs past someone at hyper-velocity, the "backdraft" or "backwash" he creates is strong enough to pick up people and objects and drag them along the ground, doing Normal Damage to them (the damage ranges from 4-6d6). The character has enough control over the backdraft that he can vary the size of the area affected to suit himself.

As long as the speedster keeps making at least a Half Move each Phase, he can continue dragging the victims along, doing damage to them. He can decide each time he uses the power how many hexes he wants to drag the target, ranging up to the full number of hexes he moves beyond the hex occupied by the target when the attack affects him in a Segment. The damage doesn't necessarily depend on the distance the target gets dragged, but the GM should consider reducing the damage for short drags (1-3").

Game Information:

Cost	Power
24	*Backdraft:* Multipower, 60-point reserve; all Affects Whole Object (-¼), Only When Moving (-¼), Only To Drag Target (see text; -1)
1u	1) *Single-Target Backdraft:* Telekinesis (30 STR); Affects Whole Object (-¼), Only When Moving (-¼), No Range (-½), Only To Drag Target (see text; -1)
2u	2) *Trail Backdraft:* Telekinesis (20 STR), Area Of Effect (Trail; +1); Affects Whole Object (-¼), Only When Moving (-¼), Only To Drag Target (see text; -1)
2u	3) *Wide Backdraft:* Telekinesis (20 STR), Area Of Effect (7" Cone; +1); Affects Whole Object (-¼), No Range (-½), Only When Moving (-¼), Only To Drag Target (see text; -1)

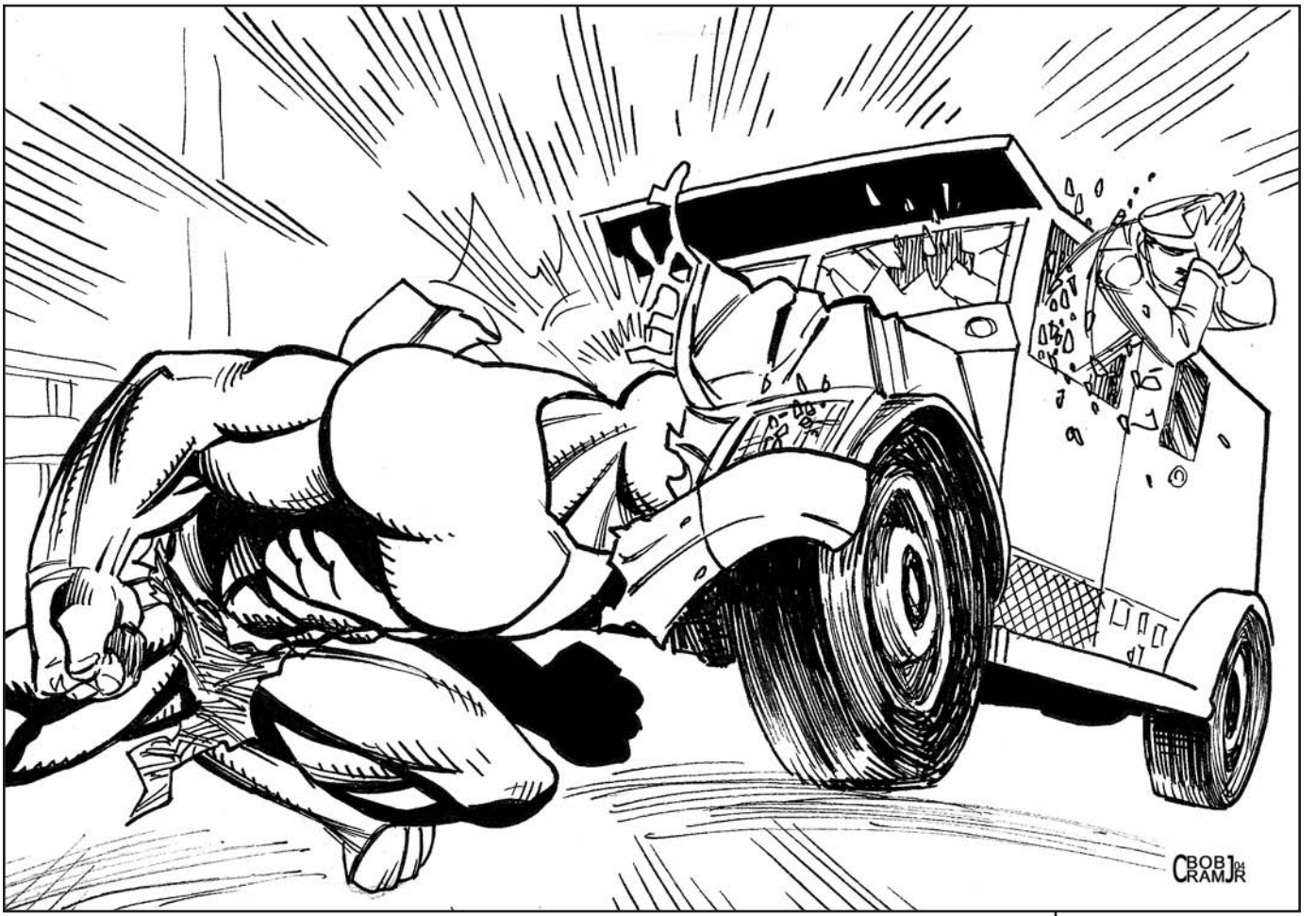
Total cost: 27 points.

Options:

1) Strong Backdraft: Increase Multipower reserve to 90 points and the three slots to 40, 30, and 30 STR Telekinesis, respectively. Total cost: 42 points.

2) Weak Backdraft: Decrease to Multipower reserve to 30 points and the three slots to 20, 10, and 10 STR Telekinesis, respectively. Total cost: 15 points.

3) Skillful Backdraft: Add Requires A Speedster Tricks Roll (-½) to the reserve and each slot. Total cost: 25 points.



BAD VIBRATIONS

Effect: Drain Vibration-Based Powers 4d6
Target: One character
Duration: Instant
Range: No Range
END Cost: 5
Speedster Tricks Roll Penalty: -5

Description: If an enemy speedster has any powers with the special effect of "vibrations" (not just the Vibration Powers discussed later in this chapter, but any using the special effect described on page 13), a speedster with this power can set up a "counter-vibration" that temporarily diminishes the effectiveness of those powers.

Game Information: *Drain Vibration-Based Powers 4d6, any one vibration-based power at a time (see text; +¼). Total cost: 50 points.*

Options:

1) Worse Vibrations: Increase to Drain Vibration-Based Powers 5d6. Total cost: 62 points.

2) Lesser Vibrations: Decrease to Drain Vibration-Based Powers 3d6. Total cost: 37 points.

3) Broad-Spectrum Vibrations: The counter-vibration the character sets up is powerful enough to affect all of the target's vibration-based abilities at once. Change to all vibration-based powers simultaneously (+2). Total cost: 120 points.

4) Lingering Vibrations: The counter-vibration the character sets up lasts for a long time. Add Delayed Return Rate (points return at the rate of 5 per 5 Minutes; +½). Total cost: 70 points.

5) Skillful Vibrations: Add Requires A Speedster Tricks Roll (-½). 50 Active Points; total cost 33 points.

BATTERING RAM

Effect: HA +6d6, Only With Move Through/By plus +6 OCV
Target: One character
Duration: Instant
Range: Touch
END Cost: 3
Speedster Tricks Roll Penalty: -5

Description: This power represents a character's enhanced ability to hurt his enemies by running into them. Not only is he more accurate than normal with such attacks, but he does more damage when he hits with them.

Characters with this power often have the *Impact Resistance* ability as well, and sometimes also *Controlled Collisions* or *Velocity Enhancement Augmentation.*

Game Information: *HA +6d6 (30 Active Points); Hand-To-Hand Attack (-½), Only With Move Through/By (-1) (total cost: 12 points) and +6 with Grab By, Move By, and Move Through (total cost: 18 points). Total cost: 30 points.*

Options:

1) Better Battering: Increase to HA +8d6 (40 Active Points) and +8 OCV. Total cost: 16 + 24 = 40 points.

2) Bitter Battering: Decrease to HA +4d6 (20 Active Points) and +4 OCV. Total cost: 8 + 12 = 20 points.

BLOWN AWAY

Effect: Dispel Gas/Mist/Smoke Powers
Target: One character
Duration: Instant
Range: No Range
END Cost: 7
Speedster Tricks Roll Penalty: -7

Description: By running at hypervelocity, windmilling his arms, or the like, a speedster can kick up enough breeze to disperse and blow away gases, mists, fogs, and smokes so that they don't hurt or inconvenience anyone.

Game Information: *Dispel Gas/Mist/Smoke Powers 20d6, any one Gas/Mist/Smoke power at a time (+¼) (75 Active Points); No Range (-½). Total cost: 50 points.*

Options:

1) Really Blown Away: Increase to Dispel Gas/Mist/Smoke Powers 24d6. 90 Active Points; total cost 60 points.

2) A Less Mighty Wind: Decrease to Dispel Gas/Mist/Smoke Powers 16d6. 60 Active Points; total cost 40 points.

3) Ranged Blown Away: The character can generate the breeze he needs from a short distance away, to avoid any chance of exposing himself to a gas, mist, or smoke attack. Change No Range (-½) to Limited Range (5"; -¼). Total cost: 60 points.

4) Tiring Breeze: Negating another speedster's powers can really take the steam out of a speedster. Add Increased Endurance Cost (x2 END; -½). Total cost: 37 points.

5) Skillful Breeze: Add Requires A Speedster Tricks Roll (-½). Total costL 37 points.

6) Blown Away Variant: The speedster may not be able to cancel out the effects of gases, mists, and smokes, but at least he can reduce their effectiveness. Change to Suppress Gas/Mist/Smoke Powers 12d6. 75 Active Points; total cost 50 points.

BURNING RUBBER

Effect: RKA ½d6, Penetrating, Only Affects The Ground Character Moves On
Target: Trail
Duration: Uncontrolled (lasts until fuel or oxygen runs out, or is extinguished)
Range: No Range
END Cost: 0
Speedster Tricks Roll Penalty: -5

Description: The speedster moves so fast that he sets the ground behind him on fire. The fire keeps burning until it runs out of fuel or oxygen, or it's doused somehow; it can also set other flammable objects on fire.

Game Information: *RKA ½d6, Area Of Effect (Trail; +1), Continuous (+1), Penetrating (+½), Reduced Endurance (0 END; +½), Sticky (only affects flammables; +¼), Uncontrolled (fire ends when it runs out of fuel or oxygen, or someone extinguishes the flames; +½) (47 Active Points); Only Affects The Ground Character Moves On (-½). Total cost: 31 points.*

Options:

1) Strong Burning: Increase to RKA 1d6. 71 Active Points; total cost 47 points.

2) Weak Burning: Decrease to RKA 1 point. 24 Active Points; total cost 16 points.

3) Skillful Burning: Add Requires A Speedster Tricks Roll (-½). Total cost: 23 points.

CARRIER

Effect: +20 STR, Only To Carry Willing Characters; +4 DCV, Only When Carrying Willing Characters
Target: Self
Duration: Persistent/Constant
Range: Self
END Cost: 2/0
Speedster Tricks Roll Penalty: Varies

Description: The character is particularly adept at carrying other, willing, characters in combat. (See page 268 for further information.) He can buy either or both of the abilities listed below.

Game Information:

Cost	Power
7	*Carrier Strength:* +20 STR (20 Active Points); Only To Carry Willing Characters (-2)
7	*Carrier Defensiveness:* +4 DCV (20 Active Points); Only To Carry Willing Characters (-2)

CHERENKOV FLARE

Effect: Sight Group Flash 8d6
Target: 8" Radius Explosion
Duration: Instant
Range: No Range
END Cost: 7
Speedster Tricks Roll Penalty: -7

Description: The speedster vibrates the surrounding air with such force that the ambient light has to travel faster than its normal speed in that medium, causing it to emit a flare of blinding Cherenkov radiation.

Game Information: *Sight Group Flash 8d6, Explosion (-1d6/1"; +½), Personal Immunity (+¼) (70 Active Points); No Range (-½), Restrainable (-½). Total cost: 35 points.*

Options:

1) Brighter Flare: Increase to Sight Group Flash 10d6. 87 Active Points; total cost 43 points.

2) Weaker Flare: Decrease to Sight Group Flash 6d6. 52 Active Points; total cost 26 points.

3) Larger Flare: Change to Explosion (-1d6/2"; +¾). 80 Active Points; total cost 40 points.

4) Skillful Flare: Add Requires A Speedster Tricks Roll (-½). Total cost: 28 points.

COMPRESSED AIR FLARE

Effect: Sight Group Flash 6d6, Does Not Work Against Desolidified Characters
Target: One character
Duration: Instant
Range: 10"
END Cost: 3
Speedster Tricks Roll Penalty: -3

Description: The speedster uses rapid movement to direct a burst of compressed air into an opponent's eyes, temporarily blinding him.

Game Information: *Sight Group Flash 6d6 (30 Active Points); Does Not Work Against Desolidified Characters (-¼), Limited Range (10"; -¼), Restrainable (-½). Total cost: 15 points.*

Options:

1) More Air: Increase to Sight Group Flash 8d6. 40 Active Points; total cost 20 points.

2) Less Air: Decrease to Sight Group Flash 4d6. 20 Active Points; total cost 10 points.

3) Skillful Flare: Add Requires A Speedster Tricks Roll (-½). Total cost: 12 points.

COMPRESSED AIR PUNCH

Effect: Energy Blast 6d6
Target: One character
Duration: Instant
Range: 10"
END Cost: 3
Speedster Tricks Roll Penalty: -3

Description: The speedster punches the air so quickly and with such speed-driven force that he compresses the air forward as a pulse to hit his target at range.

Game Information: *Energy Blast 6d6 (30 Active Points); Limited Range (10"; -¼). Total cost: 24 points.*

Options:

1) Strong Punch: Increase to Energy Blast 8d6. 40 Active Points; total cost 32 points.

2) Weak Punch: Decrease to Energy Blast 5d6. 25 Active Points; total cost 20 points.

3) Jackhammer Punch: By "jackhammering" his fist, the speedster can hit the same target with multiple compressed air blasts, or hit several targets at once. Add Autofire (5 shots; +½). 45 Active Points; total cost 36 points.

4) Skillful Punch: Add Requires A Speedster Tricks Roll (-½). Total cost: 17 points.

CONTROLLED COLLISIONS

Effect: HA +6d6 and +10d6, Only When Moving
Target: One character
Duration: Instant
Range: Touch
END Cost: 3/5
Speedster Tricks Roll Penalty: -3/-5

Description: The speedster's so skilled at running into or past people as a form of attack that he can do so accurately and without hurting himself.

In effect, this power is a form of Move By/Through the character pays for so he doesn't suffer the difficulties associated with those Combat Maneuvers — no CV penalties, no taking partial damage. The damage should be bought to the same level the character would ordinarily do with those maneuvers; this example assumes the character has 30" of movement.

Game Information:

Cost	Power
29	*Controlled Collisions:* Multipower, 50-point reserve; all slots Hand-To-Hand Attack (-½), Only When Moving (-¼)
2u	1) *Controlled Sideswipe:* HA +6d6; Hand-To-Hand Attack (-½), Only When Moving (character must make a Half Move up to or past target to use attack; -¼)
3u	2) *Controlled Ramming:* HA +10d6; Hand-To-Hand Attack (-½), Only When Moving (character must make a Half Move up to or past target to use attack; -¼)

Total cost: 34 points.

Options:

1) Faster Controlled Collisions: Assuming the speedster has 40" of movement, increase the Multipower reserve to 65 points and the slots to HA +8d6 and +13d6, respectively. Total cost: 43 points.

2) Weak Controlled Collisions: Assuming the speedster has 20" of movement, decrease the Multipower reserve to 35 points and the slots to HA +4d6 and +7d6, respectively. Total cost: 23 points.

3) Skillful Controlled Collisions: Add Requires A Speedster Tricks Roll (-½) to reserve and each slot. Total cost: 25 points.

4) Kill By/Kill Through: The character moves so quickly and strikes so forcefully (or accurately) that he inflicts Killing Damage rather than Normal Damage. Decrease reserve to 45 points, change slots to HKA 2d6 and 3d6, respectively, and replace Hand-To-Hand Attack (-½) with No STR Bonus (-½). Total cost: 31 points. (Alternately, add two Killing Damage slots to the existing Multipower and remove Hand-To-Hand Attack (-½) from the reserve for +16 total points, for an overall cost of 47 points.)

5) Full Move Collisions: The basic power only allows characters to make Half Moves, since the HA itself requires a Half Phase Action to use. To use the power with a Full Move, character should also buy as a naked Advantage Trigger (whenever character wants to use power at the end of a Full Move instead of a Half Move; +1/4) for up to a 50 Active Point attack. Total cost: 12 points.

DISRUPT AIR PATTERNS

Effect: Dispel Air Powers 16d6 + Change Environment (-1 to Hearing Group PER Rolls)
Target: One character/8" radius
Duration: Instant
Range: No Range
END Cost: 8
Speedster Tricks Roll Penalty: -8

Description: The speedster runs through and around an 8" radius surrounding the target, whipping up such winds and disrupting the air flow so much that the target can't use one of his Air/Wind powers. The character stirs up the air so much that people have trouble hearing!

Game Information: *Dispel Air Powers 16d6, any one Air/Wind power at a time (+¼) (60 Active Points); Must Pass Through Intervening Space (-¼), No Range (-½) (total cost: 34 points)* ***plus*** *Change Environment 8" radius (disrupt air patterns), -1 to Hearing Group PER Rolls (20 Active Points); Instant (-½), Linked (-½), Must Pass Through Intervening Space (-¼), No Range (-½) (total cost: 7 points). Total cost: 41 points.*

Options:

1) Strong Disruption: Increase to Dispel Air Powers 20d6. 75 + 20 = 95 Active Points; total cost 43 + 7 = 50 points.

2) Weak Disruption: Decrease to Dispel Air Powers 12d6. 45 + 20 = 65 Active Points; total cost 26 + 7 = 33 points.

3) Skillful Disruption: Add Requires A Speedster Tricks Roll (-½) to both powers. Total cost: 33 points.

4) Total Disruption: The character's disruption of air patterns is so complete that he can Dispel all of the target's powers at once. Change to all Air/Wind powers simultaneously (+2). 144 + 20 = 162 Active Points; total cost 82 + 7 = 89 points.

5) Suppress Air Patterns: Instead of dispersing the target's Air/Wind powers, which may only be temporary, the character can diminish or eliminate them as long as he keeps moving around the target. Change to: Suppress Air Powers 4d6, all Air/Wind powers simultaneously (+2) (60 Active Points); Must Pass Through Intervening Space (-¼), No Range (-½) (total cost: 34 points) **plus** Change Environment 8" radius (disrupt air patterns), -1 to Hearing Group PER Rolls (20 Active Points); Linked (-½), Must Pass Through Intervening Space (-¼), No Range (-½) (total cost: 9 points). Total cost: 43 points.

DIZZYING SPIN I

Effect: Drain DEX 4d6
Target: One character
Duration: Instant
Range: Touch
END Cost: 4
Speedster Tricks Roll Penalty: -4

Description: The character takes hold of a target and spins him around so quickly that the target becomes too dizzy to stand straight, walk straight, or hold onto and use devices.

Game Information: *Drain DEX 4d6. Total cost: 40 points.*

Options:

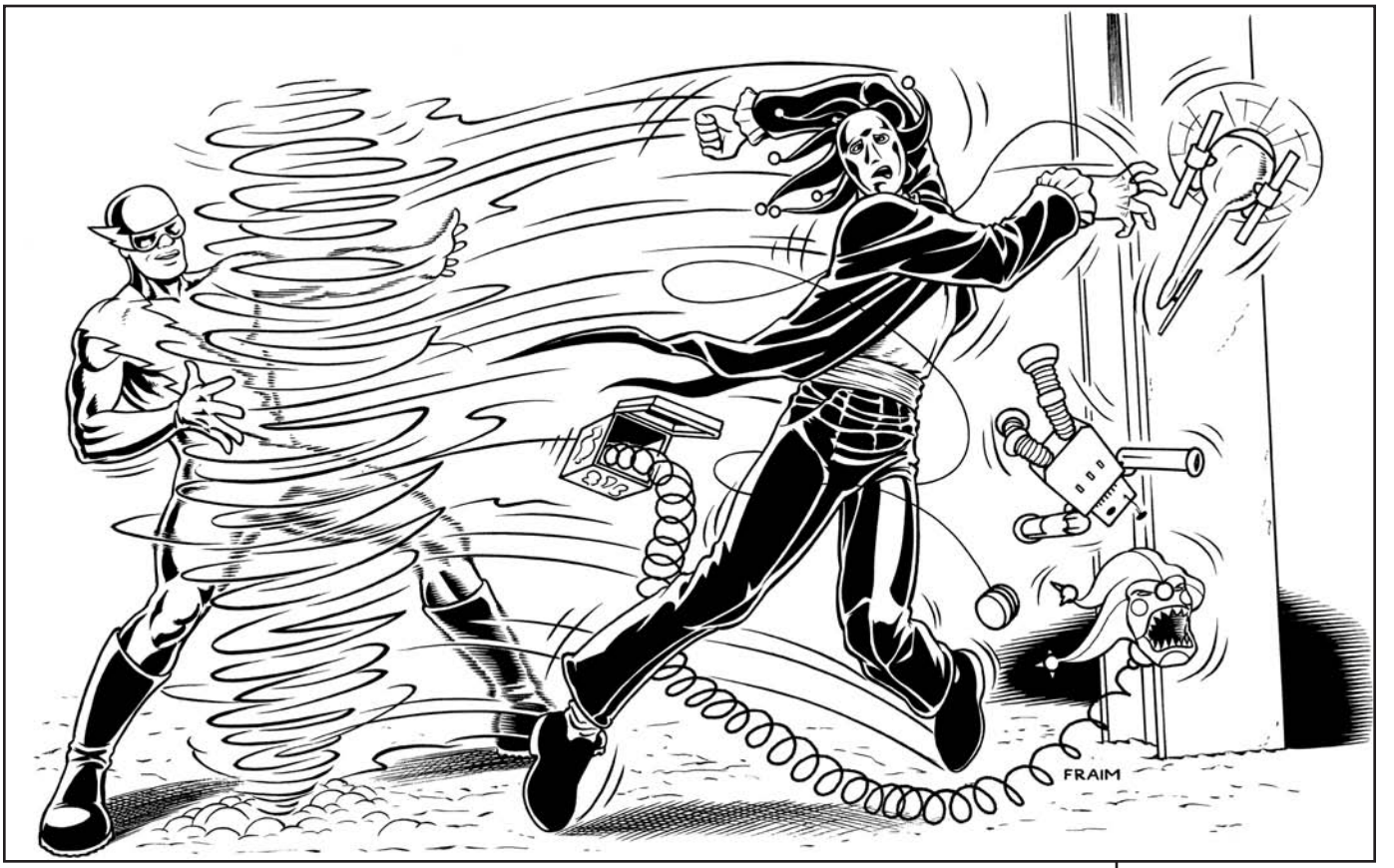
1) Really Dizzy: Increase to Drain DEX 6d6. Total cost: 60 points.

2) Not Quite So Dizzy: Decrease to Drain DEX 3d6. Total cost: 30 points.

3) Skillful Spin: The character has to do the spin just right or it doesn't work. Add Requires A Speedster Tricks Roll (-½). Total cost: 27 points.

4) I Think I'm Gonna Be Sick...: Being spun around so fast makes the target sick as well as dizzy. Add both DEX and CON simultaneously (+½). Total cost: 60 points.

5) Got The Wobbles: The dizzying effect of the character's attack lasts quite a while. Add Delayed Return Rate (points return at the rate of 5 per Minute; +¼). Total cost: 50 points.



DIZZYING SPIN II

Effect: Energy Blast 6d6, NND
Target: One character
Duration: Instant
Range: Touch
END Cost: 6
Speedster Tricks Roll Penalty: -6

Description: The character takes hold of a target and spins him around so quickly that the target becomes dizzy. Instead of disrupting his balance, as with Dizzying Spin I, this version makes him weak, nauseous, and likely to faint.

Game Information: *Energy Blast 6d6, NND (defense is Power Defense; +1) (60 Active Points); No Range (-½). Total cost: 40 points.*

Options:

1) Really Dizzy: Increase to Energy Blast 8d6. 80 Active Points; total cost 53 points.

2) Not Quite So Dizzy: Decrease to Energy Blast 4d6. 40 Active Points; total cost 27

3) Skillful Spin: The character has to do the spin just right or it doesn't work. Add Requires A Speedster Tricks Roll (-½). Total cost: 30 points.

4) Weak And Dizzy I: The character's attack both weakens and dizzies the target. Buy Dizzying Spin I as a Linked power. 60 + 40 = 100 Active Points; total cost 40 + 27 = 67 points.

5) Weak And Dizzy II: As Weak And Dizzy I, but the Linked power is Option #4 for Dizzying Spin I. 60 + 60 = 120 Active Points; total cost 40 + 40 = 80 points.

6) Damaging Dizzy: The sudden, harsh spin can inflict real harm and injury on a target — wrenched back, twisted ankles, muscle strains and tears, possibly even broken bones. Change to Energy Blast 12d6 (60 Active Points); No Range (-½), Only Works On Living Beings (-¼). Total cost: 34 points.

7) Deadly Dizzy: Like Damaging Dizzy, but even more likely to inflict serious injury. Change to RKA 3d6 (45 Active Points); No Range (-½), Only Works On Living Beings (-¼). Total cost: 26 points.

DOWNDRAFT

Effect: Telekinesis (30 STR), Only To Pull Flying Characters Down
Target: One character
Duration: Constant
Range: 225"
END Cost: 4
Speedster Tricks Roll Penalty: -4

Description: A speedster can run in a tight circle immediately beneath a Flying, Gliding, or otherwise airborne character to create a downdraft that sucks him down to within HTH Combat range of the speedster.

Game Information: *Telekinesis (30 STR) (45 Active Points); Only To Pull Flying Characters Down (see text; -1¼), Affects Whole Object (-¼), Must Pass Through Intervening Space (-¼), Restrainable (-¼). Total cost: 15 points.*

Options:

1) Strong Downdraft: Increase to Telekinesis (40 STR). 60 Active Points; total cost 20 points.

2) Weak Downdraft: Decrease to Telekinesis (20 STR). 30 Active Points; total cost 10 points.

3) Skillful Downdraft: Add Requires A Speedster Tricks Roll (-½). Total cost: 13 points.

EAT MY DUST

Effect: Change Environment (-3 to Sight Group PER Rolls), Only In Appropriate Environments
Target: 8" Radius
Duration: Constant
Range: No Range
END Cost: 3
Speedster Tricks Roll Penalty: -3

Description: By running through a dusty or dirty area, a speedster can kick up enough of a cloud to make it very difficult to see. (He can do the same if he has access to a lot of powdery material, such as sacks of flour.) To maintain the cloud, he has to remain in the area and keep moving around... which may be tricky, since he can't see through the cloud any better than anyone else.

Game Information: *Change Environment 8" radius, -3 to Sight Group PER Rolls (26 Active Points); OIF (requires appropriate powder or dust of opportunity; -½), Easy To Dispel (-¼), Must Pass Through Intervening Space (see text; -¼). Total cost: 13 points.*

Options:

1) Bigger Cloud: Increase to 16" radius. 31 Active Points; total cost 15 points.

2) Smaller Cloud: Decrease to 4" radius. 21 Active Points; total cost 10 points.

3) Skillful Cloud: Add Requires A Speedster Tricks Roll (-½). Total cost: 10 points.

4) Dust Trail: Instead of creating a cloud of dust, the character leaves a trail of dust behind him. Increase to 16" radius and add Area Of Effect (Trail; +1). 62 Active Points; total cost 31 points.

EXTRA ATTACKS

Effect: HA +4d6, Trigger (in any Segment in which character does not already have a Phase)
Target: One character
Duration: Instant
Range: Touch
END Cost: 4
Speedster Tricks Roll Penalty: -4

Description: This power is a way of simulating something akin to the Limited SPD discussed on pages 18-19, and as such should be considered a "Stop Sign" ability requiring the GM's approval. Basically it allows the speedster to make a specific attack — an HA (basically, a punch or the like) — in any Segment in which he doesn't already have a Phase. He can't move, Dodge, or do anything else in those Segments, just use this one attack.

This example uses HA +4d6, but the power should be bought to mimic whatever HTH Combat attack the character prefers to use. To more fully simulate "Limited SPD only to attack," a character would need to buy similar abilities for his other attacks, a Triggered VPP only for attacks, or convince the GM to let him buy a naked *Trigger* Advantage that can apply to any of his attacks up to a certain number of Active Points (see Option #4).

If appropriate, you can use this speedster trick as a model for creating similar tricks not involving attacks, such as Triggered movement.

Game Information: *HA +4d6, Trigger (in any Segment in which character does not already have a Phase, activating Trigger takes no time, Trigger automatically immediately resets; +1) (40 Active Points); Hand-To-Hand Attack (-½). Total cost: 27 points.*

Options:

1) Strong Extra Attacks: Increase to HA +6d6. 60 Active Points; total cost 40 points.

2) Weak Extra Attacks: Decrease to HA +2d6. 20 Active Points; total cost 13 points.

3) Skillful Extra Attacks: Add Requires A Speedster Tricks Roll (-½). Total cost: 20 points.

4) Variant Extra Attacks: This version of the power is built using a naked *Trigger* Advantage, as described in the text. Change to: Trigger (in any Segment in which character does not already have a Phase, activating Trigger takes no time, Trigger automatically immediately resets; +1) for any attack (or related speedster trick) built on up to 60 Active Points. Total cost: 60 points.

FASHION VICTIM

Effect: Cosmetic Transform 2d6 (clothes into other/no clothes)
Target: One character
Duration: Instant
Range: Touch
END Cost: 1
Speedster Tricks Roll Penalty: -1

Description: When necessary, the character can change his clothes — or, perhaps more humorously, someone else's clothes — in the blink of an eye. If he doesn't have the right change of clothes handy, he has to run off, get them, and return (he does this so fast it's as if he hasn't moved at all); if all he wants to do is take someone's clothes off or rip them up, he doesn't need a second set of clothes.

For this power, the value of the *No Range* Limitation is reduced to -0 because by definition much of the time it only applies to something — his own clothes — for which the "No Range" effect is accounted for by another Limitation.

Game Information: *Cosmetic Transform 2d6 (clothes into other/no clothes; heals back by changing or repairing clothes) (10 Active Points); Limited Target (clothes; -½), No Range (-0). Total cost: 7 points.*

Options:

1) Skillful Stylings: Add Requires A Speedster Tricks Roll (-½). Total cost: 5 points.

2) Quick Change: The speedster can only change his own clothes. In other words, he uses his ability to move at super-speed to change between his street clothes and his costume in the blink of an eye. He must have his costume with him, though it may be worn beneath his street clothing or packed in a container of some sort; he also needs a way to conceal his street clothes after he's changed. Change to: Cosmetic Transform 2d6 (character's worn clothing into costume, heals back through another application of this power) (10 Active Points); Limited Target (character's own clothes; -½). Total cost: 7 points.

FASTER THAN THE EYE CAN FOLLOW

Effect: HA +4d6, Invisible To Sight Group plus Invisible To Sight Group for up to 20 STR
Target: One character
Duration: Instant
Range: Touch
END Cost: 5
Speedster Tricks Roll Penalty: -5

Description: The character can punch so fast that no one sees a thing. The only evidence that he acted is the bruises on the victim.

Game Information: *HA +4d6, Invisible To Sight Group (+½) (30 Active Points); Hand-To-Hand Attack (-½) (total cost: 20 points)* ***plus*** *Invisible To Sight Group (+½) for up to 20 STR (total cost: 10 points). Total cost: 30 points.*

Options:

1) Strong Punch: Increase to HA +6d6 and up to 30 STR. 45 + 15 = 60 Active Points; total cost 30 + 15 = 45 points.

2) Weak Punch: Decrease to HA +2d6 and up to 10 STR. 15 + 5 = 20 Active Points; total cost 10 + 5 = 15 points.

3) Skillful Punch: Add Requires A Speedster Tricks Roll (-½) to both parts of the power. Total cost 15 + 7 = 22 points.

FEEL THE SPARK

Effect: Change Environment (create static electricity), -1 to Radio PER Rolls
Target: 8" Radius
Duration: Constant
Range: No Range
END Cost: 2
Speedster Tricks Roll Penalty: -2

Description: The speedster moves rapidly through an area in such a way as to generate lots of static electricity. In addition to interfering with radio broadcast and reception, this may trigger Susceptibilities, affect other electronic devices in minor ways, and so on.

Game Information: *Change Environment 8" radius (create static electricity), -1 to Radio Group PER Rolls (20 Active Points); Must Pass Through Intervening Space (-¼), No Range (-½), Restrainable (-¼). Total cost: 10 points.*

Options:

1) Lots Of Sparks: Increase to -2 to Radio Group PER Rolls. 23 Active Points; total cost 11 points.

2) Fewer Sparks: Decrease to 2" radius. 15 Active Points; total cost 7 points.

3) Difficult Sparks: Add Requires A Speedster Tricks Roll (-½). Total cost: 8 points.

THE FIST IS QUICKER THAN THE EYE

Effect: Energy Blast 6d6, Invisible To Sight Group
Target: One character
Duration: Instant
Range: 30"
END Cost: 4
Speedster Tricks Roll Penalty: -4

Description: The speedster runs up to his target, hits him, and returns back to his original position so fast that no one even sees him move — all they see are the effects of the blow on the target.

Game Information: *Energy Blast 6d6, Invisible To Sight Group (+½) (45 Active Points); Limited Range (30"; -¼), Must Pass Through Intervening Space (-¼), Restrainable (-¼). Total cost: 26 points.*

Options:

1) Stronger Punch: Increase to Energy Blast 8d6. 60 Active Points; total cost 34 points.

2) Weaker Punch: Decrease to Energy Blast 4d6. 30 Active Points; total cost 17 points.

3) Tiring Punch: Performing this maneuver with such skill and grace tires the speedster out more than normal. Add Increased Endurance Cost (x2 END; -½). Total cost: 20 points.

4) Continuing Punch: No matter what he's doing, the speedster makes a point of taking a nanosecond out of his Phase to run over and hit the target again. If he and the target are more than 30" away from each other when the speedster's Phase occurs, the sequence of attacks must end. Add Continuous (+1). 75 Active Points; total cost 43 points.

5) Skillful Punch: Add Requires A Speedster Tricks Roll (-½). Total cost: 20 points.

6) Punch From Behind: The speedster can run around his opponent and hit him from nearly any angle. Add Indirect (+½). 60 Active Points; total cost 34 points.

FRICTION ATTACK

Effect: HKA 1d6, Penetrating plus RKA 1 point, Sticky
Target: One character
Duration: Instant/Uncontrolled
Range: Touch
END Cost: 4
Speedster Tricks Roll Penalty: -4

Description: The character rubs his hands against the target at super-speed, causing damage by friction — and, if the target is flammable, starting a fire as well.

Game Information: *HKA 1d6, Penetrating (+½) (22 Active Points); No STR Bonus (-½), No Knockback (-¼) (total cost: 13 points)* ***plus*** *RKA 1 point, Continuous (+1), Uncontrolled (lasts until flammable material affected by RKA 2d6 is consumed, or a Full Phase is spent putting out the flames; +½), Reduced Endurance (0 END; +½), Sticky (anyone or anything flammable touching the victim also catches on fire; +½) (17 Active Points); Linked (-½) (total cost: 11 points). 22 + 17 = 39 Active Points; total cost 13 + 11 = 24 points.*

Options:

1) Strong Friction: Increase to HKA 1½d6. 37 + 17 = 54 Active Points; total cost 21 + 11 = 32 points.

2) Weak Friction: Decrease to HKA ½d6. 15 + 17 Active Points; total cost 9 + 14 = 23 points.

3) Skillful Friction: Add Requires A Speedster Tricks Roll (-½) to each power. Total cost: 10 + 8 points = 18 points.

4) Friction Dehydration: The character can control the friction so that it isn't lethal, but simply generates so much heat that it dehydrates and weakens the target. Change to Energy Blast 4d6, NND (defense is Life Support: Safe Environment (Intense Heat) or having Fire/Heat powers; +1), Continuous (+1) (60 Active Points); No Range (-½). Total cost: 40 points.

GET AWAY FROM ME!

Effect: Teleportation 5", MegaScale (1" = 100 km), Usable As Attack
Target: One character
Duration: Instant
Range: No Range
END Cost: 3
Speedster Tricks Roll Penalty: -3

Description: The speedster picks up another character, carries him up to 500 km away, drops him off, and then moves back to where he was — all in seconds. Unless the victim has a superpower of his own that lets him get home fast, he's effectively stranded and out of the fight.

Game Information: *Teleportation 5", MegaScale (1" = 100 km, can scale down to 1" = 1 km; +1), Usable As Attack (defense is having Teleportation or speedster powers; +1) (30 Active Points); Extra Time (Extra Phase; -¾), Must Pass Through Intervening Space (-¼). Total cost: 15 points.*

Options:

1) Strong Getaway: Increase to Teleportation 10". 60 Active Points; total cost 30 points.

2) Weak Getaway: Decrease to Teleportation 3". 18 Active Points; total cost 9 points.

3) Long Getaway: The speedster's so fast he can drop the victim off anywhere on the planet. Increase to MegaScale (1" = 10,000 km, can scale down to 1" = 1 km; +1½). 35 Active Points; total cost 17 points.

4) Skillful Getaway: Add Requires A Speedster Tricks Roll (-½). Total cost: 12 points.

GRAB-AND-DROP

Effect: HA +8d6
Target: One character
Duration: Instant
Range: Touch
END Cost: 4
Speedster Tricks Roll Penalty: -4

Description: A speedster uses this attack against a character or object he's Grabbed. He carries the target as he runs toward or past some large, durable object (typically a wall, but the ground will do in a pinch). At the right moment he lets the victim go so that the victim smashes into the wall, taking damage based not only on the character's STR but the character's velocity. The HA dice simulate the velocity damage; the GM may, if desired, require (or limit) the character to buying a number of HA dice equal to his Combat Movement velocity divided by 3 (similar to Move Through damage).

Game Information: *HA +8d6 (40 Active Points); Extra Time (character must spend a Full Phase and make a Half Move while carrying target; -½), Hand-To-Hand Attack (-½), Must Follow Grab (-½). Total cost: 16 points.*

Options:

1) Strong Drop: Increase to HA +10d6. 50 Active Points; total cost 20 points.

2) Weak Drop: Decrease to HA +6d6. 30 Active Points; total cost 12 points.

3) Skillful Drop: Add Requires A Speedster Tricks Roll (-½). Total cost: 13 points.

4) Improved Move Slam: If the campaign uses the optional new *Move Slam* Combat Maneuver (see page 269), you can reconfigure this ability to work with it. Change to: HA +6d6 (30 Active Points); Hand-To-Hand Attack (-½), Only With Move Slam (-½). Total cost: 15 points.

GRAVEL BLAST

Effect: Energy Blast 8d6, Explosion, Hole In The Middle, OIF (gravel [or the like] of opportunity)
Target: 8" Explosion
Duration: Instant
Range: No Range
END Cost: 7
Speedster Tricks Roll Penalty: -7

Description: When he's in an area where there's a lot of pebbles, gravel, or other such debris, the speedster can spin (or run in a really tight circle), spraying the debris outward so fast that it inflicts injuries.

Game Information: *Energy Blast 8d6, Explosion (+½), Hole In The Middle (+¼) (70 Active Points); OIF (requires appropriate gravel [or the like] of opportunity; -½), No Range (-½). Total cost: 35 points.*

Options:

1) Strong Gravel Blast: Increase to Energy Blast 10d6. 87 Active Points; total cost 43 points.

2) Weak Gravel Blast: Decrease to Energy Blast 6d6. 52 Active Points; total cost 26 points.

3) Larger Gravel Blast: Increase to Explosion (-1 DC/2"; +¾). 80 Active Points; total cost 40 points.

4) Deadly Gravel Blast: The character moves so fast that the gravel reaches velocities that make it lethal. Change to RKA 2d6. 52 Active Points; total cost 26 points.

5) Skillful Gravel Blast: Add Requires A Speedster Tricks Roll (-½). Total cost: 28 points.

HERE'S MUD IN YOUR EYE

Effect: Sight Group Flash 6d6
Target: One character
Duration: Instant
Range: 10"
END Cost: 3
Speedster Tricks Roll Penalty: -3

Description: The speedster rapidly moves his feet in such a way as to kick mud, dust, or dirt into the target's eyes, temporarily blinding him.

Game Information: *Sight Group Flash 6d6 (30 Active Points); OIF (mud, dust, or other appropriate materials of opportunity; -½), Limited Range (10"; -¼). Total cost: 17 points.*

Options:

1) More Mud: Increase to Sight Group Flash 8d6. 40 Active Points; total cost 23 points.

2) Less Mud: Decrease to Sight Group Flash 4d6. 20 Active Points; total cost 11 points.

3) Skillful Mudslinging: Add Requires A Speedster Tricks Roll (-½). Total cost: 13 points.

HEY, OVER HERE!

Effect: +20 PRE, Only To Attract The Attention Of Giant Monsters
Target: Self
Duration: Constant
Range: Self
END Cost: 2
Speedster Tricks Roll Penalty: -2

Description: By moving around in a fast and obvious way, the speedster can attract the attention of giant monsters, marauding robots, mindless zombies, and similar foes of (relatively) limited intellect. He can do this with a Presence Attack, an appropriate Interaction Skill roll, or the like — but the important thing is that the attacker focus on the speedster rather than the nearby innocent victims.

Game Information: *+20 PRE (20 Active Points); Only To Attract The Attention Of Giant Monsters (and their ilk; -2), Costs Endurance (-½), Only When Moving (-¼). Total cost: 5 points.*

Options:

1) Strong Distraction: Increase to +30 PRE. 30 Active Points; total cost 8 points.

2) Weak Distraction: Decrease to +10 PRE. 10 Active Points; total cost 3 points.

HOSTAGE RESCUE

Effect: Teleportation 10", Usable As Attack
Target: One character
Duration: Instant
Range: 10"
END Cost: 6
Speedster Tricks Roll Penalty: -6

Description: The speedster can zip across a room, snatch a hostage out of harm's way, put the hostage anywhere within 10" of the hostage's starting point, and then return to where he was standing... all in a split second. Despite the power's name, it can be used to move anything weighing up to 100 kg, not just hostages.

Game Information: *Teleportation 10", Position Shift, Usable As Attack (defense is Teleportation or Power Defense; +1), Limited Range (10"; +¼) (56 Active Points); Must Pass Through Intervening Space (-¼), Restrainable (-¼). Total cost: 37 points.*

Options:

1) Strong Rescue: Increase to Teleportation 20". 101 Active Points; total cost 67 points.

2) Weak Rescue: Decrease to Teleportation 5". 34 Active Points; total cost 23 points.

3) Skillful Rescue: Add Requires A Speedster Tricks Roll (-½). Total cost: 28 points.

4) Long-Range Rescue: Change to Ranged (+½). 62 Active Points; total cost 41 points.

HUMAN DRILLBIT

Effect: Entangle 5d6, 3 DEF, Only Works On Targets On The Ground
Target: One character
Duration: Instant
Range: Touch
END Cost: 4
Speedster Tricks Roll Penalty: -4

Description: The speedster grabs hold of someone and spins him around so fast he "drills" the victim right into the ground, where he remains stuck until he can free himself. (For more "realistic" games, the GM may want to adjust the DEF of the Entangle to match the type of ground involved — from 0 for dirt to 5 for stone, with the listed 3 representing an average.)

Game Information: *Entangle 5d6, 3 DEF (40 Active Points); No Range (-½), Only Works On Targets On The Ground (-¼), Cannot Form Barriers (-¼). Total cost: 20 points.*

Options:

1) Strong Drill: Increase to Entangle 5d6, 5 DEF. 50 Active Points; total cost 25 points.

2) Weak Drill: Decrease to Entangle 3d6, 3 DEF. 30 Active Points; total cost 15 points.

3) Skillful Drill: Add Requires A Speedster Tricks Roll (-½). Total cost: 16 points.

4) Loose Drill: The speedster doesn't drill the victim into the ground all that tightly; anyone thus trapped can escape eventually. Add No Defense (-1½). Total cost: 11 points.

HYPERTHROWING

Effect: Energy Blast 8d6, RKA 2d6
Target: One character
Duration: Instant
Range: 200"/150"
END Cost: 4/3
Speedster Tricks Roll Penalty: -4/-3

Description: The character can throw objects with such velocity and force that they inflict serious injuries on targets they hit. Blunt objects do Normal Damage; sharp or pointed objects do Killing Damage.

Game Information:

Cost	Power
23	*Hyperthrowing:* Multipower, 40-point reserve; all OIF (-½), Range Based On STR (-¼)
2u	1) *Blunt Objects:* Energy Blast 8d6; OIF (blunt objects of opportunity; -½), Range Based On STR (-¼)
2u	2) *Sharp Objects:* RKA 2d6; OIF (sharp objects of opportunity; -½), Range Based On STR (-¼)

Total cost: 27 points.

Options:

1) Strong Hyperthrowing: Increase the Multipower reserve to 50 points, slot one to Energy Blast 10d6, and slot two to RKA 3d6. Total cost: 35 points.

2) Weak Hyperthrowing: Decrease the Multipower reserve to 30 points, slot one to Energy Blast 6d6, and slot two to RKA 1½d6. Total cost: 20 points.

3) Gatling Hyperthrowing: If the character has enough objects to throw, he can throw them one after the other with the speed of a machine gun. Increase Multipower reserve to 60 points and add Autofire (5 shots; +½) to both slots. Total cost: 40 points.

I'LL HAVE HIM HERE IN A SECOND

Effect: Summon Any Being
Target: N/A
Duration: Instant
Range: No Range
END Cost: 24
Speedster Tricks Roll Penalty: -24

Description: The speedster can move to anywhere on Earth, pick up a person or animal, and carry the subject back to where he left from — all in a split-second. This may perturb, upset, or even enrage some people, not to mention animals.

Game Information: *Summon any being built on up to 400 Character Points, Expanded Class (any type of being; +1), Specific Being (speedster can track down and "Summon" a specific person or animal if necessary; +1) (240 Active Points); Extra Time (Full Phase; -½). Total cost: 160 points.*

Options:

1) Strong Summoning: Increase to any being built on up to 600 Character Points. 360 Active Points; total cost 240 points.

2) Weak Summoning: Decrease to any being built on up to 200 Character Points. 120 Active Points; total cost 80 points.



3) Skillful Summoning: Add Requires A Speedster Tricks Roll (-1 per 20 Active Points; -¼). Total cost: 137 points.

4) Sure, I Can Drop Him Off There: The speedster doesn't have to bring the Summoned being back to his starting point; he can drop him off at any place within 1,200" of that point. Add Ranged (+½). 280 Active Points; total cost 187 points. (You can add Increased Maximum Range to give the speedster even more leeway about where to "put" the Summonee.)

I'LL TAKE THOSE!

Effect: Telekinesis (20 STR), Only To Disarm
Target: 6" Radius
Duration: Instant
Range: No Range
END Cost: 7
Speedster Tricks Roll Penalty: -7

Description: The character can run around the area near him, snatching guns (or other objects) from peoples' hands and picking up other things. He has to make a separate Attack Roll, and if that succeeds a STR Versus STR Roll, against each person he wants to take an object from. (To pick up ordinary objects not being held or controlled by anyone, a simple Attack Roll suffices.) When he's done, the character ends up right back where he started, with his hands full of guns and other things he doesn't want his foes to have.

Game Information: *Telekinesis (20 STR), Area Of Effect (6" Radius; +1¼), Selective (+¼) (75 Active Points); No Range (-½), Only To Disarm/Grab Objects (-1). Total cost: 30 points.*

Options:

1) Strong Taking: Increase to Telekinesis (30 STR) and Area Of Effect to (6" Radius; +1). 101 Active Points; total cost 40 points.

2) I'll Take Those! Variant: This form of I'll Take Those! uses Teleportation, rather than telekinetic strength, to snatch weapons out of enemies' hands. The character can target any object within 8" of him and "teleport" it to his hand. Change to Teleportation 8", Area Of Effect (8" Radius; +1½), Selective (+¼), Usable As Attack (defense is having Desolidification, Teleportation, dimensional manipulation, or speedster powers; +1) (60 Active Points); Only To Disarm/Grab Objects (-1). Total cost: 30 points.

3) Variant Taking: If the campaign uses the optional new *Disarm By* Combat Maneuver (see page 268), you can reconfigure this ability to work with it. Change to +30 STR (30 Active Points); Only Works With Disarm By (-1). Total cost: 15 points.

I'M FASTER THAN YOU ARE

Effect: Dispel Speedster Powers 20d6
Target: One character
Duration: Instant
Range: No Range
END Cost: 7
Speedster Tricks Roll Penalty: -7

Description: The speedster uses his superior speed, agility, and cleverness to counteract, dispel, or negate another speedster's powers or tricks. For example, if an enemy speedster runs in a circle to suck the air out of the lungs of everyone in the circle, a speedster with this power destroys the effect by running in the same circle in the opposite direction.

Game Information: *Dispel Speedster Powers 20d6, any one Speedster power at a time (+¼) (75 Active Points); No Range (-½). Total cost: 50 points.*

Options:

1) I'm Much Faster: Increase to Dispel Speedster Powers 24d6. 90 Active Points; total cost 60 points.

2) I'm Not Quite As Fast As I Thought: Decrease to Dispel Speedster Powers 16d6. 60 Active Points; total cost 40 points.

3) Tiring Counteraction: Negating another speedster's powers can really take the steam out of a speedster. Add Increased Endurance Cost (x2 END; -½). Total cost: 37 points.

4) Skillful Counteraction: Add Requires A Speedster Tricks Roll (-½). Total cost: 37 points.

5) Faster Than You Variant: The speedster may not be able to cancel out another speedster's powers entirely, but at least he can reduce their effectiveness. Change to Suppress Speedster Powers 12d6. 75 Active Points; total cost 50 points.

LET'S WRAP THIS UP

Effect: Entangle 4d6, up to 4 DEF
Target: One character
Duration: Instant
Range: No Range
END Cost: 4
Speedster Tricks Roll Penalty: -4

Description: The character can grab up some nearby flexible materials — cables, rope, chains, or the like — and then run around a target at high speed, wrapping him up just as neat as you please. The DEF of the Entangle depends on the materials the character uses — for example, rope might be DEF 2, chains DEF 4 — with a maximum of DEF 4.

For purposes of this power, "nearby" typically means "within the character's Combat Move." The GM is the final arbiter of whether materials are close enough to be used with this ability.

Game Information: *Entangle 4d6, up to 4 DEF (40 Active Points); OIF (appropriate materials of opportunity; -½), No Range (-½), Extra Time (at least a Full Phase, and often longer, depending on how long it takes to get the materials; -½), Defense Depends On Materials Used (-½), Cannot Form Barriers (-¼). Total cost: 12 points.*

Options:

1) Strong Wrapping: Increase to Entangle 6d6, up to 6 DEF. 60 Active Points; total cost 18 points.

2) Weak Wrapping: Decrease to Entangle 3d6, up to 3 DEF. 30 Active Points; total cost 9 points.

3) Ranged Wrap-Up: The character can get the material he needs, run over to the target and wrap him up, and then return to where he started from; he's not limited to targets standing next to him. Remove No Range (-½). Total cost: 14 points.

4) Skillful Wrap-Up: The character has to do the wrap-up just right or it doesn't work. Add Requires A Speedster Tricks Roll (-½). Total cost: 11 points.

MOVE AND GRAB BY

Effect: Trigger (when character wants to "Grab By" a target in the movement path of a Move By that is not intended to hit that target) for up to 20 STR.
Target: Self
Duration: Instant
Range: Touch
END Cost: 2
Speedster Tricks Roll Penalty: -2

Description: The standard Combat Maneuver rules don't allow a character to combine a Move By and Grab By, hitting some targets and snatching things from others. But a speedster with this ability can do just that. He plots a movement path that takes him past all the potential targets, then he hits the ones he wants to hit and uses this power on the others. He cannot both hit a target and Grab something from him; he must choose one or the other.

Game Information: *Trigger (when character wants to "Grab By" a target in the movement path of a Move By that is not intended to hit that target, activating Trigger takes no time, Trigger automatically immediately resets; +1) for up to 20 STR. Total cost: 20 points.*

Options:

1) Strong Move And Grab: Increase to up to 30 STR. Total cost: 30 points.

2) Weak Move And Grab: Decrease to up to 10 STR. Total cost: 10 points.

3) Skillful Move And Grab: Add Requires A Speedster Tricks Roll (-½). 20 Active Points; total cost 13 points.

4) Tiring Move And Grab: Using this maneuver really takes the wind out of the speedster's sails. Add Increased Endurance Cost (x3 END; -1). 20 Active Points; total cost 10 points.

MOVING ATTACK

Effect: HA +5d6
Target: 20" Line
Duration: Instant
Range: Touch
END Cost: 6
Speedster Tricks Roll Penalty: -6

Description: The character moves past a line of foes, hitting each one of them in turn. He moves so fast they can barely defend themselves (he strikes against DCV 3). He receives no velocity bonus to damage, however; the movement is a part of the overall power, not a supplement to it.

When buying this power, make the inches in the Area Of Effect (Line) match the character's Combat Movement with Running (or Flight). The HA is Linked to the movement; when the character uses the power, the Line "forms" along the path of his movement, leaving him at the end of the Line when the attack finishes.

This construction assumes the character has spent at least 56 Active Points on the Movement Power he Links the Moving Attack to. If not, change the Linked to -¼ and the total cost to 32 points.

Game Information: *HA +5d6, Area Of Effect (20" Line; +1¼) (56 Active Points); Hand-To-Hand Attack (-½), Linked (to Running or other Movement Power; -½). Total cost: 28 points.*

Options:

1) Strong Moving Attack: Increase to HA +7d6 and Area Of Effect to (28" Line; +1¼). 79 Active Points; total cost 39 points.

2) Weak Moving Attack: Decrease to HA +3d6 and Area Of Effect to (12" Line; +1¼). 34 Active Points; total cost 17 points.

3) Winding Trail: The character doesn't have to run in a straight line; he can run in a curving line, twisting line, or whatever other pattern he wants. Change to Area Of Effect (Trail; +1) and remove Linked (-½). 50 Active Points; total cost 33 points.

4) Skillful Moving Attack: The character has to time his Moving Attack just right or it doesn't work. Add Requires A Speedster Tricks Roll (-½). Total cost: 25 points.

MOVING STRENGTH

Effect: +20 STR, Only When Deriving STR From Movement
Target: Self
Duration: Constant
Range: Self
END Cost: 2
Speedster Tricks Roll Penalty: -2

Description: The character knows how to employ his movement to best effect when using it to augment his strength. When he uses the rules about movement adding to STR (see page 207), he gets as much as +20 STR in addition to whatever his movement adds.

Game Information: *+20 STR (20 Active Points); Linked (to appropriate Movement Power; -½), Only When Deriving STR From Movement (-1). Total cost: 8 points.*

Options:

1) Strong Moving Strength: Increase to +30 STR. 30 Active Points; total cost 12 points.

2) Weak Moving Strength: Decrease to +10 STR. 10 Active Points; total cost 4 points.

3) Skillful Moving Strength: Add Requires A Speedster Tricks Roll (-½). Total cost: 7 points.

OFF-BALANCE

Effect: Entangle 4d6, 4 DEF, Takes No Damage From Attacks, Lockout (must be maintained)
Target: One character
Duration: Instant
Range: Touch
END Cost: 6
Speedster Tricks Roll Penalty: -6

Description: By moving past or around a target at super-speed, a speedster can keep the target so dizzy, off-balance, and buffeted about that he (the target) effectively cannot take any Actions aside from trying to "break free." But the speedster has to maintain the effect, or the victim automatically gets his balance back.

Game Information: *Entangle 4d6, 4 DEF, Takes No Damage From Attacks (+½) (60 Active Points); Cannot Form Barriers (-¼), Lockout (character must spend a Half Phase Action each Phase to maintain the Entangle by moving past or around it at high speed or it disappears at once, and must remain close enough to the Entangle to perform this maintenance; -½), No Range (-½). Total cost: 27 points.*

Options:

1) More Off-Balance: Increase to Entangle 5d6, 5 DEF. 75 Active Points; total cost 33 points.

2) Less Off-Balance: Decrease to Entangle 3d6, 3 DEF. 45 Active Points; total cost 20 points.

3) Variant Off-Balance: This form of the power covers both the advantageous and disadvantageous aspects of needing to be maintained. Add Continuous (+1). 100 Active Points; total cost 44 points.

4) Skillful Off-Balance: Add Requires A Skill Roll (-½). Total cost: 22 points.

OUT OF AMMO

Effect: Drain Charges 6d6, Limited Special Effect (firearms/blasters)
Target: One character
Duration: Instant
Range: 20"
END Cost: 7
Speedster Tricks Roll Penalty: -7

Description: The character can grab an opponent's gun or blaster in such a way that he removes the bullets, energy pack, or other "power source," making the weapon useless until reloaded. See pages 112-13 of *The HERO System 5th Edition, Revised* regarding Adjusting the Charges of a power.

Game Information: *Drain Charges 6d6, Limited Range (20"; +¼) (75 Active Points); Limited Special Effect (firearms/blasters; -½). Total cost: 50 points.*

Options:

1) Strong Ammo Removal: Increase to Drain Charges 8d6. 100 Active Points; total cost 67 points.

2) Weak Ammo Removal: Decrease to Drain Charges 4d6. 50 Active Points; total cost 33 points.

3) Skillful Ammo Removal: Add Requires A Speedster Tricks Roll (-½). Total cost: 37 points.

PHASING GRIP

Effect: HKA 1½d6, Penetrating, No STR Bonus
Target: One character
Duration: Instant
Range: Touch
END Cost: 4
Speedster Tricks Roll Penalty: -4

Description: The character can grab hold of a target and inflict serious injuries either by velocity-phasing his hand partly into the target's body, or by shaking the target at tremendous velocities.

Game Information: *HKA 1½d6, Penetrating (+½) (37 Active Points); No STR Bonus (-½), No Knockback (-¼). Total cost: 21 points.*

Options:

1) Strong Phasing Grip: Increase to HKA 2½d6. 60 Active Points; total cost 34 points.

2) Weak Phasing Grip: Decrease to HKA 1d6. 22 Active Points; total cost 13 points.

3) Skillful Phasing Grip: The character has to use the Phasing Grip just right or it doesn't work. Add Requires A Speedster Tricks Roll (-½). Total cost: 16 points.

RAPID-FIRE MOVE BY

Effect: Autofire (5 shots) for up to 15d6 Move By
Target: One character
Duration: Instant
Range: Touch
END Cost: 4
Speedster Tricks Roll Penalty: -4

Description: The speedster moves so quickly that even when running past someone at top speed he can hit that person up to five times! The speedster must throw all the punches at the same target, so this ability only works with a standard Move By, not a Multiple Move By.

Buying this power requires the GM's permission because it uses the rules for applying Advantages to Combat/Martial Maneuvers (see *The Ultimate Martial Artist,* pages 104-05).

Game Information: *Autofire (5 shots; +½) for a Move By that can do up to 15d6 damage (37 Active Points); All Attacks Must Be Directed At The Same Target (-¼). Total cost: 30 points.*

Options:

1) Strong Rapid-Fire Move By: Increase to up to 18d6 damage. 45 Active Points; total cost 36 points.

2) Weak Rapid-Fire Move By: Decrease to up to 12d6 damage. 30 Active Points; total cost 24 points.

3) Skillful Rapid-Fire Move By: Add Requires A Speedster Tricks Roll (-½). Total cost: 21 points.

RAPID-FIRE PUNCH

Effect: HA +9d6
Target: One character
Duration: Instant
Range: Touch
END Cost: 4
Speedster Tricks Roll Penalty: -4

Description: The character can punch a target dozens, hundreds, or even thousands of times in the blink of an eye. While each individual punch doesn't have much effect, taken together in such quick succession they can batter even a superpowered target to pulp.

Game Information: *HA +9d6 (45 Active Points); Hand-To-Hand Attack (-½). Total cost: 30 points.*

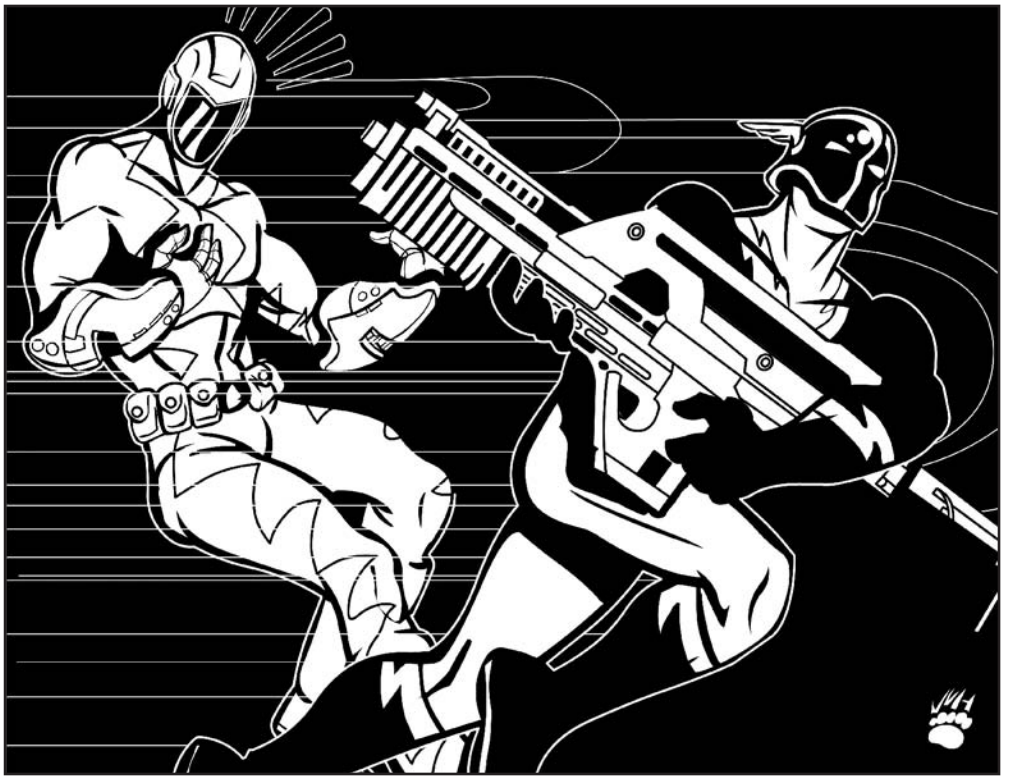
Options:

1) More Rapid Punches: Increase to HA +12d6. 60 Active Points; total cost 40 points.

2) Less Rapid Punches: Decrease to HA +6d6. 30 Active Points; total cost 20 points.

3) Autofire Punch: The character's punches do less damage individually, but he can throw a lot of them. Change to HA +5d6, Autofire (5 shots; +½) (37 Active Points); Hand-To-Hand Attack (-½), All Attacks Must Be Directed At The Same Target (-¼). Total cost: 21 points.

4) Skillful Rapid-Fire Punch: The character has to use his Rapid-Fire Punch just right or it doesn't work. Add Requires A Speedster Tricks Roll (-½). Total cost: 22 points.



5) Group Rapid-Fire Punch I: The character's so fast he can punch anyone in the same hex with him. Add Area Of Effect (One Hex; +½) and Personal Immunity (+¼). 79 Active Points; total cost 53 points.

6) Group Rapid-Fire Punch II: The character's so fast he can punch anyone up to a hex away. Add Area Of Effect (One Hex Doubled; +¾) and Personal Immunity (+¼). 90 Active Points; total cost 60 points.

7) Group Rapid-Fire Punch III: The character's so fast he can run around the nearby area rapidly punching whoever he wants to. Add Area Of Effect (8" Radius; +1), Selective (+¼), Indirect (+½), and Must Pass Through Intervening Space (-¼). 124 Active Points; total cost 71 points.

8) High-Impact Rapid-Fire Punch: The speedster hits his opponents so hard they get knocked around like scraps of paper in a gale. Add Double Knockback (+¾). 79 Active Points; total cost 53 points.

9) Phased Rapid-Fire Punch I: While punching, the speedster uses his powers to vibrate his fist in such a way that he can hit intangible beings. Add Affects Desolidified (+½). 67 Active Points; total cost 45 points.

10) Phased Rapid-Fire Punch II: While punching, the speedster uses his powers to vibrate his fist in such a way that he can strike through the dimensional barrier into other dimensions. Add Transdimensional (all dimensions within "HTH Combat" range of the character; +¾). 79 Active Points; total cost 53 points.

11) Powerful Rapid-Fire Punch: The speedster's punches are so fast that they impact with a force few targets can fully resist. Add Penetrating (+½). 67 Active Points; total cost 45 points.

12) Deadly Rapid-Fire Punch: The speedster's punches hit so hard that they're lethal. Change to: HKA 2d6 (30 Active Points), No STR Bonus (-½) (total cost: 20 points). (Alternately, buy the main power and this option as a two-slot Multipower with a 45-point reserve for a total cost of 50 points.)

RELATIVISTIC DENSITY PUNCH

Effect: HA +15d6
Target: One character
Duration: Instant
Range: Touch
END Cost: 7
Speedster Tricks Roll Penalty: -7

Description: For the briefest of instants the character accelerates himself to nearly the speed of light, giving him near-infinite mass... then he uses his ultra-massive fist to smash his opponent to a pulp!

Game Information: *HA +15d6 (75 Active Points); Hand-To-Hand Attack (-½). Total cost: 50 points.*

Options:

1) Even Denser Punch: Increase to HA +20d6. 100 Active Points; total cost 67 points.

2) Less Dense Punch: Decrease to HA +10d6. 50 Active Points; total cost 33 points.

3) Skillful Density Punch: Add Requires A Speedster Tricks Roll (-½). Total cost: 37 points.

RUBBLE BLAST

Effect: Energy Blast 8d6, OIF (rubble of opportunity)
Target: One Hex
Duration: Instant
Range: No Range (see text)
END Cost: 6
Speedster Tricks Roll Penalty: -6

Description: This power uses the turbulence created by the character's ultra-fast movement to attack an opponent. The character first moves past or through a pile of rubble or like material. As he continues his move, the turbulence of his passage "picks up" a large section of rubble and carries it along in his wake. Then he moves past the target, stopping or turning at just the right moment so that the pile of rubble smashes into the target.

Game Information: *Energy Blast 8d6, Area Of Effect (One Hex; +½) (60 Active Points); OIF (rubble of opportunity; -½), Extra Time (character must spend a Full Phase to make a move that takes him past both the rubble and toward the target, then another Full Phase to attack the target; -¾), No Range (-½). Total cost: 22 points.*

Options:

1) Strong Blast: Increase to Energy Blast 10d6. 75 Active Points; total cost 27 points.

2) Weak Blast: Decrease to Energy Blast 6d6. 45 Active Points; total cost 16 points.

3) Skillful Blast: Add Requires A Speedster Tricks Roll (-½). Total cost: 18 points.

4) Rubble Trail: The speedster can pull a "trail" of rubble behind him to attack many targets. Change to Area Of Effect (Trail; +1). 80 Active Points; total cost 29 points.

5) Variant Rubble Blast: Instead of having to use an Extra Phase to make this attack, the character can make it nearly any time he moves past some rubble. Change to: Energy Blast 8d6, Area Of Effect (One Hex; +½), Trigger (whenever character moves past appropriate rubble, activating Trigger requires a Zero Phase Action, resetting Trigger requires a Zero Phase Action; +½) (80 Active Points); OIF (rubble of opportunity; -½), No Range (-½). Total cost: 4022 points.

RUN-BY GRABBING

Effect: +30 STR, Only For Grab Bys plus +10 with Grab By
Target: One character
Duration: Instant
Range: Touch
END Cost: 3/0
Speedster Tricks Roll Penalty: -3

Description: The character has developed a particular talent for running by someone and snatching objects out of that person's hands.

Game Information: *+30 STR (30 Active Points); Only For Grab Bys (-1), Nonpersistent (-¼) (total cost: 13 points) and +10 with Grab By (total cost: 20 points). Total cost: 33 points.*

Options:

1) Even Better Grabbing: Increase to +40 STR (40 Active Points) and +12 with Grab By. Total cost 18 + 24 = 42 points.

2) Not Quite As Good Grabbing: Decrease to +20 STR (20 Active Points) and +8 with Grab By. Total cost 9 + 16 = 25 points.

3) Skillful Grab By: The character has to perform his Grab By just right, or he doesn't get the benefits of this power. Add Requires A Speedster Tricks Roll (-½) to STR. Total cost: 11 + 20 = 31 points.

SOME DISASSEMBLY REQUIRED

Effect: Dispel Technological Object 16d6
Target: One character
Duration: Instant
Range: 300"
END Cost: 6
Speedster Tricks Roll Penalty: -6

Description: The character grabs hold of a device or technological object — a lock, a gun, a computer, a suit of powered armor — and then disassembles it in the blink of an eye because he moves so fast. It still takes time to break the device down into its component parts in some cases, though.

Game Information: *Dispel Technological Object 16d6, any one Technological Object power one at a time (+¼) (60 Active Points); No Range (-½). Total cost: 40 points.*

Options:

1) Strong Disassembly: Increase to Dispel Technological Object 20d6. 75 Active Points; total cost 50 points.

2) Weak Disassembly: Decrease to Dispel Technological Object 12d6. 45 Active Points; total cost 30 points.

3) Improved Disassembly I: Decrease to Dispel Technological Object 14d6 and increase to any two Technological Object powers simultaneously (+½). 63 Active Points; total cost 42 points.

4) Improved Disassembly II: Decrease to Dispel Technological Object 12d6 and increase to any four Technological Object powers simultaneously (+1). 72 Active Points; total cost 48 points..

5) Improved Disassembly III: Decrease to Dispel Technological Object 10d6 and increase to all Tech-

nological Object powers simultaneously (+2). 90 Active Points; total cost 60 points.

6) Skillful Disassembly: The character has to disassemble a device just right or it doesn't work. Add Requires A Speedster Tricks Roll (-½). 60 Active Points; total cost 30 points.

7) Death To Robots!: Disassembling a robot, android, or other machine-based character may amount to killing him. Change to a Multipower with a 60-point reserve with No Range (-½), the first slot as described above, the second slot an RKA 4d6, No Range (-½), Only Versus Machines (-1). Total cost: 46 points.

8) Realistic Disassembly: For "realistic" games and GMs, here's a version of the power that requires the speedster to have appropriate tools for the work in question rather than just using his super-fast hands. Add OIF (requires appropriate tools of opportunity; -½). Total cost: 30 points.

SONIC BOOM ATTACK

Effect: Energy Blast 6d6
Target: 6" Radius
Duration: Instant
Range: 335"
END Cost: 7
Speedster Tricks Roll Penalty: -7

Description: The character moves so quickly that he creates a mini-sonic boom that can damage foes near him. He moves to the area he wants to affect, moves through it fast enough to create the boom, then moves back to his starting position so quickly the boom doesn't affect him at all.

Game Information: *Energy Blast 6d6, Area Of Effect (6" Radius; +1¼) (67 Active Points); Must Pass Through Intervening Space (-¼), Does Not Work In A Vacuum (-¼). Total cost: 45 points.*

Options:

1) Strong Sonic Boom: Increase to Energy Blast 8d6. 90 Active Points; total cost 60 points.

2) Larger Sonic Boom: Increase to Area Of Effect (12" Radius; +1½). 75 Active Points; total cost 50 points.

3) Weak Sonic Boom: Decrease to Energy Blast 4d6. 45 Active Points; total cost 30 points.

4) Skillful Sonic Boom: Add Requires A Speedster Tricks Roll (-½). Total cost: 33 points.

5) Variant Sonic Boom Attack: This form of Sonic Boom Attack uses Linked (-½) and No Range (-½) instead of Must Pass Through Intervening Space (-¼). The epicenter of the boom is the hex the character stops moving in, but he remains unaffected by it. Change to: Energy Blast 6d6, Area Of Effect (8" Radius; +1¼), Personal Immunity (+¼) (75 Active Points); No Range (-½), Linked (to Running or Flight; -½), Does Not Work In A Vacuum (-¼). Total cost: 33 points (or 37 points for Linked at -¼).

6) Nonlethal Sonic Boom Attack: The character has enough control over his sonic booms that he can make sure they only stun people without causing injuries or property damage. Add NND (defense is Life Support [Safe Environment: High Pressure] or armored head-covering; +1). 97 Active Points; total cost 65 points.

7) Explosive Sonic Boom Attack: This form of Sonic Boom Attack dissipates as it spreads out. Change Area Of Effect (+1¼) to Explosion (-1 DC/3"; +1). 60 Active Points; total cost 40 points.

8) Sonic Boom Trail I: As the character moves, he creates a string of sonic booms along his movement path. The character creates one boom for every 10" he moves (maximum of five); the epicenter of each boom is every tenth hex (thus ensuring the booms completely cover his movement path). Change to Energy Blast 6d6, Area Of Effect (5" Radius; +1), Autofire (5 shots; +1½), Personal Immunity (+¼) (112 Active Points); No Range (-½), Linked (to Running or Flight, can create one boom per 10" of movement; -½), Does Not Work In A Vacuum (-¼). Total cost: 50 points (or 56 points for Linked at -¼).

9) Sonic Boom Trail II: As Sonic Boom Trail I, but using the *Trail* form of Area Of Effect and thus only affecting people directly on the speedster's movement path. Change to: Energy Blast 6d6, Area Of Effect (Trail; +1) (60 Active Points); Does Not Work In A Vacuum (-¼). Total cost: 48 points.

10) Triggered Sonic Boom Attack I: Instead of having to actively cause the sonic boom, the character can cause one easily whenever he moves. Add Trigger (whenever character makes at least a Half Move and wants to create a sonic boom, Trigger automatically immediately resets; +¾). 90 Active Points; total cost 60 points.

11) Triggered Sonic Boom Attack II: This Triggered attack applies to Sonic Boom Trail I. Change that option to: Energy Blast 6d6, Area Of Effect (5" Radius; +1), Autofire (5 shots; +1½), Personal Immunity (+¼), Trigger (whenever character makes at least a Half Move and wants to create a sonic boom, Trigger automatically immediately resets; +¾) (135 Active Points); No Range (-½), Linked (to Running or Flight, can create one boom per 10" of movement; -½), Does Not Work In A Vacuum (-¼). Total cost: 60 points (or 67 points for Linked at -¼).

12) Triggered Sonic Boom Attack III: This Triggered attack applies to Sonic Boom Trail II. Change to: Energy Blast 6d6, Area Of Effect (Trail; +1), Trigger (whenever character makes at least a Half Move and wants to create a sonic boom, Trigger automatically immediately resets; +¾) (82 Active Points); Does Not Work In A Vacuum (-¼). Total cost: 66 points.

SONIC BOOM FINGERSNAP

Effect: Energy Blast 4d6, NND
Target: One character
Duration: Instant
Range: Touch
END Cost: 4
Speedster Tricks Roll Penalty: -4

Description: The character can put his hand next to a target's ear and snap his fingers at supersonic speeds, creating a miniature sonic boom that stuns the target.

Game Information: *Energy Blast 4d6, NND (defense is Life Support [Safe Environment: High Pressure] or armored head-covering; +1) (40 Active Points); No Range (-½), Gestures (must hold hand near target's ear; -¼), Does Not Work In A Vacuum (-¼). Total cost: 20 points.*

Options:

1) Louder Boom: Increase to Energy Blast 6d6. 60 Active Points; total cost 30 points.

2) Softer Boom: Decrease to Energy Blast 3d6. 30 Active Points; total cost 15 points.

3) Boomsnap: The character can create a sonic boom capable of stunning everyone around him. Add Area Of Effect (4" Radius; +1) and Personal Immunity (+¼). 65 Active Points; total cost 32 points.

4) Skillful Boom: Add Requires A Speedster Tricks Roll (-½). Total cost: 16 points.

5) Variant Boom: This form of the Boom works more on the basis of the intense sound than the high pressure. Change the defense to Hearing Group Flash Defense. Total cost: 20 points.

SPEEDSTER AGAINST MANY

Effect: Energy Blast 6d6
Target: 16" Radius, Selective
Duration: Instant
Range: No Range
END Cost: 8
Speedster Tricks Roll Penalty: -8

Description: The speedster moves throughout a 16" radius area around himself at hypervelocity, hitting anyone he thinks needs hitting.

Game Information: Energy Blast 6d6, Area Of Effect (16" Radius; +1½), Selective (+¼) (82 Active Points); No Range (-½), Must Pass Through Intervening Space (-¼). Total cost: 47 points.

Options:

1) Stronger Punches: Increase to Energy Blast 8d6. 110 Active Points; total cost 63 points.

2) Weak Power: Decrease to Energy Blast 4d6. 55 Active Points; total cost 31 points.

3) Speedster Against Even More: Increase to 32" radius. 90 Active Points; total cost 51 points.

4) Accurate Punches: The speedster moves so quickly that it's difficult to avoid his blows. Add Area Of Effect (One Hex Accurate for Selective attacks; +½). 97 Active Points; total cost 55 points.

5) Skillful Punches: Add Requires A Speedster Tricks Roll (-½). Total cost: 36 points.

6) From Any Angle: The speedster can hit his target from almost any angle. Add Indirect (+½). 97 Active Points; total cost 55 points.

7) Variant Speedster Against Many: This version of the power is built as a naked Advantage for the speedster's STR rather than a separate Energy Blast. The value of the Area Of Effect depends on the character's STR; this version assumes the speedster has STR 20. Change to: Area Of Effect (16" Radius; +1¾) for up to 20 STR, Selective (+¼) (44 Active Points); Must Pass Through Intervening Space (-¼). Total cost: 35 points.

SPEEDSTER EXTINGUISHER

Effect: Suppress Fire Powers 6d6
Target: 9" Radius
Duration: Constant
Range: No Range
END Cost: 12
Speedster Tricks Roll Penalty: -12

Description: The speedster moves so rapidly around a fire or fire-using character that he creates a mini-vacuum, partly or wholly extinguishing the fires. At the GM's option, if the speedster maintains the effect long enough for the now-unburning fuel to cool down, for someone else to cool it down, or for conditions to otherwise change, the fire does not resume when the speedster stops maintaining the Suppress.

For fire powers possessed by characters, use the Active Points in the power to determine the effects of the Suppress. At the GM's option, separate fires caused by a character's power may also use this rule, instead of the one for natural fires.

For natural fires, if a fire fills one hex or less, use its Active Points (typically for an RKA, Continuous) to determine the effects of the Suppress (see pages 444-45 of the *HERO System 5th Edition, Revised* for suggested damage ranges for fires, or pages 71-74 of *Villainy Amok* for more advanced rules for fires). If it fills more than one hex, the character must extinguish it as a whole, unless he's willing to subject himself to damage by moving through the middle of the fire. To determine the Active Points for a multi-hex fire, apply an appropriate Advantage (Area Of Effect, typically) to the Powers used to create the fire.

Extinguishing a fire doesn't get rid of the smoke it generated, or reverse any effects it may already have caused (like heating an area or weakening the structure of a building).

Game Information: *Suppress Fire Powers 6d6, all Fire Powers simultaneously (+2), Area Of Effect (9" Radius; +1) (120 Active Points); Must Pass Through Intervening Space (-¼), No Range (-½), Restrainable (-¼). Total cost: 60 points.*

Options:

1) Strong Extinguishing: Increase to Suppress Fire Powers 8d6. 160 Active Points; total cost 80 points.

2) Weak Extinguishing: Decrease to Suppress Fire Powers 4d6. 80 Active Points; total cost 40 points.

3) Difficult Extinguishing: Add Requires A Speedster Tricks Roll (-½). Total cost: 48 points.

4) Not Quite So Difficult Extinguishing: Add Requires A Speedster Tricks Roll (-1 per 20 Active Points; -¼). Total cost: 53 points.

STEALING YOUR SPEED

Effect: Transfer Speedster Powers 2d6
Target: One character
Duration: Instant
Range: No Range
END Cost: 4
Speedster Tricks Roll Penalty: -4

Description: The character's control over his velocity and other aspects of hyper-fast movement makes it possible for him to temporarily weaken or remove another speedster's powers while simultaneously augmenting his own through clever maneuvering, manipulation of "Speed Zone forces," or the like.

Game Information: *Transfer Speedster Powers 2d6, Transfer from any one Speedster Power (+¼), Transfer to any one Speedster Power (+¼). Total cost: 45 points.*

Options:

1) Strong Stealing: Increase to Transfer Speedster Powers 3d6. Total cost: 67 points.

2) Weak Stealing: Decrease to Transfer Speedster Powers 1d6. Total cost: 22 points.

3) Skillful Stealing: Add Requires A Speedster Tricks Roll (-½). 45 Active Points; total cost 30 points.

4) Expanded Stealing I: The speedster can steal from and augment two speedster powers at once. Change both *Variable Effect* Advantages to any two Speedster Powers simultaneously (+½). Total cost: 60 points.

5) Expanded Stealing II: The speedster can steal from and augment four speedster powers at once. Change both *Variable Effect* Advantages to any four Speedster Powers simultaneously (+1). Total cost: 90 points.

6) Expanded Stealing III: The speedster can steal from and augment all speedster powers at once. Change both *Variable Effect* Advantages to all Speedster Powers simultaneously (+2). Total cost: 150 points.

SUPERSONIC THUNDERCLAP

Effect: Hearing Group Flash 8d6, Does Knockback
Target: 8" Radius Explosion
Duration: Instant
Range: No Range
END Cost: 5
Speedster Tricks Roll Penalty: -5

Description: The speedster claps faster than the speed of sound, creating supersonic shock waves that deafen and possibly even stagger all who can hear them. If he's Entangled, or someone Grabs him, he can't use the power because he can't swing his arms for the clap.

Game Information: *Hearing Group Flash 8d6, Explosion (-1d6/1"; +½), Hole In The Middle (the one hex the character is standing in when he uses the power; +¼), Does Knockback (+¼) (48 Active Points); Extra Time (Full Phase; -½), No Range (-½), Restrainable (-½). Total cost: 19 points.*

Options:

1) Louder Thunderclap: Increase to Hearing Group Flash 12d6. 72 Active Points; total cost 29 points.

2) Softer Thunderclap: Decrease to Hearing Group Flash 6d6. 60 Active Points; total cost 24 points.

3) Skillful Thunderclap: The character has to clap his hands together just right or this power doesn't work. Add Requires A Speedster Tricks Roll (-½). Total cost: 16 points.

4) Larger Thunderclap: Change to Explosion (-1d6/3"; +1). 60 Active Points; total cost 24 points.

SUPERSPEED ACCURACY

Effect: +10 OCV, Only When Moving At Noncombat Velocity
Target: Self
Duration: Constant
Range: Self
END Cost: 5
Speedster Tricks Roll Penalty: -5

Description: Under the standard *HERO System* rules, a character moving at Noncombat speeds is automatically at 0 OCV. Not so this character, who's practiced maintaining his accuracy even when he's not fully concentrating on finding targets.

The number of Combat Skill Levels chosen for this power represents a guideline. The character should buy as many CSLs as he wants to increase his OCV from 0 to what it would normally be based on his DEX and any Levels or other modifiers he typically applies.

If the GM allows a character to buy this power, he should modify the standard rules for calculating OCV. In this case, these Combat Skill Levels (and only these) apply *last,* after the reduction of OCV to 0 for moving at Noncombat speed. Otherwise the last step on the OCV Checklist would render these Levels useless. However, the GM may, in his discretion, wait to apply any OCV penalties for the Combat/Martial Maneuver used last, after these Levels.

Speedsters who buy this power may also want to consider *Too Fast To Hit* in the "Defensive Powers" section or the *Superspeed Warrior* option listed below.

Game Information: *+10 with HTH Combat (50 Active Points); Costs Endurance (-½), Only When Moving At Noncombat Velocity (-¼), Can Only Be Used To Increase OCV (-¼). Total cost: 25 points.*

Options:

1) Greater Accuracy: Increase to +12 with HTH Combat. 60 Active Points; total cost 30 points.

2) Lesser Accuracy: Decrease to +8 with HTH Combat. 40 Active Points; total cost 20 points.

3) Skillful Accuracy: Add Requires A Speedster Tricks Roll (-½). Total cost: 20 points.

4) Expanded Accuracy: The character's accuracy applies to all attacks, not just HTH Combat. Change to +10 with All Combat. 80 Active Points; total cost 40 points.

5) Superspeed Warrior: The CSLs the character buys can affect his OCV or DCV, as he chooses. Remove Can Only Be Used To Increase OCV (-¼). Total cost: 29 points.

SUPERSPEED COVERAGE

Effect: Invisible Power Effects (+1), Only For Covering
Target: Self
Duration: Constant
Range: Self
END Cost: 6
Speedster Tricks Roll Penalty: -9

Description: The *Cover* Combat Maneuver has one big drawback: the Covered character can automatically tell that the person Covering him has hostile intentions toward him. A character with this ability doesn't have to worry about that. He's so fast he can Cover people nearly any time and they don't have any idea he can hit them at will.

In game terms, this ability is bought as Invisible Power Effects for the character's DEX. If necessary, recalculate the cost to reflect the character's exact DEX.

Game Information: *Invisible Power Effects (fully invisible; +1) for up to DEX 30 (90 Active Points); Only For Covering (-1). Total cost: 45 points.*

Options:

1) Strong Coverage: Increase to DEX 35. 105 Active Points; total cost 52 points.

2) Weak Coverage: Decrease to DEX 25. 75 Active Points; total cost 37 points.

3) Skillful Coverage: Add Requires A Speedster Tricks Roll (-½). Total cost: 36 points.

SWEEPING UP

Effect: +10 OCV with Sweep
Target: Self
Duration: Constant
Range: Self
END Cost: 3
Speedster Tricks Roll Penalty: -3

Description: By applying his super-speed, the character can easily hit several targets, or hit one target with multiple attacks.

Game Information: *+10 OCV with Sweep (50 Active Points); Costs Endurance (-½), Only To Counteract Sweep OCV Penalties (-0). Total cost: 33 points.*

Options:

1) Improved Multi-Targeting: Increase to +16 OCV with Sweep. 80 Active Points; total cost 53 points.

2) Lesser Multi-Targeting: Decrease to +4 OCV with Sweep. 20 Active Points; total cost 13 points.

3) Ranged Multi-Targeting: The power applies to ranged attacks instead of hand-to-hand attacks. Change to +10 OCV with Rapid Fire. 50 Active Points; total cost 33 points.

TORNADO COUNTERACTION

Effect: Dispel Energy Blast 30d6, Limited Special Effect (tornadoes)
Target: One tornado
Duration: Instant
Range: No Range
END Cost: 9
Speedster Tricks Roll Penalty: -9

Description: By moving around a tornado or cyclone in the opposite direction that the funnel itself moves, a speedster can disrupt it and bring its destructive rampage to a halt. Unfortunately, this requires him to get right next to the funnel, which may expose him to dangers like thrown objects.

This power assumes tornadoes and the like are built as Energy Blasts with Area Of Effect. If you build them differently in your campaign, alter this power appropriately.

Game Information: *Dispel Energy Blast 30d6 (90 Active Points); Limited Special Effect (tornadoes, cyclones, waterspouts, and the like; -1), No Range (-½). Total cost: 36 points.*

Options:

1) Strong Counteraction: Increase to Dispel Energy Blast 40d6. 120 Active Points; total cost 48 points.

2) Weak Counteraction: Decrease to Dispel Energy Blast 20d6. 60 Active Points; total cost 24 points.

3) Skillful Counteraction: Add Requires A Speedster Tricks Roll (-½). Total cost: 30 points.

4) Variant Counteraction: Even if he can't completely get rid of a tornado, the speedster can at least weaken it temporarily. Change to Drain Energy Blast 9d6 and remove No Range (-½). 90 Active Points; total cost 45 points.



TORNADO TRAP

Effect: Entangle 5d6, 5 DEF, Can Be Dispelled, Lockout (must be maintained)
Target: One character
Duration: Instant (see text)
Range: No Range
END Cost: 5
Speedster Tricks Roll Penalty: -5

Description: The speedster runs around someone so fast that he creates a "mini-tornado" that lifts the victim off the ground slightly and keeps him from moving or acting until he can break free. The speedster must use a Half Phase Action each Phase to keep the Entangle in place; if he fails to do so, the victim becomes free immediately.

Game Information: *Entangle 5d6, 5 DEF (50 Active Points); Can Be Dispelled (-¼), Lockout (character must use a Half Phase Action each Phase to keep Entangle in place; -½), Must Pass Through Intervening Space (-¼), No Range (-½). Total cost: 20 points.*

Options:

1) Strong Trap: Increase to Entangle 6d6, 6 DEF. 60 Active Points; total cost 24 points.

2) Weak Trap: Decrease to Entangle 4d6, 4 DEF. 40 Active Points; total cost 16 points.

3) Skillful Trap: Add Requires A Speedster Tricks Roll (-½). Total cost: 17 points.

4) Dizzying Trap: The Entangled character also becomes weak and nauseous due to being spun around so quickly. Add Dizzying Spin II (see above) as a Linked attack. 50 + 60 = 110 Active Points; total cost 20 + 34 = 54 points.

TREMOR BEAT

Effect: Change Environment (create tremors), -4 to DEX Rolls
Target: 8" Radius
Duration: Constant
Range: No Range
END Cost: 4
Speedster Tricks Roll Penalty: -4

Description: The character stomps his feet or pounds his fists on the ground at super-fast speed, causing the 8" area around him to shake with tremors. Anyone standing or moving in the area has to make a DEX Roll (or, at the GM's option, a Breakfall roll at +2) each Phase to keep their footing. The speedster cannot move from the central hex if he wants to maintain the effect; as soon as he moves (or is involuntarily moved, such as being Knocked Back), the tremors stop.

Game Information: *Change Environment 8" radius (create tremors), -4 to DEX Rolls to stand on/move over the ground, Personal Immunity (+¼) (36 Active Points); No Range (-½), Lockout (character cannot move from central hex of area as long as he wants to maintain the tremor effect; -½), Only Affects Characters Who Are Moving/Standing On The Ground (-¼). Total cost: 16 points.*

Options:

1) Stronger Tremors: Increase to 16" radius. 42 Active Points; total cost 19 points.

2) Weaker Tremors: Decrease to 4" radius. 30 Active Points; total cost 13 points.

3) Easy Tremors: The speedster's so skilled at creating tremors that doing so doesn't tire him out at all. Add Reduced Endurance (0 END; +½). 51 Active Points; total cost 23 points.

VACUUM ATTACK

Effect: Energy Blast 6d6, NND
Target: One character
Duration: Instant
Range: No Range
END Cost: 6
Speedster Tricks Roll Penalty: -6

Description: The speedster runs around a target so quickly that he sucks all the air out of the area and the target's lungs, causing the target to pass out from lack of oxygen.

Characters who buy this ability should also consider buying *Speedster Extinguisher* (see above) in a Multipower with Vacuum Attack, since they're essentially two different applications of the same ability.

Game Information: *Energy Blast 6d6, NND (defense is Life Support [Self-Contained Breathing]; +1) (60 Active Points); Must Pass Through Intervening Space (-¼), No Range (-½). Total cost: 34 points.*

Options:

1) Strong Power: Increase to Energy Blast 8d6. 80 Active Points; total cost 46 points.

2) Weak Power: Decrease to Energy Blast 4d6. 40 Active Points; total cost 23 points.

3) Skillful Power: Add Requires A Speedster Tricks Roll (-½). Total cost: 27 points.

4) Lasting Vacuum: As long as the speedster keeps moving around the target, he keeps air from getting to him, so that even the strongest person will eventually pass out. Decrease to Energy Blast 4d6 and add Continuous (+1). 60 Active Points; total cost 34 points.

5) Large Vacuum: The speedster can affect several persons at once with this power. Decrease to Energy Blast 4d6 and add Area Of Effect (One Hex Doubled; +¾) and Personal Immunity (+¼). 60 Active Points; total cost 34 points.

VELOCITY AUGMENTATION ENHANCEMENT

Effect: HA +5d6, Only With Velocity-Enhanced Combat/Martial Maneuvers
Target: One character
Duration: Instant
Range: Touch
END Cost: 2
Speedster Tricks Roll Penalty: -2

Description: Several Combat/Martial Maneuvers that speedsters favor, such as Move By, Move Through, and Passing Strike, add damage from velocity — one-third or one-fifth of the speedster's velocity in extra dice of Normal Damage. For some speedsters, that just may not be enough to represent their skill with such attacks. They buy extra dice of damage to, in effect, increase the divisor to vel/4, vel/2, or even vel/1. (This example adds +5d6, but the character should buy however many dice he needs to achieve the divisor he wants.)

Game Information: *HA +5d6 (25 Active Points); Hand-To-Hand Attack (-½), Only With Velocity-Augmented Combat/Martial Maneuvers (-½). Total cost: 12 points.*

Options:

1) Strong Enhancement: Increase to HA +6d6. 30 Active Points; total cost 15 points.

2) Weak Enhancement: Decrease to HA +4d6. 20 Active Points; total cost 10 points.

3) Skillful Enhancement: Add Requires A Speedster Tricks Roll (-½). Total cost: 10 points.

THE WHEELS HAVE JUST COME OFF THE WAGON

Effect: Major Transform 8d6 (wheeled vehicle to vehicle without wheels)
Target: One vehicle
Duration: Instant
Range: Touch
END Cost: 18
Speedster Tricks Roll Penalty: -18

Description: A speedster with this ability is so fast that he can run up to a moving vehicle and take its wheels off as they're turning! The vehicle quickly skids to a halt, possibly injuring the people inside it due to the sudden deceleration.

Game Information: *Major Transform 8d6 (wheeled vehicle to vehicle without wheels, heals back by having the wheels replaced), Partial Transform (vehicle loses a fraction of its movement for each wheel removed; +½) (180 Active Points); No Range (-½), Limited Target (wheeled vehicles; -1). Total cost: 72 points.*

Options:

1) Strong Unwheeling: Increase to Major Transform 10d6. 225 Active Points; total cost 90 points.

2) Weak Unwheeling: Decrease to Major Transform 6d6. 135 Active Points; total cost 54 points.

3) Skillful Unwheeling: Add Requires A Speedster Tricks Roll (-1 per 20 Active Points; -¼). Total cost: 60 points.

WHIRLWIND ARMS

Effect: Energy Blast 8d6, Double Knockback
Target: One character
Duration: Instant
Range: 5"
END Cost: 7
Speedster Tricks Roll Penalty: -7

Description: The character spins his arms (or one arm) so fast that it creates a blast of air powerful enough to knock a nearby target head over heels.

Game Information: *Energy Blast 8d6, Double Knockback (+¾) (70 Active Points); Limited Range (5"; -¼). Total cost: 56 points.*

Options:

1) Strong Arms: Increase to Energy Blast 10d6. 87 Active Points; total cost 70 points.

2) Weak Arms: Decrease to Energy Blast 6d6. 52 Active Points; total cost 42 points.

3) Ongoing Whirlwind: The character can keep up the whirlwind effect as long as he needs to. Decrease to Energy Blast 6d6 and add Continuous (+1). 82 Active Points; total cost 66 points.

4) Cone Whirlwind: The whirlwind can affect everyone near the character. Add Area Of Effect (9" Cone; +1) and change Limited Range (-¼) to No Range (-½). 110 Active Points; total cost 73 points.

WHITTLE DOWN

Effect: HKA 3d6, No STR Bonus, Only Versus Inanimate Objects
Target: One inanimate object
Duration: Instant
Range: No Range
END Cost: 4
Speedster Tricks Roll Penalty: -4

Description: Using only his hands, or if one's available a knife or similar tool, in the blink of an eye the speedster can whittle an unliving, inanimate object down to little chips and pieces, or completely take it apart into its tiniest components. Often the leftover fragments are useful for other powers, such as Hyperthrowing.

Game Information: *HKA 3d6 (45 Active Points); No STR Bonus (-½), Only Versus Inanimate Objects (see text; -½). Total cost: 22 points.*

Options:

1) Strong Whittling: Increase to HKA 4d6. 60 Active Points; total cost 30 points.

2) Weak Whittling: Decrease to HKA 2d6. 30 Active Points; total cost 15 points.

3) Skillful Whittling: Add Requires A Speedster Tricks Roll (-½). Total cost: 18 points.

DEFENSIVE POWERS

AFTERIMAGES

Effect: +8 DCV, Activation Roll 13-
Target: Self
Duration: Constant
Range: Self
END Cost: 4
Speedster Tricks Roll Penalty: -4

Description: The character runs or flies so quickly that he leaves visible afterimages of himself. The afterimages, combined with the character's speed, makes it difficult to determine where he really is, and thus to hit him with an attack. The afterimages have no effect on characters with Targeting Senses other than Sight that detect physical objects (such as Active Sonar, Radar, and Spatial Awareness), since the images aren't physical in any way.

Game Information: *+8 DCV (40 Active Points); Activation Roll 13- (-¾), Costs Endurance (-½), Do Not Apply Against Attackers With Physical Targeting Senses (see text; -¼). Total cost: 16 points.*

Options:

1) Velocity Mirror Images: This ability uses Images to accomplish much the same effect, though the speedster won't get any protection if someone succeeds with a PER Roll to see which one is really him. If the speedster has access to different sets of clothing and the like, the GM may even waive the *Set Effect* Limitation and let him create Images that don't necessarily look exactly like him. Change to: Sight and Hearing Group Images, -5 to PER Rolls, Increased Size (4" radius; +½) (45 Active Points); Set Effect (-1), No Range (-½). Total cost: 18 points.

2) Variant Velocity Mirror Images: This form of the power uses Area Of Effect (Trail); the speedster can create up to one image per 1" traveled through. Change to: Sight and Hearing Group Images, -5 to PER Rolls, Area Of Effect (Trail; +1) (60 Active Points); Set Effect (-1). Total cost: 30 points.

AIR SHIELD

Effect: Armor (6 PD/6 ED), Only When Moving
Target: Self
Duration: Constant
Range: Self
END Cost: 0
Speedster Tricks Roll Penalty: -2

Description: The speedster's ultra-fast movement causes a "shield" or "cushion" of air to form around him as he moves. (For swimming characters, this might be a shield of water instead.) The shield is so thick and strong it can deflect, or reduce the impact of, attacks.

Game Information: *Armor (6 PD/6 ED) (18 Active Points); Only When Moving (-¼). Total cost: 14 points.*

Options:

1) Strong Shield: Increase to Armor (8 PD/8 ED). 24 Active Points; total cost 19 points.

2) Weak Shield: Decrease to Armor (4 PD/4 ED). 12 Active Points; total cost 10 points.

3) Variant Shield: The character's shield becomes weaker if he doesn't move at full velocity. Change Only When Moving to Linked (to Running; -½). Total cost: 12 points.

ANTI-FRICTION PROTECTION

Effect: Damage Resistance (10 PD/20 ED), Only When Moving
Target: Self
Duration: Constant
Range: Self
END Cost: 0
Speedster Tricks Roll Penalty: N/A

Description: Given the speeds the character moves at, friction can become a serious problem. To compensate, his body has special defenses. It may be that his speed involves harnessing the energy of the atoms in his body, so that it hardens his skin or creates a protective field around him. Or maybe he generates a field of semi-solidified air around himself as he moves. Or perhaps whatever gave him speedster powers also made him tougher than normal humans when he's running. In any event, the power protects him not only against the effects of the friction he generates, but outside attacks as well — but it only applies when he's moving (he must make at least a 1" Half Move in each Phase to keep the power active).

Game Information: *Damage Resistance (10 PD/20 ED) (15 Active Points); Only When Moving (-¼). Total cost: 12 points.*

Options:

1) Anti-Friction Protection Variant I: Change to Armor (8 PD/10 ED). 27 Active Points; total cost 22 points.

2) Anti-Friction Protection Variant II: Change to Force Field (8 PD/10 ED), Reduced Endurance (0 END; +½). 27 Active Points; total cost 22 points.

CAN'T HIT ME

Effect: Desolidification, Only To Protect Against Damage, Character Must Move At Noncombat Velocities
Target: Self
Duration: Constant
Range: Self
END Cost: 4
Speedster Tricks Roll Penalty: -4

Description: The character moves so fast that, when he's at his maximum rate of movement, it's simply impossible to hit him with most attacks. But area-affecting attacks, even ones that don't necessarily hit him dead-on, can still hurt him.

Game Information: *Desolidification (affected by any area-affecting attack that hits the character or that misses him by less than the radius in inches of the area) (40 Active Points); Only To Protect Against Damage (-½), Only Works If Character Moves At Noncombat Velocities (-½). Total cost: 20 points.*

DODGING BULLETS

Effect: +8 DCV
Target: Self
Duration: Constant
Range: Self
END Cost: 4
Speedster Tricks Roll Penalty: -4

Description: The character moves so fast he can dodge bullets, energy bolts, and just about anything else his enemies attack him with.

Game Information: *+8 DCV (40 Active Points); Costs Endurance (-½). Total cost: 27 points.*

Options:

1) Dodging Bullets With Ease: Increase to +12 DCV. 60 Active Points; total cost 40 points.

2) Dodging Bullets With Difficulty: Decrease to +5 DCV. 25 Active Points; total cost 17 points.

EXPLOSION CONTAINMENT

Effect: Force Wall (12 PD/12 ED; 30" long), Only To Contain Explosions
Target: One explosion
Duration: Instant
Range: No Range
END Cost: 12
Speedster Tricks Roll Penalty: -6

Description: Just as an explosion takes place, the speedster runs around it at hypervelocity, creating an "inverse pressure wave" that contains it and keeps it from spreading.

In game terms, this is a "defensive ability" the speedster can Abort to, though it has No Range so he has to be within the area affected by the attack to use it (or the GM has to allow him to move up to it). Furthermore, he has to move through the intervening space (*i.e.,* run along the path where he wants to "erect" the Force Wall). The Force Wall must be long enough to contain the entire area affected within its 30", or else the power fails to work at all (though the GM might rule that it "channels" the direction of the

explosion). The attack may still be powerful enough to break down the Force Wall, but at least in that case the speedster's efforts have weakened it considerably (*i.e.,* the Force Wall's defenses apply to reduce the damage it causes). The GM determines what constitutes an "explosion" for purposes of this power; damaging Areas Of Effect and Explosions qualify.

Game Information: *Force Wall (12 PD/12 ED; 30" long) (118 Active Points); Only To Contain Explosions (see text; -2), Must Pass Through Intervening Space (must move along path of FW; -¼), No Range (-½), Instant (-½), Requires A Speedster Tricks Roll (-1 per 20 Active Points; -¼), Restricted Shape (circular, to contain explosions; -¼). Total cost: 25 points.*

Options:

1) Strong Containment: Increase to Force Wall (14 PD/14 ED). 128 Active Points; total cost 27 points.

2) Weak Containment: Decrease to Force Wall (8 PD/8 ED). 98 Active Points; total cost 21 points.

3) Larger Containment: Increase to 40" long. 138 Active Points; total cost 29 points.

HYPER-METABOLISM

Effect: Life Support (Immunity to Temporary Chemical Agents)
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Speedster Tricks Roll Penalty: N/A

Description: The speedster's metabolism works so quickly that it "burns out" the effects of non-permanent chemicals (and perhaps some diseases) before the speedster's even aware of them — alchohol, knockout gases and other anaesthetic agents, neutralizing agents, and most minor viri and infections. It has no effect against deadly chemical and biowarfare agents.

Game Information: *Life Support (Immunity to Temporary Chemical Agents). Total cost: 10 points.*

HYPER-MIND

Effect: Mental Defense (10 points + (EGO/5))
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Speedster Tricks Roll Penalty: N/A

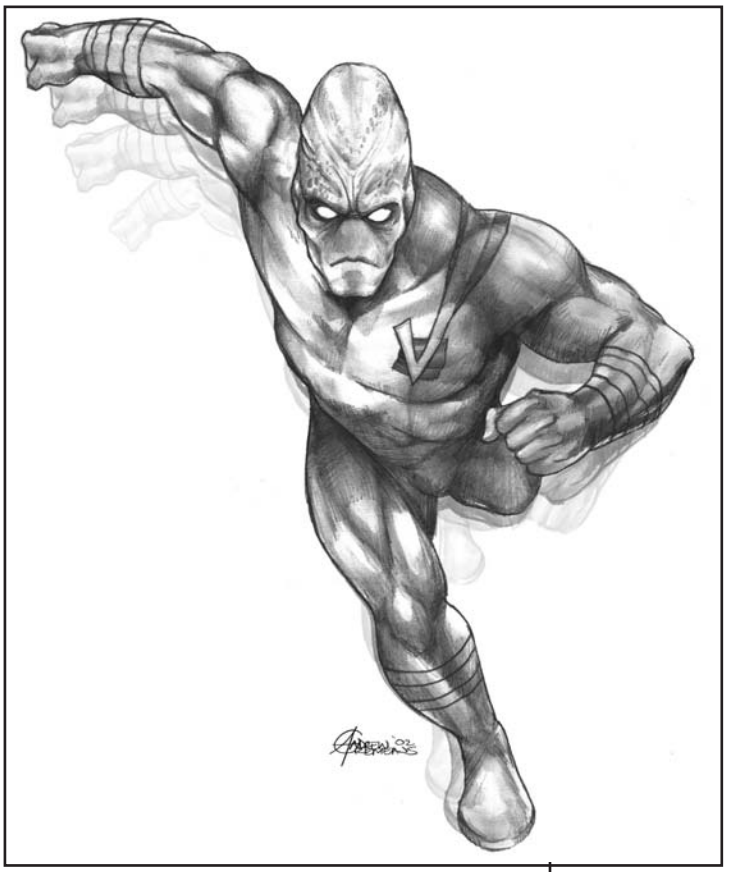
Description: The speedster's mind is as hyper-accelerated as his body, making it difficult for even a mentalist to "grasp" or "assault" it.

Game Information: *Mental Defense (10 points + (EGO/5)). Total cost: 10 points.*

Options:

1) Strong Hyper-Mind: Increase to Mental Defense (15 points + (EGO/5)). Total cost: 15 points.

2) Weak Hyper-Mind: Decrease to Mental Defense (5 points + (EGO/5)). Total cost: 5 points.



IMPACT RESISTANCE

Effect: +20 PD, Only For Move Bys/Throughs
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Speedster Tricks Roll Penalty: N/A

Description: The character is so used to, or so well adapted for, running into people and things that he suffers less effect from collisions, whether they're accidental, unexpected, or deliberate. This includes the damage the character suffers from Move Bys/Move Throughs he performs.

Game Information: *+20 PD (20 Active Points); Only Protects Against Damage From Collissions (-½). Total cost: 13 points.*

Options:

1) Rhino Tough: Increase to +30 PD. 30 Active Points; total cost 20 points.

2) Less Resistant: Decrease to +10 PD. 10 Active Points; total cost 7 points.

3) Impact Resistance Variant: Change to Physical Damage Reduction, Normal, 50%. 20 Active Points; total cost 13 points.

4) Controlled Impact Resistance: The character doesn't have any extra protection from accidental collisions or attacks made against him that involve collisions, but he can resist the impact of collisions he initiates (*i.e.,* Move Bys/Throughs he performs) with ease. Change the Limitation to Only Protects Against Damage From Move Bys/Throughs The Character Performs (-1). Total cost: 10 points.

NO SKIDDING

Effect: Clinging,Only To Prevent Skids
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Speedster Tricks Roll Penalty: -1

Description: Even when he really loses control, the character keeps his footing and doesn't go into a skid — he always gets his feet back underneath him and keep on going. (See page 220 for rules about Uncontrolled movement and skids, and *Keeping My Footing,* below, for a similar power.)

Game Information: *Clinging (normal STR) (10 Active Points); Only To Prevent Skids (-2). Total cost: 3 points.*

OUTRUNNING THE BLAST

Effect: +10 to DEX Rolls, Only With Dive For Cover Rolls; +6 DCV, Only When Diving For Cover
Target: Self
Duration: Constant
Range: Self
END Cost: 3/3
Speedster Tricks Roll Penalty: -3/-3

Description: The character is so fast he can get away from explosions even as they're happening!

In game terms, this ability consists of bonuses to the DEX Roll for Diving For Cover, and a DCV bonus that only works when Diving For Cover. The halving effect for being prone still applies to the DCV Levels. Even if the Levels are enough to keep the character's DCV the same as usual, he's still considered "prone" and must comply with all other rules pertaining to Dive For Cover.

Game Information:

Cost	Power
12	*Outrunning The Blast I:* +10 to DEX Rolls (30 Active Points); Only With Dive For Cover Rolls (-1), Costs Endurance (-½)
12	*Outrunning The Blast II:* +6 DCV (30 Active Points); Only When Diving For Cover (-1), Costs Endurance (-½)

Total cost: 24 points.

Options:

1) Strong Outrunning: Increase to +15 to DEX Rolls and +9 DCV. 45 + 45 = 90 Active Points; total cost 18 + 18 = 36 points.

2) Weak Outrunning: Decrease to +5 DEX and +3 DCV. 15 + 15 = 30 Active Points; total cost 6 + 6 = 12 points.

3) Skillful Outrunning: Add Requires A Speedster Tricks Roll (-½) to both powers. Total cost 10 + 10 = 20 points.

PERSONAL MOLECULAR CONTROL

Effect: Power Defense (10 points)
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Speedster Tricks Roll Penalty: N/A

Description: The speedster's powers give him a heightened degree of control over his body, make its molecules more durable or faster-moving, or the like. The end result is that he's more resistant to negative Adjustment Powers, Transforms, and similar attacks. (Alternatively, the special effect could be "the character's hyper-accelerated metabolism "burns through" the effects of negative Adjustment Powers more quickly than normal.")

Game Information: *Power Defense (10 points). Total cost: 10 points.*

Options:

1) Strong Molecular Control: Increase to Power Defense (15 points). Total cost: 15 points.

2) Weak Molecular Control: Decrease to Power Defense (5 points). Total cost: 5 points.

RAPID HEALING

Effect: Healing 4d6 Regeneration
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Speedster Tricks Roll Penalty: N/A

Description: The character's super-fast metabolism heals itself at incredible speeds. See *Speedster Healing,* below, for a similar ability.

Game Information: *Healing BODY 4d6 (Regeneration, 4 BODY per Turn), Reduced Endurance (0 END; +½), Persistent (+½) (80 Active Points); Self Only (-½), Extra Time (1 Turn; -1¼). Total cost: 29 points.*

Options:

1) Faster Healing: Increase to Healing 5d6. 100 Active Points; total cost 36 points.

2) Slower Healing: Decrease to Healing 2d6. 40 Active Points; total cost 14 points.



REFLEXIVE GAZE AVERSION

Effect: Sight Group Flash Defense (10 points), Requires A PER Roll
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Speedster Tricks Roll Penalty: -1

Description: The speedster's heightened reflexes allow him to turn his head away or shut his eyes just in time to protect himself from Sight Group Flash attacks. At the GM's option, a similar special effect could be used to justify buying other forms of Flash Defense.

Game Information: *Sight Group Flash Defense (10 points) (10 Active Points); Requires A PER Roll (assumes a PER Roll of 12- or 13-; -¾). Total cost: 6 points.*

Options:

1) Greater Aversion: Increase to Sight Group Flash Defense (20 points). 20 Active Points; total cost 11 points.

2) Lesser Aversion: Decrease to Sight Group Flash Defense (5 points). 5 Active Points; total cost 3 points.

SLOW MISSILES

Effect: Missile Deflection (all physical missiles)
Target: Self
Duration: Constant
Range: Self
END Cost: 1
Speedster Tricks Roll Penalty: -1

Description: The character moves and perceives so fast that he can accelerate himself into a super-speed mode in which even the fastest bullets seem to move as slow as snails. Then he just bats them harmlessly out of the air or catches them.

Game Information: *Missile Deflection (all physical missiles) (15 Active Points); Costs Endurance (-½). Total cost: 10 points.*

Options:

1) Faster Than Lasers: The speedster can move so fast that he can even get out of the way of energy beams before they hit him. Increase to all Ranged Attacks. 20 Active Points; total cost 13 points.

2) I Can Protect My Friends, Too: When necessary, the speedster can move into position to protect his friends from missiles, Deflect the attack, and then move back to where he was before anyone even realizes he moved. Character also buys as a naked Advantage *Ranged* (+1) (15 Active Points); Must Pass Through Intervening Space (-¼). Total cost 12 points; total cost of overall power 22 points.

3) Hand Gun: The character can capture the missiles and then fling them at other characters at hyper-velocity. Alternately, he may "windmill" his arms to create a stiff wind that blows the attacks at other targets. Add Reflection (any target). 45 Active Points; total cost 30 points.

4) Redirected Aim: The speedster can run up to an attacker, redirect his aim, and then return to his starting point in the blink of an eye. The unwitting attacker ends up firing his attack at someone other than his intended target! Change to: Missile Deflection and Reflection (all Ranged Attacks, any target) (50 Active Points); Costs Endurance (-½) (total cost: 33 points) **plus** the naked Advantage *Ranged* (+1) for Deflection (20 Active Points); Must Pass Through Intervening Space (-¼) (total cost: 16 points). Total cost of overall power: 49 points.

SPEEDSTER HEALING

Effect: Healing 4d6, any one Characteristic at a time
Target: Self
Duration: Instant
Range: Self
END Cost: 5
Speedster Tricks Roll Penalty: N/A

Description: If the character concentrates on his hyperaccelerated metabolism he can heal injuries, flush poisons out of his system, or cure illnesses he's suffering from far faster than normal.

Game Information: *Healing 4d6, any one Characteristic at a time (+¼) (50 Active Points); Self Only (-½). Total cost: 33 points.*

Options:

1) Faster Healing: Increase to Healing 5d6. 62 Active Points; total cost 41 points.

2) Slower Healing: Decrease to Healing 3d6. 37 Active Points; total cost 25 points.

3) Skillful Healing: Add Requires A Speedster Tricks Roll (-½). Total cost: 25 points.

SPEED TRAP

Effect: Telekinesis (40 STR), Only To Stop Falling Items
Target: One character
Duration: Instant
Range: No Range
END Cost: 6
Speedster Tricks Roll Penalty: -6

Description: The character runs around in a tight circle which creates a cushion of air beneath a falling object.

Game Information: *Telekinesis (40 STR) (60 Active Points); No Range (-½), Only To Catch Falling Items/Persons (-1). Total cost: 24 points.*

Options:

1) Strong Trap: Increase To Telekinesis (50 STR). 75 Active Points; Total cost 30 points.

2) Weak Trap: Decrease To Telekinesis (30 STR). 45 Active Points; Total cost 18 points.

3) I Can Catch 'Em All: The character can create a much larger air cushion. Add Area Of Effect (6" Radius; +1). 120 Active Points; total cost 48 points.

SUPERSONIC EARS

Effect: Hearing Group Flash Defense (10 points)
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Speedster Tricks Roll Penalty: N/A

Description: Because the character exceeds the speed of sound so often, he's gotten used to the sonic booms and can ignore the effect they might otherwise have on his hearing.

Game Information: *Hearing Group Flash Defense (10 points). Total cost: 10 points.*

Options:

1) Stronger Ears: Increase to Hearing Group Flash Defense (15 points). Total cost: 15 points.

2) Weaker Ears: Decrease to Hearing Group Flash Defense (5 points). Total cost: 10 points.

SUPERSPEED PROTECTION

Effect: Damage Resistance (6 PD), Only Works Against Attacks That Derive Damage From Velocity
Target: Self
Duration: Constant
Range: Self
END Cost: 1
Speedster Tricks Roll Penalty: -1

Description: Many types of physical attacks, such as bullets, depend in part on their velocity to inflict damage on the target — the energy imparted to the weapon propels it toward the target, and when it impacts the target (who's moving slowly compared to the missile) it delivers all that energy to him. Since a speedster moves at tremendous velocities himself, the relative velocity difference between himself and the weapon is much smaller, so it can't hurt him as much. Of course, this only applies if the speedster's moving when he's hit, and the GM determines whether the defense applies to a particular attack.

Game Information: *Damage Resistance (6 PD) (3 Active Points); Cost Endurance (-½), Only When Moving (-¼), Only Works Against Attacks That Derive Damage From Velocity (-½). Total cost: 1 point.*

Options:

1) Strong Protection: Increase to Damage Resistance (8 PD). 4 Active Points; total cost 2 points.

2) Weak Protection: Decrease to Damage Resistance (4 PD). 2 Active Points; total cost 1 point.

TOO FAST TO HIT

Effect: +10 DCV, Only When Moving At Noncombat Velocity
Target: Self
Duration: Constant
Range: Self
END Cost: 5
Speedster Tricks Roll Penalty: -5

Description: Under the standard *HERO System* rules, a character moving at Noncombat speeds is automatically at ½ DCV. Not so this character, who's practiced remaining alert for attackers even when he's at top velocity.

The number of Combat Skill Levels chosen for this power represents a guideline. The character should buy as many CSLs as he wants to increase his DCV from half to what it would normally be based on his DEX and any Levels or other modifiers he typically applies.

If the GM allows a character to buy this power, he should consider modifying the standard rules for calculating DCV. In this case, these Combat Skill Levels (and only these) apply *last,* after the halving of DCV for moving at Noncombat speed. Otherwise the last step on the DCV Checklist will make this a very expensive power, since it will halve the effectiveness of the purchased Levels. However, the GM may, in his discretion, wait to apply any DCV penalties for the Combat/Martial Maneuver used last, after these Levels.

Speedsters who buy this power may also want to consider *Superspeed Accuracy* in the "Offensive Powers" section.

Game Information: +10 DCV (50 Active Points); Costs Endurance (-½), Only When Moving At Noncombat Velocity (-¼). Total cost: 29 points.

Options:

1) Greater Defense: Increase to +12 DCV. 60 Active Points; total cost 34 points.

2) Lesser Defense: Decrease to +8 DCV. 40 Active Points; total cost 23 points.

3) Skillful Defense: Add Requires A Speedster Tricks Roll (-½). Total cost: 22 points.

WAVEBREAKER

Effect: Force Wall (12 PD; 30" long), Only To Contain Large Physical Effects
Target: One physical phenomena, such as a tidal wave
Duration: Instant
Range: No Range
END Cost: 12
Speedster Tricks Roll Penalty: -6

Description: When he needs to stop or weaken large physical phenomena, such as a tidal wave, the speedster runs along its length at hypervelocity, creating a "pressure wave" that does the trick.

In game terms, this is a "defensive ability" a speedster can Abort to, though it has No Range and the speedster must move through the intervening space — in other words, he has to run along the straight line of hexes where he wants to "erect" the Force Wall (the GM should allow this as part of the Aborting, even if he makes the speedster return to his starting hex after he's used the power). If the Force Wall's not long enough to counteract the entire physical phenomenon, the Wall may be less effective (or completely ineffective), at the GM's discretion. The phenomenon may still be powerful enough to break down the Force Wall, but at least in that case the speedster's efforts have weakened it considerably (*i.e.,* the Force Wall's defenses apply to reduce the damage it causes).

Game Information: *Force Wall (12 PD; 30" long) (88 Active Points); Only To Stop Large Physical Phenomena (see text; -2), Must Pass Through Intervening Space (must move along path of FW; -¼), No Range (-½), Instant (-½), Requires A Speedster Tricks Roll (-1 per 20 Active Points; -¼), Restricted Shape (line only; -¼). Total cost: 18 points.*

Options:

1) Strong Wavebreaker: Increase to Force Wall (14 PD). 93 Active Points; total cost 20 points.

2) Weak Wavebreaker: Decrease to Force Wall (8 PD). 78 Active Points; total cost 16 points.

3) Larger Wavebreaker: Increase to 40" long. 108 Active Points; total cost 23 points.

MOVEMENT POWERS

In addition to the Basic Powers described above, here are some other movement abilities appropriate for speedsters.

AIR PLATFORM

Effect: Gliding 10", Ground Gliding
Target: Self
Duration: Constant
Range: Self
END Cost: 1
Speedster Tricks Roll Penalty: -1

Description: The speedster drums his feet in such a way as to create a cushion of compressed air that lets him move along the ground without actually having to touch it — a useful trick if the ground becomes dangerous (*e.g.,* it's quicksand, or a wizard transforms it to lava), the speedster doesn't want to set off seismic motion detectors, or the like).

Game Information: *Gliding 10" (10 Active Points); Costs Endurance (-½), Ground Gliding (-¼). Total cost: 6 points.*

Options:

1) Swift Air Platform: Increase to Gliding 15". 15 Active Points; total cost 9 points.

2) Slow Air Platform: Decrease to Gliding 5". 5 Active Points; total cost 3 points.

3) Skillful Air Platform: Add Requires A Speedster Tricks Roll (-½). Total cost: 4 points.

ALTERNATE DESTINATION

Effect: Running 10", Trigger
Target: Self
Duration: Constant
Range: Self
END Cost: 2
Speedster Tricks Roll Penalty: -2

Description: Some speedster powers, such as High-Speed Searching or The Fist Is Quicker Than The Eye, define as part of their special effect that the character moves to his target, attacks, and then moves back to the hex he started in. A speedster with this power can, after using such a power, move up to 10" away from the hex he started in. Note that the inches of Running Alternate Destination is bought with don't add to the character's base 6" or any other inches he's bought; they're a discrete power that functions on their own.

Game Information: *Running 10", Trigger (whenever he wants to after using a speedster power that requires him to return to his starting hex, activating Trigger takes no time, resetting Trigger is a Zero Phase Action; +¾). Total cost: 35 points.*

Options:

1) Farther Destination: Increase to Running 20". Total cost: 70 points.

2) Closer Destination: Decrease to Running 5". Total cost: 17 points.

3) Skillful Destination: Add Requires A Speedster Tricks Roll (-½). Total cost: 23 points.

4) Tiring Destination: Using this power takes a lot out of the speedster. Add Increased Endurance Cost (x5 END; -2). Total cost: 12 points.

I TUNNEL WELL

Effect: Tunneling 5" through 5 DEF materials; OIF (shovel), Limited Medium (earth and soil)
Target: Self
Duration: Constant
Range: Self
END Cost: 2
Speedster Tricks Roll Penalty: -2

Description: Give the speedster a shovel and he can put his super-speed to use digging holes and tunnels.

Game Information: *Tunneling 5" through 5 DEF materials (25 Active Points); OIF (shovels o other digging tools of opportunity; -½), Limited Medium (earth and soil; -½). Total cost: 12 points.*

Options:

1) Strong Power: Increase to Tunneling 8" through 8 DEF materials. 40 Active Points; total cost 20 points.

2) Weak Power: Decrease to Tunneling 3" through 3 DEF materials. 15 Active Points; total cost 7 points.

3) Skillful Power: Add Requires A Speedster Tricks Roll (-½). Total cost: 10 points.

4) Variant Tunneling Well: This version of the power uses the optional "precision Tunneling" rules from page 46. Change to: Tunneling 6" through DEF 2 materials (18 Active Points); OIF (shovels or other digging tools of opportunity; -½). Total cost: 12 points.

KEEPING MY FOOTING

Effect: Clinging (normal STR), Only On Horizontal Surfaces To Maintain Footing
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Speedster Tricks Roll Penalty: -1

Description: The character's control over his foot movements (or perhaps over the forces of friction) is such that he can keep himself from slipping even on ice or the like. Among other things, this ability neatly counteracts Change Environment powers requiring him to make a DEX Roll or lose his footing.

Game Information: *Clinging (normal STR) (10 Active Points); Only On Horizontal Surfaces To Maintain Footing (-1), Cannot Resist Knockback (-¼). Total cost: 4 points.*

Options:

1) Difficult Footing: Add Requires A Speedster Tricks Roll (-½). Total cost: 4 points.

MOVEMENT REFLEXES

Effect: +3 SPD; Only To Move
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Speedster Tricks Roll Penalty: N/A

Description: The character has three extra Phases he can use each Turn only to move. See page 18 for more information.

Game Information: *+3 SPD (30 Active Points); Only To Move (-1). Total cost: 15 points.*

Options:

1) Even Faster Reflexes: Increase to +4 SPD. 40 Active Points; total cost 20 points.

2) Slower Reflexes: Decrease to +2 SPD. 20 Active Points; total cost 10 points.

3) Skillful Reflexes: Add Requires A Speedster Tricks Roll (-½). Total cost: 12 points.

MOVING THROUGH DIMENSIONS

Effect: Extra-Dimensional Movement
Target: Self
Duration: Constant
Range: Self
END Cost: 4
Speedster Tricks Roll Penalty: -4

Description: The character can move so fast that he can attune the "dimensional frequency" of his body to another dimension, thus crossing from this dimension into that one. The GM may require the character to have Navigation (Dimensional) or some other Skill or source of knowledge to set the dimensional frequency to travel to a specific dimension.

Speedsters with this power may also have Transdimensional sensory or attack powers as well. See the *Dimensional Travel Powers* section of this chapter for some examples.

Game Information: *Extra-Dimensional Movement (any location in any dimension) (45 Active Points); Extra Time (1 Turn; -1¼). Total cost: 20 points.*

Options:

1) Group Moving I: Instead of crossing the dimensional barriers by himself, the character can also move at great speed around a group of his friends, changing the dimensional frequency of the area he's running around so everything in it shifts into another dimension with him. Add x8 Increased Weight. 60 Active Points; total cost 27 points.

2) Group Moving II: Like Group Moving I, but the character can send other people into another dimension without going himself. (Of course, the travelers then don't have a way to get home....) Change to Extra-Dimensional Movement (any location in any dimension), x8 Increased Weight, Usable As Attack (+1) (120 Active Points); Extra Time (1 Turn; -1¼). Total cost: 53 points.

RUNNING ON LIGHT

Effect: Flight 20", Restricted Path (only on laser beams)
Target: Self
Duration: Constant
Range: Self
END Cost: 4
Speedster Tricks Roll Penalty: -4

Description: The speedster can vibrate to match the frequency of a laser beam, and then moves so fast he can run on top of it. You should buy this power to match the speedster's inches of Running (or whatever Power he uses to move at great speed).

Game Information: *Flight 20" (40 Active Points), Restricted Path (only on laser beams; -2), Requires A Speedster Tricks Roll (-½). Total cost: 11 points.*

Options:

1) Faster Running: Increase to Flight 30". 60 Active Points; total cost 17 points.

2) Slower Running: Decrease to Flight 15". 30 Active Points; total cost 9 points.

TREADING AIR

Effect: Gliding 6", Limited Movement
Target: Self
Duration: Constant
Range: Self
END Cost: 1
Speedster Tricks Roll Penalty: -1

Description: To keep himself from being hurt in a fall, the speedster can slow his descent by whirling his arms or legs around in a windmill pattern that generates enough "thrust" to slow him down to safe landing speeds.

Game Information: *Gliding 6" (6 Active Points); Costs Endurance (-½), Limited Movement (character cannot gain altitude, and must move at least 12" downward for every 1" forward; -½). Total cost: 3 points.*

Options:

1) Skillful Treading: Add Requires A Speedster Tricks Roll (-½). Total cost: 2 points.

WHERE'D HE COME FROM?

Effect: Teleportation 30", Only Along The Ground, Must Pass Through Intervening Space
Target: Self
Duration: Instant
Range: Self
END Cost: 6
Speedster Tricks Roll Penalty: -6

Description: Over short distances (*i.e.,* ones equal to his Combat Movement with his Running) the speedster moves so fast no one sees him move. He just seems to vanish from his starting point and suddenly appear at his destination. The perceivable effects of the power are things like the dust he kicks up with his passage, the brief but distinct sound his movement makes, and so forth.

This power should be bought with inches of Teleportation equal to the character's Combat Movement with Running. By changing *Only Along The Ground* to *Only In Water* you can make it work for Swimming, and removing the Limitation altogether makes the power work for Flight.

Game Information: *Teleportation 30" (60 Active Points); Only Along The Ground (-¼), Must Pass Through Intervening Space (-¼). Total cost: 40 points.*

Options:

1) Strong Running: Increase to Teleportation 40". 80 Active Points; total cost 53 points.

2) Weak Running: Decrease to Teleportation 20". 40 Active Points; total cost 27 points.

3) Skillful Running: Add Requires A Speedster Tricks Roll (-½). Total cost: 30 points.



SENSORY POWERS

HERE'S WHAT I SAW

Effect: Clairsentience (Sight Group)
Target: Self
Duration: Instant
Range: 100"
END Cost: 2
Speedster Tricks Roll Penalty: -2

Description: If the speedster wants to get a clearer view of, or better angle of perception on, something far away, he dashes up to 100" closer, takes a look, and then returns to where he was standing a split-second ago. To other people it doesn't even appear as if he's moved at all.

Game Information: *Clairsentience (Sight Group) (20 Active Points); Instant (-½), Must Pass Through Intervening Space (-¼). Total cost: 11 points.*

Options:

1) Strong Power: Increase to x8 Range. 35 Active Points; total cost 20 points.

2) From Many Viewpoints: The speedster can zip around so quickly that he can look at the same thing from multiple angles, or at several different things. Add Multiple Perception Points (8 points). 35 Active Points; total cost 20 points.

HIGH-SPEED COUNTING

Effect: Detect Number Of Persons/Things In An Area
Target: Self
Duration: Constant
Range: Self
END Cost: 1
Speedster Tricks Roll Penalty: -1

Description: The character's so fast he can count all the people, objects, or whatever else he wants in an area around him in the blink of an eye. The area must be no larger than a sphere around him with a radius equal to his Combat Movement. The character cannot search inside locked safes, cabinets, or any other area deemed physically inaccessible by the GM. (The GM might allow the speedster to make a Lockpicking roll to penetrate some locked barriers, but the time penalties alone make success unlikely.)

Game Information: *Detect Number Of Persons/Things In An Area (INT Roll) (Sight Group) (3 Active Points); Costs Endurance (-½). Total cost: 2 points.*

HIGH-SPEED SEARCH

Effect: N-Ray Perception (Sight Group)
Target: Self
Duration: Constant
Range: Self
END Cost: 1
Speedster Tricks Roll Penalty: -1

Description: Some speedsters have perfected the trick of searching through a room (or similar area) at such super-fast speeds that no one can tell they've even moved — when they're done searching, they just go right back to where they were standing. However, their ability to search is not without its limits. A character cannot search inside locked safes, cabinets, or any other area deemed physically inaccessible by the GM. (The GM might allow the speedster to make a Lockpicking roll to penetrate some locked barriers, but the time penalties alone make success unlikely.)

Game Information: *N-Ray Perception (Sight Group) (stopped by any "inaccessible" barrier or the like, see text) (10 Active Points); Costs Endurance (-½), Limited Range (the character can only search a reasonably-sized area near him; -¼). Total cost : 6 points.*

Options:

1) Long-Range Searching I: The character can search a much larger area. Remove Limited Range (-¼). 10 Active Points; total cost 7 points.

2) Long-Range Searching II: The character can search an entire city or similarly-sized area. Add Telescopic (+30 versus Range Modifier) and remove Limited Range (-¼). 25 Active Points; total cost 17 points.

LOOKING ALL AROUND

Effect: Increased Arc Of Perception (360 Degrees) for Sight Group
Target: Self
Duration: Constant
Range: Self
END Cost: 1
Speedster Tricks Roll Penalty: -1

Description: The speedster can spin around, looking in all directions so quickly that to the eyes of other people he doesn't even seem to have moved.

Game Information: *Increased Arc Of Perception (360 Degrees) for Sight Group (10 Active Points); Costs Endurance (-½). Total cost: 7 points.*

MOTION SENSE

Effect: Detect Moving Physical Objects, Discriminatory
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Speedster Tricks Roll Penalty: -1

Description: The speedster's sensitivity to motion and velocity makes it possible for him to quickly and easily determine how fast moving objects are traveling.

Game Information: *Detect Moving Physical Objects (INT Roll) (Sight Group), Discriminatory. Total cost: 10 points.*

Options:

1) More Precise Sensing: The character knows how fast an object is moving down to tens of thousandths of units of measurement, and perhaps even more accurately. Add Analyze. Total cost: 15 points.

2) Independent Motion Sense: The character's Speed Sense is independent; it doesn't rely on Sight. Change to Detect Moving Physical Objects (INT Roll) (no Sense Group), Discriminatory, Range, Sense. Total cost: 17 points (or 27 points to make it a Targeting Sense).

3) Motion Sense Detector: The character knows when someone else is perceiving his velocity, either through Speed Sense or more mundane means (like a police radar gun). Detect Use Of Detect Moving Physical Objects (Or Like Senses) On Self (INT Roll) (no Sense Group), Sense. Total cost: 5 points.

RAPID TARGET ANALYSIS

Effect: Find Weakness 11- with All Attacks
Target: Self
Duration: Constant
Range: Self
END Cost: 2
Speedster Tricks Roll Penalty: -3

Description: The speedster knows how to thoroughly study his opponent in the blink of an eye, thus finding optimal attack points before he has to launch an attack.

Game Information: *Find Weakness 11- with All Attacks (30 Active Points); Costs Endurance (0 END; -½). Total cost: 20 points.*

Options:

1) Improved Analysis: Increase to Find Weakness 14-. 45 Active Points; total cost 30 points.

SPEED PERCEPTION

Effect: Rapid for Sight Group
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Speedster Tricks Roll Penalty: Varies

Description: Speed Perception is the ability to see events that happen at ultra-fast speeds — from the spinning of fanblades to the motion of bullets, and perhaps beyond even to the motion of lightwaves or atomic particles. In other words, it's the main way characters obtain the "Fast Point of View" discussed in *The Speed Zone* on pages 251-61. It involves applying the *Rapid* Sense Modifier to a character's Sight Group (though a speedster could easily buy it for other Senses, if desired). See the table on page 256 for more information.

Speed Perception works by, in effect, "slowing down" fast events so the character can see them as if they occurred over an entire second. For example, if a character has 15 points' worth of Speed Perception — Millispeed Perception — he can see events that occur in one-thousandth of a second as if they were occurring over the space of a second. Unlike most Enhanced Senses, characters frequently turn it off; it's frustrating for things to always seem to move so slowly.

The list below describes different levels of Speed Perception based on the "levels" of the Speed Zone. The character buys whatever amount of Speed Perception he desires. See also page 254 for further rules regarding Perception and high velocity phenomena.

At the GM's option, Speed Perception can also be used for the purposes of Swift Sight (see below). Each 15 points' worth of Speed Perception "counteracts" up to +½ worth of MegaMovement in addition to its other benefits.

Game Information:

Cost	Power
15	*Millispeed Perception:* Rapid (x1,000) for Sight Group
30	*Microspeed Perception:* Rapid (x1 million) for Sight Group
45	*Nanospeed Perception:* Rapid (x1 billion) for Sight Group
60	*Picospeed Perception:* Rapid (x1 trillion) for Sight Group
75	*Femtospeed Perception:* Rapid (x1 quadrillion) for Sight Group
90	*Attospeed Perception:* Rapid (x1 quintillion) for Sight Group

Options:

1) Normal Sight Only: Instead of buying Rapid for his entire Sight Group, the character buys it only for his Normal Sight:

Cost	Power
9	*Millispeed Perception:* Rapid (x1,000) for Normal Sight
18	*Microspeed Perception:* Rapid (x1 million) for Normal Sight
27	*Nanospeed Perception:* Rapid (x1 billion) for Normal Sight
36	*Picospeed Perception:* Rapid (x1 trillion) for Normal Sight
45	*Femtospeed Perception:* Rapid (x1 quadrillion) for Normal Sight
54	*Attospeed Perception:* Rapid (x1 quintillion) for Normal Sight

SPEEDSTER AWARENESS

Effect: Danger Sense
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Speedster Tricks Roll Penalty: -2

Description: The character can move so quickly that he can sense dangers the instant they manifest or touch him, then use his hyper-velocity movement to get out of the way. For example, if the character springs a poison gas trap, he'll see the very first whiffs of gas as they start to waft out and can escape before they reach his nostrils; if a sniper fires a silenced bullet at him, he senses it the attosecond it touches his skin and can then shift into the Speed Zone and get out of the bullet's way.

Game Information: *Danger Sense (self only, out of combat, sense) (INT Roll). Total cost: 22 points.*

Options:

1) More Accurate Awareness: Increase to INT Roll +3. Total cost: 25 points.

2) Local Awareness: The character's so fast he can perceive danger to nearby characters and, perhaps, act in time to save them. Add immediate vicinity. Total cost: 27 points.

SPEEDSTER STUDIOUSNESS

Effect: Speed Reading (x1000)
Target: Self
Duration: Constant
Range: Self
END Cost: 0
Speedster Tricks Roll Penalty: -1

Description: The character's super-speed powers allow him to read a thousand times faster than a normal person can.

Game Information: *Speed Reading (x1000). Total cost: 8 points.*

SWIFT OBSERVATION

Effect: +6 PER with Sight Group
Target: Self
Duration: Constant
Range: Self
END Cost: 1
Speedster Tricks Roll Penalty: -1

Description: By speeding himself relative to the world around him, the character can make it seem as if everyone else is standing still (or at least moving incredibly slowly), which gives him the opportunity to observe things carefully.

Game Information: *+6 PER with Sight Group (12 Active Points); Costs Endurance (-½). Total cost: 8 points.*

Options:

1) Strong Power: Increase to +8 PER with Sight Group. 16 Active Points; total cost 11 points.

2) Weak Power: Decrease to +4 PER with Sight Group. 8 Active Points; total cost 8 points.

SWIFT SIGHT

Effect: MegaScale (+¼) for Normal Sight
Target: Self
Duration: Constant
Range: Self
END Cost: 0
Speedster Tricks Roll Penalty: -1

Description: Characters who can move at incredible velocities need a way to perceive obstacles in their path before they hit them. One way to do this is to buy MegaScale for a Targeting Sense (typically Normal Sight) at the same level as the MegaScaling on the character's Movement Power (see page 264 of *The HERO System 5th Edition, Revised*). This example assumes the character has MegaMovement at the +¼ (1" = 1 km) level. See also Speed Perception, above.

Game Information: *MegaScale (+¼) for Normal Sight (6 Active Points); Only To Perceive The Path Ahead While Moving At MegaSpeed (-½). Total cost: 4 points.*

Options:

1) Swifter Sight: Increase to MegaScale (+½) for Normal Sight. 12 Active Points; total cost 8 points.

MISCELLANEOUS POWERS

BLURFACE

Effect: Shape Shift (Sight, Hearing, and Touch Groups), Face Only
Target: Self
Duration: Constant
Range: Self
END Cost: 2
Speedster Tricks Roll Penalty: -2

Description: A speedster can rapidly move his head back and forth by just fractions of an inch — not enough to interfere with his own senses, but enough to make his face and voice featureless so that he can't be identified by biometric sensors, voice analyzers, eyewitnesses, and the like.

Game Information: *Shape Shift (Sight, Hearing, and Touch Groups, one featureless shape/voice) (16 Active Points); Only Affects The Face (-½). Total cost: 11 points.*

Options:

1) Strong Blurface: Add Reduced Endurance (0 END; +½). 24 Active Points; total cost 16 points.

2) Weak Blurface: Add Increased Endurance Cost (x2 END; -½). Total cost: 8 points.

3) Skillful Blurface: Add Requires A Speedster Tricks Roll (-½). Total cost: 8 points.

BRING US SOMETHING TO EAT

Effect: Life Support (Diminished Eating: No Need To Eat)
Target: Up to 8 persons
Duration: 1 Continuing Charge for 1 Day
Range: Self
END Cost: 0
Speedster Tricks Roll Penalty: -1

Description: The character runs at top speed to a kitchen or restaurant, obtains some food (possibly having to wait while it's cooked), and then dashes back. To everyone else it seems like he magically created food out of thin air.

Game Information: *Life Support (Diminished Eating: No Need To Eat), Usable Simultaneously (up to 8 people at once; +1), 1 Continuing Charge lasting for 1 Day (+0), Extra Time (character may or may not run into delays getting food prepared; -0). Total cost: 6 points.*

Options:

1) Variant Gone Out For Food: Rather than using Life Support, you can define this power as Transforming air into food. Change to: Major Transform 2d6 (air into food), Improved Results Group (any type of food; +¼). Total cost: 37 points.

CLEAN UP YOUR ROOM!

Effect: Change Environment (clean things and perform similar tasks)
Target: 8" Radius
Duration: Long-Lasting (see text)
Range: No Range
END Cost: 4
Speedster Tricks Roll Penalty: -4

Description: The speedster dusts, mops, wipes, washes, vacuums, and does anything else necessary to clean a space up to 8" radius in size... all in a mere second! The effects last until someone makes the area messy again, dust accumulates over time, and the like. The character can also use this power to arrange and sort groups of objects, do a lot of paperwork in the blink of an eye, put together a jigsaw puzzle, and perform similar tasks.

Game Information: *Change Environment (clean things and perform similar tasks) 8" radius, Long-Lasting (see text) (40 Active Points); Must Pass Through Intervening Space (-¼), No Range (-½), Restrainable (-¼). Total cost: 20 points.*

Options:

1) Major Cleaning: Increase to Change Environment (clean things) 16" radius. 45 Active Points; total cost 22 points.

2) Minor Cleaning: Decrease to Change Environment (clean things) 4" radius. 35 Active Points; total cost 17 points.

CONTROL OF SELF

Effect: Aid Speedster Powers 3d6
Target: Self
Duration: Instant
Range: Self
END Cost: 25
Speedster Tricks Roll Penalty: N/A

Description: A speedster with precise control over his own body (either as a whole, or at the molecular level) can sometimes temporarily overcome the effect of Drains and other negative Adjustment Powers in whole or in part by "overriding" the "restrictions" those powers place on him — though it's very tiring.

Game Information: *Aid Speedster Powers 3d6, any one speedster power/Characteristic at a time (+¼), Delayed Return Rate (points fade at the rate of 5 per 5 Minutes; +½) (52 Active Points); Activation Roll 14- (-½), Costs Endurance (-½), Only Restores To Starting Values (-½), Increased Endurance Cost (x5 END; -2), Self Only (-½). Total cost: 10 points.*

Options:

1) Strong Control: Increase to Aid Speedster Powers 4d6. 70 Active Points; total cost 14 points.

2) Weak Control: Decrease to Aid Speedster Powers 2d6. 35 Active Points; total cost 7 points.

FRICTION WELDING

Effect: Minor Transform 6d6 (weld two objects together)
Target: Two objects
Duration: Instant
Range: Touch
END Cost: 6
Speedster Tricks Roll Penalty: 6

Description: The speedster uses his ability to move at hypervelocity to rub two objects together fast enough to create super-friction that welds them together. The objects have to be small enough for the speedster to hold at least one of them in his hand, and must be metallic, though the GM may allow a speedster to use this power on other hard, durable objects (such as stone). The bond holding the two objects together has a DEF equal to the lowest DEF of the two objects, and typically 1 BODY. The welding process may inflict some minor harm to either or both objects, but generally the speedster's control is sufficient to keep them intact.

Game Information: *Minor Transform 6d6 (weld two objects together; heals back by being broken apart) (60 Active Points); No Range (-½), Limited Target (see text; -½). Total cost: 30 points.*

Options:

1) Strong Welding: Increase to Minor Transform 8d6. 80 Active Points; total cost 40 points.

2) Weak Welding: Decrease to Minor Transform 4d6. 40 Active Points; total cost 20 points.

3) Skillful Welding: Add Requires A Speedster Tricks Roll (-½). Total cost: 24 points.

HIGH-VELOCITY PHASING

Effect: Desolidification
Target: Self
Duration: Constant
Range: Self
END Cost: 4
Speedster Tricks Roll Penalty: -4

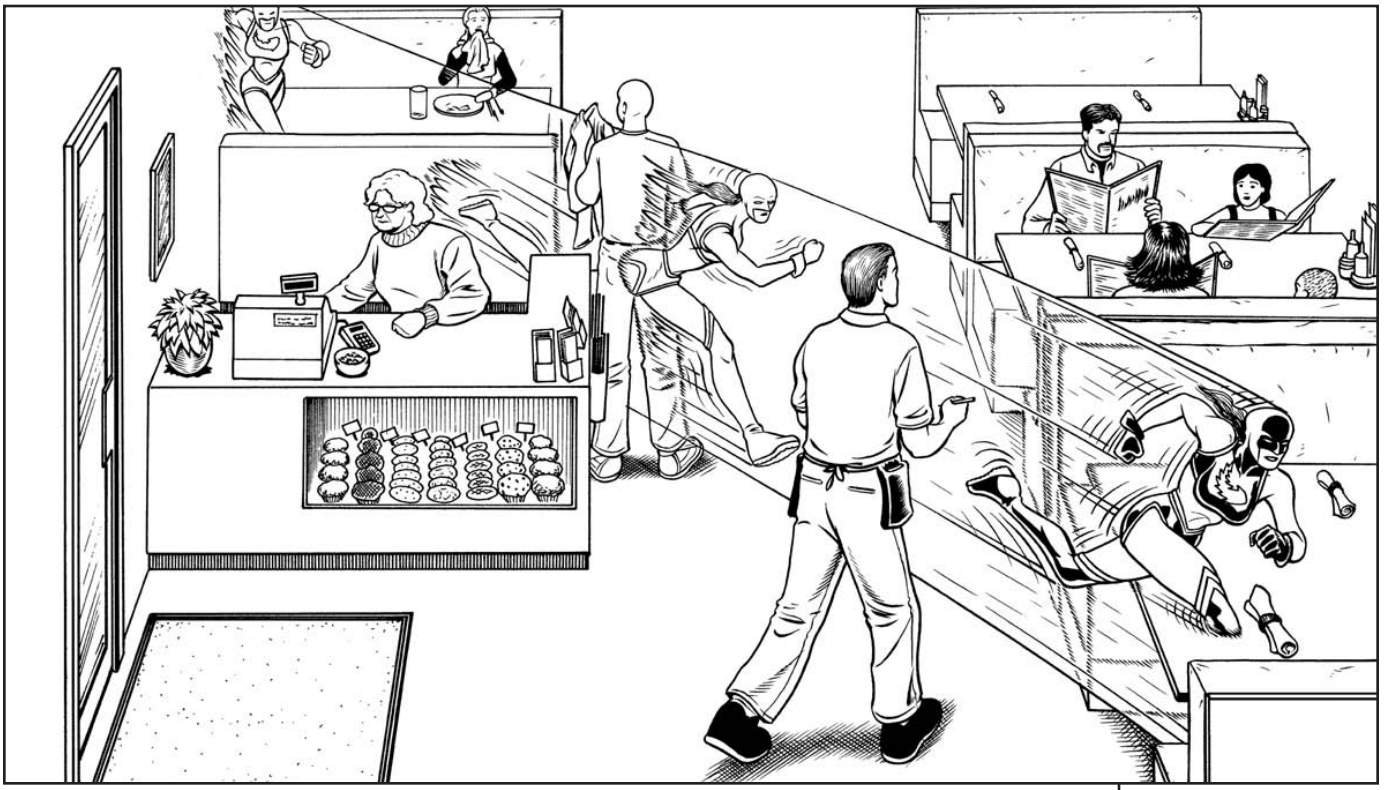
Description: The character can vibrate the molecules in his body at such high speeds that he can "slip through" the molecules in solid objects like walls, or even in physical missiles. The "phasing" also makes it impossible for energy attacks to hurt him, except for sonic-, vibration-, and air-based attacks.

Game Information: *Desolidification (affected by sonic-, vibration-, and air-based attacks). Total cost: 40 points.*

Options:

1) Easy Phasing: Add Reduced Endurance (0 END; +½). Total cost: 60 points.

2) Phase Along With Me: The speedster can also vibrate the molecules of another person who accompanies him, though he must continue to touch the other person to maintain the effect. Character also buys as a naked Advantage *Usable Simultaneously* (Carried, character and one other person; +½). Total cost: 20 points.



3) Evade Rotating Blade: The character lacks the control to literally move through solid objects, but he moves so quickly that he can pass safely through any high-speed alternation of access and no access — the rotating blades of a fan or propeller, the "chompers" and "crushers" commonly found in starship engine room access corridors, and the like. Change to Desolidification (affected by any attack other than those inherent in the objects he can pass through) (40 Active Points); Cannot Pass Through Solid Objects (-½), Does Not Protect Against Damage (-1). Total cost: 16 points.

4) Shift Out Of Phase Attack: In addition to passing through walls himself, the character can impart high-velocity vibrations into another person, rendering that person intangible against his will. Character also buys Desolidification, Usable As Attack (defense is Desolidification, speedster or vibration powers, or Power Defense; +1). Total cost: 80 points. (Buying the two powers in a Multipower would cost 92 points.)

HOLD ON, I'LL GET ONE

Effect: Teleportation 20", Usable As Attack, Only Works On Inanimate Objects
Target: One object
Duration: Instant
Range: 200"
END Cost: 10
Speedster Tricks Roll Penalty: -10

Description: If there's an object within 200" that someone needs — like something soft for a falling person to land on — the speedster moves over to it, picks it up, carries it to where it needs to be (as long as that point is no more than 20" from where it is), puts it there, then returns to where he was, all in a single second. Unfortunately, if the object weighs more than 100 kg, it slows the speedster down too much, so this power won't work with it.

Game Information: *Teleportation 20", Usable As Attack (defense is Teleportation or Power Defense; +1), Ranged (+½) (100 Active Points); Extra Time (Full Phase; -½), Only Works On Inanimate Objects (-1). Total cost: 40 points.*

Options:

1) Strong Getting: Increase to Teleportation 30". 150 Active Points; total cost 60 points.

2) Weak Getting: Decrease to Teleportation 10". 50 Active Points; total cost 20 points.

3) Rapid Getting: The speedster can pull off this particular trick at pretty much any time. Add Trigger (when desired, activating Trigger takes no time, Trigger automatically immediately resets; +1) and remove Extra Time (-½). 140 Active Points; total cost 70 points.

4) Skillful Getting: Add Requires A Speedster Tricks Roll (-½). Total cost: 33 points.

HYPERSPEED CRAMMING

Effect: Variable Power Pool, Only For Skills
Target: Self
Duration: Constant
Range: Self
END Cost: 0
Speedster Tricks Roll Penalty: -1

Description: A speedster with this power has the ability to teach himself things at incredibly fast speeds — after all, he can read and learn the contents of a large book in the blink of an eye! He has to have some source from which to learn — a textbook; a dictionary (for languages); another speedster who can teach him — as well as access to any tools, practice materials, or other adjuncts necessary for learning the ability. However, because the character taught himself the Skill so quickly, it's mostly just in his short-term memory, and he'll forget it as soon as he concentrates on learning something else (*i.e.,* he loses the Skill when he no longer devotes Power Pool points to it, unless of course he spends Experience Points to learn it permanently).

This ability requires the GM's permission, since it involves buying Skills in a Power Pool, which is normally against the rules.

Game Information: *Variable Power Pool, 6 base + 3 control cost; Only For Skills The Character Can Teach Himself (see text; -¼). Total cost: 8 points.*

Options:

1) Skillful Power: Add Requires A Speedster Tricks Roll (-½). Total cost: 8 points.

IMPROVED RESCUING

Effect: +10 to DEX Rolls, Only With Dive For Cover Rolls When Rescuing Others; +6 DCV, Only When Diving For Cover While Rescuing Others
Target: Self
Duration: Constant
Range: Self
END Cost: 3/3
Speedster Tricks Roll Penalty: -3/-3

Description: The character is particularly adept at snatching others out of dangerous situations just in the nick of time!

In game terms, this ability consists of bonuses to the DEX Roll for Diving For Cover, and a DCV bonus that only works when using the optional Dive For Cover with others rules (page 272). The halving effect for being prone still applies to the DCV Levels. Even if the Levels are enough to keep the character's DCV the same as usual, he's still considered "prone" and must comply with all other rules pertaining to Dive For Cover.

Game Information:

Cost	Power
9	*Improved Rescuing I:* +10 to DEX Rolls (30 Active Points); Only With Dive For Cover Rolls When Rescuing Others (-2), Costs Endurance (-½)
9	*Improved Rescuing II:* +6 DCV (30 Active Points); Only When Diving For Cover While Rescuing Others (-2), Costs Endurance (-½)

Total cost: 18 points.

Options:

1) Strong Improved Rescuing: Increase to +15 to DEX Rolls and +9 DCV. 45 + 45 = 90 Active Points; total cost 13 + 13 = 26 points.

2) Weak Improved Rescuing: Decrease to +5 DEX and +3 DCV. 15 + 15 = 30 Active Points; total cost 4 + 4 = 8 points.

3) Skillful Improved Rescuing: Add Requires A Speedster Tricks Roll (-½) to both powers. Total cost 7 + 7 = 14 points.

IN TWO PLACES AT ONCE

Effect: Duplication (creates one 350-point Duplicate), Must Remain Within A Half Move
Target: Self
Duration: Constant
Range: Self
END Cost: 8
Speedster Tricks Roll Penalty: -8

Description: The character can move so quickly that he can effectively be in two places at once, allowing him to accomplish twice as much. However, his "second self" must remain within a Half Move (using Combat Movement) of him at all times.

This write-up assumes the character is built on 350 points; adjust the costs appropriately for characters built on more or fewer points.

Game Information: *Duplication (creates one 350-point Duplicate), Easy Recombination (Zero Phase Action at full DCV) (80 Active Points); Duplicate Must Remain Within A Half Move (-½), Feedback (-1), Costs Endurance (-½), Must Pass Through Intervening Space (-¼). Total cost: 25 points.*

Options:

1) In Five Places At Once: The character moves so quickly he can be in four other places at once. Increase to four Duplicates. 90 Active Points; total cost 28 points.

2) Beneficial Effects: The *Feedback* Limitation reflects the fact that an attack on one of the "Duplicated" speedster affects "both," since they're really just one person. However, by that logic beneficial effects, like Aid and Healing, should also affect both. A speedster who wants In Two Places At Once to work that way needs to buy this additional power. Usually he simulates this by using the VPP to create the same power with a Selective Area Of Effect large enough to reach all of his Duplicates (with the GM automatically allowing the effect roll

to match that of the original power). Character also buys: Variable Power Pool (Beneficial Power Matching Pool), 90 base + 45 control cost, Cosmic (+2), Trigger (when character or any Duplicate is affected by a beneficial power such as Aid or Healing, activating Trigger takes no time,Trigger automatically immediately resets; +1); No Conscious Control (-2), Can Only Duplicate Beneficial Powers Used On Character Or Duplicates (-1). Total cost: 90 + 45 = 135 points.

LET'S WARM THINGS UP

Effect: Change Environment (create heat), +3 Temperature Levels
Target: 4" Radius
Duration: Constant
Range: No Range
END Cost: 2
Speedster Tricks Roll Penalty: -2

Description: By using a rhythmic or vibrations movement pattern, the speedster can generate enough heat from friction to warm an area. He can't start fires or completely counteract arctic cold, but he can increase the temperature enough to keep people from freezing to death.

Game Information: *Change Environment 4" radius (create heat), +3 Temperature Levels (21 Active Points); Must Pass Through Intervening Space (-¼), No Range (-½), Restrainable (-¼). Total cost: 10 points.*

Options:

1) Lots Of Heat: Increase to +4 Temperature Levels. 24 Active Points; total cost 12 points.

2) Not Quite So Hot: Decrease to 2" radius. 16 Active Points; total cost 8 points.

3) Difficult Warming: Add Requires A Speedster Tricks Roll (-½). Total cost: 8 points.

MAGIC FINGERS

Effect: Aid STUN 2d6, Activation Roll 14-, Only Restores To Starting Values, Others Only
Target: One character
Duration: Instant
Range: Touch
END Cost: 0
Speedster Tricks Roll Penalty: -2

Description: The speedster has "magic fingers" — he can massage someone at ultra-fast speeds, temporarily increasing their circulation and general metabolism. This wonderful backrub effectively increases the subject's STUN so that he temporarily feels better. (You could use the same special effect to justify an Aid REC or Aid END, or even buy one Aid that affects all three Characteristics simultaneously.)

Game Information: *Aid STUN 2d6 (20 Active Points); Activation Roll 14- (-½), Only Restores To Starting Values (-½), Others Only (-½). Total cost: 8 points.*

Options:

1) Strong Fingers: Increase to Aid STUN 3d6. 30 Active Points; total cost 12 points.

2) Weak Fingers: Decrease to Aid STUN 1d6. 10 Active Points; total cost 4 points.

3) Flexible Fingers I: The speedster can improve the target's REC, END, or STUN temporarily. Add Variable Effect (any one of three Characteristics; +¼). 25 Active Points; total cost 10 points.

4) Flexible Fingers II: The speedster *really* makes the target feel refreshed and invigorated by enhancing his REC, END, and STUN at the same time. Add Variable Effect (REC, END, and STUN simultaneously; +1). 40 Active Points; total cost 16 points.

5) Tiring Fingers: Performing a superfast massage tires the character out. Add Costs Endurance (-½). Total cost: 7 points.

ME FIRST!

Effect: Lightning Reflexes: +20 DEX to act first with All Attacks
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Speedster Tricks Roll Penalty: N/A

Description: The character has such fast reflexes that he tends to move and act before anyone else... even other speedsters!

Game Information: *Lightning Reflexes: +20 DEX to act first with All Attacks. Total cost: 30 points.*

Options:

1) Even Faster Reflexes: Increase to +24 DEX. Total cost: 36 points.

2) Not Quite As Fast Reflexes: Decrease to +14 DEX. Total cost: 21 points.

METABOLIC CONTROL

Effect: Simulate Death (EGO Roll +5)
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Speedster Tricks Roll Penalty: N/A

Description: The speedster has such precise control over his own body and metabolism that he can make himself seem to be dead, or effortlessly fool polygraphs.

Game Information: *Simulate Death (EGO Roll +5). Total cost: 8 points.*

Options:

1) Strong Control: Increase to EGO Roll +8. Total cost: 11 points.

2) Weak Control: Decrease to EGO Roll +3. Total cost: 6 points.

3) Skillful Control: Add Requires A Speedster Tricks Roll (-½). Total cost: 5 points.

QUICKER THAN THE EYE

Effect: Invisibility to Sight Group, Only When Moving
Target: Self
Duration: Constant
Range: Self
END Cost: 0
Speedster Tricks Roll Penalty: -3

Description: The character moves so quickly that it's extremely difficult to see him (though if he moves very close to a potential observer it becomes easier to catch a glimpse of him). The character must stay in rapid motion to keep the power active.

Game Information: *Invisibility to Sight Group, Reduced Endurance (0 END; +½) (30 Active Points); Only When Moving (-¼). Total cost: 24 points.*

Options:

1) But I Keep Kicking Up Dust: The character leaves a trail of dust and debris that makes him easier to spot at short ranges. Apply Bright Fringe (-¼). 30 Active Points; total cost 15 points.

2) And Machines Too: The character moves so fast it's also difficult to pick him up on Radar. Add Invisibility to Radar. 37 Active Points; total cost 30 points.

3) But It Takes A Lot Out Of Me: Remove Reduced Endurance (+½). 20 Active Points; total cost 16 points.

4) Skillful Quickness: Add Requires A Speedster Tricks Roll (-½). Total cost: 17 points.

5) Come On Along: The speedster can carry one person with him when moving at faster-than-the-eye-can-see speeds. Add Usable Simultaneously (Carried, 1 person; +½). 40 Active Points; total cost 32 points.

6) Variant Quickness: Instead of providing literal invisibility, this power just makes the character much harder to perceive. Change to +8 to Stealth (16 Active Points); Only When Moving (-¼). Total cost: 13 points.

RAPID REPAIR

Effect: Minor Transform 4d6 (broken/disassembled device into working device)
Target: One device
Duration: Instant
Range: Touch
END Cost: 4
Speedster Tricks Roll Penalty: -4

Description: The opposite of Some Disassembly Required (see above), this power lets a speedster rapidly repair or put back together a non-working or disassembled device. It's an alternative to Rapid Tasks (see below) and works quicker than that ability, but has more limited use. Depending on the nature of the device and what happened to it, the GM may require the character to have appropriate tools or spare parts to Rapid Repair it. He may also require the speedster to have at least some knowledge of that type of device (*i.e.,* an appropriate Skill, though he doesn't have to make a roll). For example, a speedster would need Computer Programming or KS: Computers to rebuild a computer, and Mechanics to rebuild an automobile engine.

Game Information: *Minor Transform 4d6 (broken/disassembled device into working device; heals back by being broken or disassembled again) (40 Active Points); No Range (-½), Limited Target (broken or disassembled technological items; -½), May Require Appropriate Tools, Parts, And/Or Skills (-0). Total cost: 20 points.*

Options:

1) Strong Repair: Increase to Minor Transform 6d6. 60 Active Points; total cost 30 points.

2) Weak Repair: Decrease to Minor Transform 2d6. 20 Active Points; total cost 10 points.

3) Skillful Repair: Add Requires A Speedster Tricks Roll (-½). Total cost: 16 points.

RAPID TASKS

Effect: +12 with Agility Skills, Only For Chores, Only To Counteract Time Modifier
Target: Self
Duration: Constant
Range: Self
END Cost: 6
Speedster Tricks Roll Penalty: -6

Description: The character can use his super-speed to perform chores and menial tasks quickly. In game terms, you can simulate this as Skill Levels that counteract the standard modifier for performing tasks quickly (-3 per step up the Time Chart). These are Levels with Agility Skills, since performing most menial tasks adroitly would involve a DEX-based Skill. Using these Levels, a character can perform a task that normally takes an Hour in twelve seconds (one Turn), and it only takes him one second (a Phase) to finish a 20 minute task.

Since this power is defined as Skill Levels, the character needs a Skill to use them with. For ease of game play, the GM should assume that all characters have PS: Perform Chores & Menial Tasks 11-.

Of course, the character still has to succeed with his normal Skill Roll; just because he can do the job quicker than normal doesn't mean he always does it properly.

See also *Clean Up Your Room!,* above, for a variant way to perform many menial tasks quickly.

Game Information: *+12 with Agility Skills (60 Active Points); Only For Chores (-2), Only To Counteract Time Modifier (-1), Costs Endurance (-½). Total cost: 13 points.*

Options:

1) Really Rapid Tasks: The character can perform even hours-long tasks in mere seconds. Increase to +15 with Agility Skills. 75 Active Points; total cost 17 points.

2) Rapid Polymath: The character can perform *any* task quickly, not just ones involving manual dexterity. Upgrade to 8-point All Skills Levels. 96 Active Points; total cost 21 points.

SPEED OF THOUGHT

Effect: +20 INT
Target: Self
Duration: Constant
Range: Self
END Cost: 2
Speedster Tricks Roll Penalty: -2

Description: The character can hyper-accelerate his thought processes, enabling him to reach conclusions faster than the fastest computer.

Game Information: *+20 INT (20 Active Points); Costs Endurance (-½). Total cost: 13 points.*

Options:

1) Super-Accelerated Thought: Increase to +30 INT. 30 Active Points; total cost 20 points.

2) Slow Speed Of Thought: Decrease to +10 INT. 10 Active Points; total cost 7 points.

3) Speed Of Math: The character also buys Lightning Calculator. Total cost 3 points; total cost of overall ability 16 points.

SPEED RESERVE

Effect: Endurance Reserve (200 END, 20 REC), Personal REC
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Speedster Tricks Roll Penalty: N/A

Description: To represent the enormous reserves of energy the character has for using his Movement Powers and speedster abilities, he buys an Endurance Reserve instead of using his ordinary END. (At the GM's option, he can use his ordinary END to fuel a power if necessary, but must automatically pay double the END cost.)

Game Information: *Endurance Reserve (200 END) (total cost: 20 points)* ***plus*** *(20 REC) (20 Active Points); Personal REC (-½) (total cost: 13 points). Total cost: 33 points.*

Options:

1) Bigger Reserve: Increase to Endurance Reserve (300 END) and (30 REC). Total cost: 50 points.

2) Smaller Reserve: Decrease to Endurance Reserve (100 END) and (10 REC). Total cost: 17 points.

3) Caloric Intake Required: Instead of being restricted by the rules of Personal REC, the speedster only Recovers END for the Reserve when he consumes food — he Recovers 1 END per 100 calories consumed. It's a good thing fast food's so easy to come by.... Change to: Endurance Reserve (200 END) (total cost: 20 points) **plus** (1 REC) (1 Active Point); Limited Recovery (can only Recover 1 END per 100 calories consumed; -1½) (total cost: 1 point). Total cost: 21 points.

SPEED-SPEAKING

Effect: Telepathy 4d6, Communication Only, Only With Other Speedsters
Target: One character
Duration: Instant
Range: Self
END Cost: 2
Speedster Tricks Roll Penalty: -2

Description: The character speaks so fast that his words rush together at ultrasonic frequencies. Only other speedsters who have hyper-velocity powers can understand him, effectively giving him a way to communicate with them secretly — even a non-speedster with Ultrasonic Perception is only going to hear what sounds like a rush of static because he doesn't have hyper-accelerated hearing. However, if the sound is recorded and slowed down, it might be possible to understand what was said. Furthermore, because the speedster is speaking, any speedster within earshot, not just the person he's talking to, can hear him.

Game Information: *Telepathy 4d6 (20 Active Points); Character Must Be Able To Speak And Target Must Be Able To Hear (-0), Communication Only (-¼), Only With Other Speedsters (see text; -1). Total cost: 9 points.*

Options:

1) Skillful Power: Add Requires A Speedster Tricks Roll (-½). Total cost: 7 points.

SPEED TO SPARE

Effect: +3 SPD
Target: Self
Duration: Constant
Range: Self
END Cost: 3
Speedster Tricks Roll Penalty: -3

Description: The character can push himself to move and act faster if necessary, though it's tiring. In game terms, his +3 SPD costs END, and he must pay this END cost on all of his Phases (not just the extra three). The GM should evaluate this power carefully before allowing it in play, since it has the potential to unbalance the game.

Game Information: *+3 SPD (30 Active Points); Costs Endurance (-½). Total cost: 20 points.*

SPEED ZONE POWERS

"Speed Zone" powers are powers that involve entering the "dimension" in which the speedster is moving so quickly that other people and phenomena seem to be moving ultra-slowly, or even standing still (see page 251 for more information). It's also known as "Fast Time" or "Bullet Time." In game terms, the speedster uses Extra-Dimensional Movement to "enter" this "dimension," and abilities with the *Transdimensional* Advantage to affect targets in the "normal-speed world." Since Extra-Dimensional Movement and Transdimensional are both "Stop Sign" game elements, the GM should examine these powers carefully before permitting them.

Basic Speed Zone Powers

ENTER THE SPEED ZONE

Effect: Extra-Dimensional Movement
Target: Self
Duration: Constant
Range: Self
END Cost: 2
Speedster Tricks Roll Penalty: N/A

Description: The character can move at such incredible velocities that he enters the Speed Zone — the level of reality where he's so fast that ordinary attacks, powers, and phenomena can't affect him in any meaningful way because he's too speedy to catch or hit. See pages 251-61 for more information on what the Speed Zone is and what the character can do there, and page 257 for the Speed Zone Extra-Dimensional Movement Table for the cost of this ability.

Game Information: *Extra-Dimensional Movement (the character can enter the Speed Zone at the Millispeed level; subjectively, he "remains" there for an Extra Phase, giving him one Phase's worth of Actions he can take). Total cost: 22 points.*

Options:

1) Longer Stay: The character can remain in the Speed Zone for up to 1 Turn. Change to: Extra-Dimensional Movement (the character can enter the Speed Zone at the Millispeed level; subjectively, he "remains" there for 1 Turn, giving him nearly an entire Turn's worth of Actions he can take). Total cost: 52 points.

2) Even Longer Stay: The character can remain in the Speed Zone for up to 1 Minute. Change to: Extra-Dimensional Movement (the character can enter the Speed Zone at the Millispeed level; subjectively, he "remains" there for 1 Minute, giving him several Turns' worth of Actions he can take). Total cost: 82 points.

3) Femtospeed Zone: The character can enter the Femtospeed level of the Speed Zone. Add Femtospeed Level. Total cost: 30 points.

SPEED ZONE SIGHT

Effect: Dimensional for Sight Group
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Speedster Tricks Roll Penalty: N/A

Description: The character can still see people in the normal-speed world despite the fact that he's moving so fast they can't see him (*i.e.,* even though he's entered another "dimension" using Extra-Dimensional Movement).

This ability as written only covers the Sight Group. To extend it to other Sense Groups, Dimensional must be bought for them separately (or a generous GM might allow this one ability to cover all standard Senses, only requiring characters to pay Character Points to make purchased Enhanced Senses Transdimensional).

Game Information: *Dimensional (see into normal speed world from the Speed Zone) for Sight Group. Total cost: 10 points.*

Options:

1) Speed Zone Senses: The character can use any of his five ordinary Sense Groups to perceive into the normal speed world. Dimensional for Sight, Hearing, Smell/Taste, and Touch Groups. Total cost: 40 points.

SPEED ZONE TOUCH

Effect: Transdimensional for 10 STR
Target: Self
Duration: Instant
Range: Self
END Cost: 1
Speedster Tricks Roll Penalty: N/A

Description: The character can exert his STR against objects and people in the normal speed world to pick them up and move them, hit them, and so forth. (See pages 258-61 for more information about affecting the normal-speed world from the Speed Zone.) For purposes of this power, STR is assumed to have certain innately "Indirect" effects, in that a character's reach isn't necessarily direct.

Game Information: *Transdimensional (affect the normal speed world; +½) for 10 STR. Total cost: 5 points.*

Options:

1) Strong Touch I: Increase to for 15 STR. Total cost: 7 points.

2) Strong Touch II: Increase to for 20 STR. Total cost: 10 points.

3) Weak Power: Decrease to for 5 STR. Total cost: 2 points.

DIMENSIONAL TRAVEL POWERS



Some speedsters earn that designation not by being hyper-fast, but because they have unusual movement powers — in this case, the ability to travel between the dimensions. This ability might be a natural power of the speedster's race, a mystic skill he's learned, or a power he got from some bizarre super-accident. In addition to being able to move from one dimension to another, a character with Dimensional Travel powers may be able to manipulate the very fabric of dimensions to create various effects (which is why *The UNTIL Superpower Databases* refer to this category of powers by the broader term "Dimensional Manipulation Powers").

The nature and use of Dimensional Travel powers may depend, in part, on the multiverse the GM has established (the setting described on page 96 of *Champions Universe* is just one possible example). For instance, if the GM decides that his campaign setting doesn't include alternate dimensions, characters probably cannot buy Dimensional Manipulation powers at all. If he's established a particular structure or pattern for the alternate dimensions in his campaign, he may restrict or limit characters' abilities to have and use the powers listed here.

Characters with Dimensional Manipulation powers often also have Speedster Powers (page 61), Teleportation Powers (page 141), or Time Powers (page 152).

BASIC POWERS

DIMENSION-WALKING

Effect: Extra-Dimensional Movement
Target: Self
Duration: Constant
Range: Self
END Cost: 2
Dimensional Travel Tricks Roll Penalty: N/A

Description: The character can travel through dimensional barriers, allowing him to journey from this dimension to another.

Game Information: *Extra-Dimensional Movement (to a single point in a single dimension, chosen when the power is purchased). Total cost: 20 points.*

Options:

1) Multiple Arrival Points: The character can appear in any location in the one dimension he can travel to. Total cost: 25 points.

2) Multiple Dimensions I: The character can travel to not just one dimension, but a related group of them — such as the Elemental Planes or the Seven Demonic Realms. The GM decides whether the character can reach any dimension he can travel to automatically, or he needs to make a Navigation (Dimensional) or like Skill Roll to reach his intended destination (the latter option may qualify as a Required Skill Roll). However, he can only travel to a single location in each dimension. Total cost: 25 points.

3) Multiple Dimensions II: As Multiple Dimensions I, but the character can travel to the physical locations in the other dimensions corresponding to his physical location in his current dimension. Total cost: 32 points.

4) Multiple Dimensions III: As Multiple Dimensions I, but the character can travel to any physical locations in each dimension. Total cost: 35 points.

5) True Dimension-Walking: The character can travel to any dimension, but only to a specified physical location in each one. Total cost: 30 points.

6) True Dimension-Walking II: The character can travel to any dimension, and to the physical locations in the destination dimension corresponding to his physical location in his current dimension. Total cost: 42 points.

7) True Dimension-Walking III: The character can travel to any point in any dimension. Total cost: 45 points.

DIMENSION GATE

Effect: Extra-Dimensional Movement
Target: One Hex (Gate)
Duration: Instant
Range: Self
END Cost: 5
Dimensional Travel Tricks Roll Penalty: N/A

Description: The character can establish a two-way "gate" to the other dimension that anyone can use — or even attack through.

Game Information: *Extra-Dimensional Movement (to a single point in a single dimension, chosen when the power is purchased), Area Of Effect (One Hex; +½), Continuous (+1), Usable On Others (+¼) (55 Active Points); Gate (-½). Total cost: 37 points.*



Options:

1) Multiple Arrival Points: The gate can open onto any location in the one dimension the character can travel to. 69 Active Points; total cost 46 points.

2) Multiple Dimensions I: The gate can open into not just one dimension, but a related group of them — such as the Elemental Planes or the Seven Demonic Realms. The GM decides whether the character can reach any dimension he can travel to automatically, or he needs to make a Navigation (Dimensional) or like Skill Roll to reach his intended destination (the latter option may qualify as a Required Skill Roll). However, the gate can only be established at a single location in each dimension. 69 Active Points; total cost 46 points.

3) Multiple Dimensions II: As Multiple Dimensions I, but the gate can open onto the physical locations in the other dimensions corresponding to the character's physical location in his current dimension. 88 Active Points; total cost 59 points.

4) Multiple Dimensions III: As Multiple Dimensions I, but the gate can open onto any physical locations in each dimension. 96 Active Points; total cost 64 points.

5) True Dimension Gate: The gate can open into any dimension, but only to a specified physical location in each one. 82 Active Points; total cost 55 points.

6) True Dimension Gate II: The gate can open into any dimension, and open in the physical locations in the destination dimension corresponding to the character's physical location in his current dimension. 115 Active Points; total cost 77 points.

7) True Dimension Gate III: The gate can open onto any point in any dimension. 124 Active Points; total cost 83 points.

OFFENSIVE POWERS

BANISHMENT

Effect: Extra-Dimensional Movement, Usable As Attack
Target: One character
Duration: Instant
Range: 200"
END Cost: 5
Dimensional Travel Tricks Roll Penalty: -5

Description: This power allows a character to send a person to another dimension against that person's will. Once there, the victim typically has no way to get back, and thus is effectively removed from the campaign (though eventually he may find a "way home" and return to seek bloody revenge). The character must define which dimension he can send people to when he purchases the power.

As with any Usable As Attack power, this one does not work against a reasonably common set of defenses. These typically include a Force Field "tuned" to the right "frequency" (the GM may require characters to have some knowledge of dimensional physics, or some experience with this power, to properly attune a FF), Power Defense, dimensional-energy based forms of Desolidification, "astral form" Duplication, or the innate ability to move faster than the speed of light (FTL Travel, some forms of MegaScaled movement). However, the player and the GM should add to or change this list as needed to reflect a character's specific origin and special effects.

Since Banishment involves a "stop sign" power with a "stop sign" Advantage, it could

easily cause game balance problems in many campaigns. The GM must approve a character's purchase and use of it.

Game Information: *Extra-Dimensional Movement (one location in one defined dimension), Usable As Attack (defenses are as described above; +1), Ranged (+½). Total cost: 50 points.*

Options:

1) Expanded Banishment I: As with regular Banishment, but the character can send victims to any location in that one dimension. Total cost: 62 points.

2) Expanded Banishment II: As with Expanded Banishment I, but the character can send victims to any location in a related group of dimensions (such as the Nine Hells or the Elemental Planes). Total cost: 87 points.

3) Expanded Banishment III: As with Expanded Banishment II, but the character can send victims to any location in any dimension. Total cost: 112 points.

DANGER PORTAL

Effect: Energy Blast 8d6, Variable Special Effects
Target: One character
Duration: Instant
Range: 300"
END Cost: 6
Dimensional Travel Tricks Roll Penalty: -6

Description: This power allows a character to open a portal to a dimension or place containing some dangerous substance or phenomena. The substance or phenomena gushes out onto or toward the character's opponent, causing injury upon impact. For example, the character could open a portal above a target's head that connects to a dimension where a rockslide is occurring, causing his enemy to be smashed by falling rocks that come through the portal. Other possibilities include portals into pools of lava, portals deep underwater to create high-pressure water blasts, portals into freezing dimensions to create blasts of cold and ice, and so forth.

Game Information: *Energy Blast 8d6, Variable Special Effects (any; +½). Total cost: 60 points.*

Options:

1) Powerful Portals: Increase to Energy Blast 10d6. Total cost: 75 points.

2) Lesser Portals: Decrease to Energy Blast 6d6. Total cost: 45 points.

3) Danger Portal Variant: To simulate the wide variety of phenomena and effects the character can call on, decrease to Energy Blast 6d6 and add Variable Advantages (+½ Advantages; +1). Total cost: 75 points.

4) Gateway Of Destruction I: The character opens a portal so wide that he has little difficulty hitting his target. Add Area Of Effect (One Hex; +½). Total cost: 80 points.

5) Gateway Of Destruction II: A character with this option can open a Danger Portal large enough to attack many people at once. Decrease to Energy Blast 6d6 and add Area Of Effect (5"; +1). Total cost: 75 points.

6) Lasting Portal: The character can hold his portal open indefinitely, moving it so that it continues to dump harmful substances onto the target. Decrease to Energy Blast 6d6 and add Continuous (+1). Total cost: 75 points.

7) Deadly Portal: Substitute RKA 2½d6 for Energy Blast 8d6. Total cost: 60 points.

8) Slow Portal: The character has to take the time to make sure he positions his portal just right, and opens it into the right alternate dimension. Add Extra Time (Full Phase; -½). 60 Active Points; total cost 40 points.

9) Searching Portal: The character lacks an instinctive knowledge of which planes and locations to use for specific phenomena. Instead, he must search his mind, combing through his knowledge of alternate realities to determine just the right one to use. Add Requires A KS: Dimensions Roll (-¼). 60 Active Points; total cost 48 points.

10) Multidirectional Portal: The basic power assumes that, regardless of how it's described, the portal has the effect of opening up and attacking someone as if the character blasted that person directly (for example, Knockback always occurs in the direction away from the character). With this option, that doesn't have to be so — the character can open a portal up from any direction, making it easy to surprise foes, bypass Force Walls, and so forth. Decrease to Energy Blast 6d6 and add Indirect (+¾). Total cost: 67 points.

DIMENSIONAL RIP

Effect: Energy Blast 12d6, No Knockback
Target: One character
Duration: Instant
Range: 300"
END Cost: 6
Dimensional Travel Tricks Roll Penalty: -6

Description: The character can cause a "rip," warp, or point of destabilization in the dimensional fabric right where another person stands. The resulting effect on space-time causes dimensional energies to tear at and buffet that person, inflicting significant injury.

Game Information: *Energy Blast 12d6 (60 Active Points); No Knockback (-¼). Total cost: 48 points.*

Options:

1) Stronger Rip: Increase to Energy Blast 15d6. 75 Active Points; total cost 60 points.

2) Weaker Rip: Decrease to Energy Blast 9d6. 45 Active Points; total cost 36 points.

3) Larger Rip: The character creates a rip large enough to hit a target easily. Add Area Of Effect (One Hex; +½). 90 Active Points; total cost 72 points.

4) Line Of Destabilization: The character creates a long rip in the fabric of the dimensions, affecting not only his end target but anyone standing between them. Decrease to Energy Blast 8d6, add Area Of Effect (16" Line; +1), and add No Range (-½). 80 Active Points; total cost 46 points.

5) Short-Range Rip: The character has limited control over his Dimensional Rips; he cannot create one more than 20" away from himself. Add Limited Range (20"; -¼). Total cost: 40 points.

6) Precise Rip: The character exerts enough control over his dimensional powers that he can open a rip wherever he wants, even bypassing walls and the like. Decrease to Energy Blast 10d6 and add Indirect (+½). 75 Active Points; total cost 60 points.

7) Deadly Rip: Substitute RKA 4d6 for Energy Blast 12d6. 60 Active Points; total cost 48 points.

DIMENSIONAL TRAP

Effect: Entangle 6d6, 6 DEF
Target: One character
Duration: Instant
Range: 300"
END Cost: 6
Dimensional Travel Tricks Roll Penalty: -6

Description: The character can trap an enemy in a bubble of transdimensional space. When the character tries to step outside the bubble, it immediately teleports him right back inside. Additionally, the fluctuating nature of "reality" within the bubble prevents Accessible Foci (such as guns or magic wands) from functioning properly, so trapped characters cannot use them to break free. Only by straining the fabric of the bubble with personal strength or personal attacks can a victim shatter it and go free.

Game Information: *Entangle 6d6, 6 DEF (60 Active Points); Cannot Form Barriers (-¼), Vulnerable (dimensional attacks; -¼). Total cost: 40 points.*

Options:

1) Stronger Trap: Increase to Entangle 8d6, 8 DEF. 80 Active Points; total cost 53 points.

2) Weaker Trap: Decrease to Entangle 4d6, 4 DEF. 40 Active Points; total cost 27 points.

3) Dimensional Trap Variant: This form of transdimensional bubble is harder to damage, but once damaged is more easily broken. Change to Entangle 4d6, 8 DEF. 60 Active Points; total cost 40 points.

4) Precise Trap: The character can create a trap wherever he wants, even bypassing walls and other obstacles in his way. Decrease to Entangle 5d6, 5 DEF and add Indirect (+½). 75 Active Points; total cost 50 points.

5) Wide-Flung Trap: The character can create an area of transdimensional space big enough to trap many people. Decrease to Entangle 4d6, 4 DEF and add Area Of Effect (4" Radius; +1). 80 Active Points; total cost 53 points.

6) Protected Trap: The transdimensional nature of the trap protects itself from other dimensional attacks. Remove the Vulnerable (-¼). 60 Active Points; total cost 48 points.

DISTANCE DISTORTION ZONE

Effect: Change Environment (increase the seeming scale of distance within the defined area), additional -6 to Range Modifier
Target: 8" radius
Duration: Constant
Range: 100"
END Cost: 0
Dimensional Travel Tricks Roll Penalty: -25

Description: The character can manipulate the fabric of reality to create a zone 8" across that seems like it's actually 80" across to those within it. This affects how long it takes people to cross the area, the Range Modifier they suffer for making Ranged attacks into or through the distance distortion zone, and the like.

This power requires the GM's permission to buy, since it's built using Change Environment in a somewhat unorthodox way. The primary combat effect is to increase the Range Modifier, which costs 4 Character Points for each additional -1 added to the standard Range Modifier. The normal Range Modifier for 8" is -2; that for 80" is -8, so the power adds -6 to the Range Modifier. Of course, the exact modifier suffered by a character firing into, out of, or through the field depends on the relative distance between him and his target; it's not necessarily always going to be -8.

The effect on movement is somewhat more difficult, since the power's supposed to have an absolute effect regardless of the number of inches of movement a character has — the zone basically reduces anyone's ability to move through it to one-tenth of normal. To simulate this, the power imposes -5" on all physical modes of movement (Flight, Gliding, Leaping, Running, Swimming, Swinging, Teleportation, and Tunneling). Following Rule #6 on page 543 of the *HERO System 5th Edition, Revised* core rulebook, the GM should apply this combat effect not as a strict reduction in the inches of movement of anyone in the zone, but as a requirement to cross 80" rather than 8" to get across the zone.

Game Information: *Change Environment (create distance distortion zone making it seem as if 8" is 80") 8" radius, Multiple Combat Effects, additional -6 to Range Modifier, -5" of Flight, Gliding, Leaping, Running, Swimming, Swinging, Teleportation, and Tunneling, Reduced Endurance (0 END; +½) (247 Active Points); Limited Range (100"; -¼). Total cost: 198 points.*

Options:

1) Strong Zone: Increase to 16" radius. 255 Active Points; total cost 204 points.

2) Weak Zone: Decrease to 4" radius. 232 Active Points; total cost 186 points.

3) Safe Zone: The character doesn't suffer the distortion effect due to his ability to warp the dimensional fabric. Add Personal Immunity (+¼). 289 Active Points; total cost 231 points.

GATE RAZOR

Effect: RKA 2d6, Indirect, Penetrating (x2)
Target: One character
Duration: Instant
Range: 300"
END Cost: 6
Dimensional Travel Tricks Roll Penalty: -6

Description: Similar to Dimensional Rip (and often bought in a Multipower with it), this power gives a character the ability to open small dimensional portals next to or inside a target, such that the opening edge of the portal cuts through the target like a hot knife through butter. Even strong armor or similar defenses usually can't completely withstand the effect of a Gate Razor.

Game Information: *RKA 2d6, Indirect (+½), Penetrating (x2; +1) (75 Active Points); No Knockback (-¼). Total cost: 60 points.*

Options:

1) Larger Gate Razor: Increase to RKA 3d6. 112 Active Points; total cost 90 points.

2) Smaller Gate Razor: Decrease to RKA 1d6+1. 50 Active Points; total cost 40 points.

3) Multi-Razor: Instead of just creating one large Gate Razor, the character can create multiple small Gate Razors to cut a foe to ribbons. The character can only use the attack against a single target, however. Decrease to RKA 1d6, and add Autofire (5 shots; +½), Reduced Endurance (½ END; +½), and All Shots Must Be Used Against One Target (-0). 52 Active Points; total cost 42 points.

PENETRATING THE VEIL

Effect: Apply Transdimensional (+½) to attacks
Target: One character
Duration: Instant
Range: Self
END Cost: 7
Dimensional Travel Tricks Roll Penalty: -7

Description: Thanks to his knowledge of dimensional manipulation and dimensional structure, the character can make an attack breach dimensional barriers to strike someone in a single other dimension (the character must choose which dimension when he buys this power). Of course, if he cannot perceive through the dimensional barrier (perhaps by using Perspective Of The Dimensions, described below), he won't be particularly accurate with the attack.

Game Information: *Indirect (+½) for any attack of up to 60 points (30 Active Points); Only To Allow Attack To Be Transdimensional (-1) (total cost: 15 points)* ***plus*** *Transdimensional (any one dimension; +½) for any attack of up to 90 points (total cost: 45 points). Total cost: 60 points.*

Options:

1) Multi-Dimensional Attack: The character can attack targets in a group of related dimensions defined when he buys the power, such as the Thirteen Heavens or the Brialic Planes. Increase Transdimensional to +¾ (total cost: 67 points). Total cost: 82 points.

2) Omnidimensional Attack: The character can attack targets in any dimension. Increase Transdimensional to +1 (total cost: 90 points). Total cost: 105 points.

3) Transdimensional Touch: By touching another character, the character can grant this ability to him. Add Usable By Other (+¼) to both naked Advantages. 37 + 56 = 93 Active Points; total cost 18 + 56 = 74 points.

4) Penetrating The Veil Variant: The character's ability to use this power depends on his knowledge of the "spatial relationship" between the dimension he's currently in, and the dimension where he can attack targets with this power. If he doesn't have the "orientation" correct in his mind, the power won't work. Add Requires A Navigation (Dimensional) Roll (-½) to both naked Advantages. 30 + 45 = 75 Active Points; total cost 12 + 30 = 42 points.

5) Dimensional Breaching: The character can only attack targets in other dimensions by focusing on making the attack to the exclusion of events and dangers around him. Add Concentration (½ DCV; -¼) to both naked Advantages. 30 + 45 = 75 Active Points; total cost 13 + 36 = 49 points.

REACH TUNNEL

Effect: Stretching 8", Does Not Pass Through Intervening Space
Target: One object/character
Duration: Instant
Range: 8"
END Cost: 4/3
Dimensional Travel Tricks Roll Penalty: -5

Description: The character has the ability to open two portals large enough for his hand — one right next to him, one right next to some object or person. He can then grab the object and bring it to himself through the dimensional "tunnel," or throw a punch.

Game Information: *Stretching 8", Does Not Pass Through Intervening Space (+¼) (50 Active Points); No Velocity Damage (-¼), Range Modifier Applies (-¼). Total cost: 33 points.*

SENDING

Effect: Teleportation 8" Usable As Attack
Target: One character
Duration: Instant
Range: 200"
END Cost: 4
Dimensional Travel Tricks Roll Penalty: -4

Description: The character's knowledge of how to use alternate dimensions to travel quickly also provides a way for him to attack characters. He can Teleport a target against the target's will — a particularly deadly attack when used to move an enemy off the side of a cliff or tall building.

Game Information: *Teleportation 8", Usable As Attack (defense is Teleportation, Extra-Dimensional Movement, or Force Wall; +1), Ranged (+½). Total cost: 40 points.*

Options:

1) Far Sending I: Increase to Teleportation 12". Total cost: 60 points.

2) Far Sending II: Increase to Teleportation 20". Total cost: 100 points.

3) Far Sending III: The character can send a victim *far* away. The GM should review this power carefully before allowing it in the game; it may prove unbalancingly effective. Add MegaScale (1" = 1 km; +¼). Total cost: 44 points.

4) Short Sending: Decrease to Teleportation 6". Total cost: 30 points.

5) Look That Way!: The character cannot only move the target, he can cause him to change facing. This is particularly effective as an attack when used to cause a character performing a Move By/Through to hit one of his allies (or a wall) instead of the intended target. Add Position Shift. Total cost: 52 points.

DEFENSIVE POWERS

BLINK DIMENSION-WALKING

Effect: +6 DCV
Target: Self
Duration: Constant
Range: Self
END Cost: 3
Dimensional Travel Tricks Roll Penalty: -3

Description: The character has the ability to shift himself back and forth between this dimension and another dimension rapidly, resulting in micro-seconds of time when he's not present in this dimension. This makes it much harder for an attacker to strike him successfully; many attacks that would otherwise hit him miss because he shifts into another dimension at the point in time when they would impact.

Game Information: *+6 DCV (30 Active Points); Costs Endurance (-½). Total cost: 20 points.*

DIMENSIONAL POINT DEFENSE

Effect: Missile Deflection
Target: Self
Duration: Constant
Range: Self
END Cost: 2
Dimensional Travel Tricks Roll Penalty: -2

Description: The character can open up small portals to other, uninhabited, dimensions right in front of incoming attacks, thus keeping them from striking him.

Game Information: *Missile Deflection (all ranged attacks) (20 Active Points); Costs Endurance (-½). Total cost: 13 points.*

Options:

1) Ranged Point Defense: The character can use his micro-portals to defend other people as well. Add Range (adjacent hexes; +½). 30 Active Points; total cost 20 points.

2) Dimensional Point Offense: Instead of merely sending an attack away to another dimension, the character opens up two linked dimensional portals. The attack goes in one and emerges from the other, thus allowing him to redirect the attack at whomever he chooses. Add Reflection (any target). 50 Active Points; total cost 33 points.

DIMENSIONAL SHUNT FIELD

Effect: Force Field (25 PD/25 ED)
Target: One character
Duration: Constant
Range: Self
END Cost: 5
Dimensional Travel Tricks Roll Penalty: N/A

Description: The character establishes a field around himself that is an interface between this dimension and another, uninhabited one. The force and energy of incoming attacks intersects with this interface, causing much (if not all) of it to get shunted to the other dimension, leaving the character unharmed (or less harmed). Attacks that are too powerful overwhelm the interface, bypassing it and causing damage to "leak" through to the character.

Game Information: *Force Field (25 PD/25 ED). Total cost: 50 points.*

Options:

1) Tighter Field: Increase to Force Field (32 PD/32 ED). Total cost: 64 points.

2) Looser Field: Decrease to Force Field (20 PD/20 ED). Total cost: 40 points.

3) Universal Shunt Field: This form of shunt field affects all types of attacks, not just those that have force or energy. Substitute Force Field (15 PD/15 ED/Mental Defense 10/Power Defense 10/Sight Group Flash Defense 10). Total cost: 60 points.

4) Dimensional Shunt Barrier: Instead of creating a personal shunt field around himself, the character can establish the shunt field as a wall-like barrier. Substitute Force Wall (10 PD/10 ED; 3" long). Total cost: 54 points.

5) Dimensional Shunt Field Variant: Substitute Physical and Energy Damage Reduction, Resistant, 50%, Costs Endurance (-½). 30 + 30 = 60 Active Points; total cost 20 + 20 = 40 points.

MULTI-DIMENSIONAL FORM

Effect: Mental Defense (15 points) plus Power Defense (15 points)
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Dimensional Travel Tricks Roll Penalty: N/A

Description: The character's body and mind exist at least partly in more than one dimension simultaneously, making it difficult for certain types of attacks (including psionic ones) to affect him.

Game Information: *Mental Defense (15 points plus EGO/5)* ***plus*** *Power Defense (15 points). Total cost: 30 points.*

MOVEMENT POWERS

DIMENSIONAL TRANSIT

Effect: Teleportation 20"
Target: Self
Duration: Instant
Range: Self
END Cost: 4
Dimensional Travel Tricks Roll Penalty: -4

Description: The character can travel instantly from one place to another in this dimension by traveling through an alternate dimension where points in space are "closer together." The character opens a portal to this other dimension, takes but a single step, and then exits through another portal back into this dimension, now as much as 260 feet from where he was just standing.

Game Information: *Teleportation 20". Total cost: 40 points.*

Options:

1) Better Portal I: Increase to Teleportation 30". Total cost: 60 points.

2) Better Portal II: Add x8 Noncombat. Total cost: 50 points.

3) Better Portal III: The character can open dimensional portals that allow him to travel for miles, though he may need a way to see where he's going (such as Dimensional Window, below) if he's never been there before. Add MegaScale (1" = 100 km, can scale down to 1" = 1 km; +1). Total cost: 80 points.

4) Weaker Portal: Decrease to Teleportation 10". Total cost: 20 points.

5) Group Portal: The character can open a portal large enough to take several friends with him. Add x8 Increased Mass. Total cost: 55 points.

6) True Dimensional Portal I: The character's portal remains open between two points. People can travel either way through the portal, or fire attacks through it. Change to Teleportation 10", Area Of Effect (One Hex; +½), Continuous (+1), Usable On Others (+¼) (55 Active Points); Gate (-½). Total cost: 37 points.

7) True Dimensional Portal II: Like True Dimensional Portal I, but add MegaScale (1" = 1 km; +¼). 60 Active Points; total cost 40 points.

SENSORY POWERS

DIMENSIONAL WINDOW

Effect: Clairsentience (Sight and Hearing Group)
Target: Special
Duration: Constant
Range: 150"
END Cost: 3
Dimensional Travel Tricks Roll Penalty: -3

Description: The character can open a "window" through alternate dimensions that allows him to see and hear what other people are doing and saying far away. However, the people he's "spying" upon may detect the window if he's not careful or unlucky.

Game Information: *Clairsentience (Sight and Hearing Group) (30 Active Points); Visible (-¼). Total cost: 24 points.*

Options:

1) Expanded Range I: The character can open a Dimensional Window much further away. Add 16x Range (2,400", or about three miles). 50 Active Points; total cost 40 points.

2) Expanded Range II: The character can open a Dimensional Window dozens of miles away. Add MegaScale (1" = 10 km, can scale down to 1" = 1 km; +¾). 52 Active Points; total cost 42 points.

3) Hidden Window: The character can make his window small enough that the people he's looking at can't normally perceive it. Remove Visible. Total cost: 30 points.

4) Flying Window: The character can move his window, allowing him to follow a particular target as that person moves. Add Mobile Perception Points. 35 Active Points; total cost 28 points.

HYPERPERCEPTION

Effect: Detect Physical Objects
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Dimensional Travel Tricks Roll Penalty: -2

Description: The character can extend his senses through a higher dimension (or has a body that at least partly exists in such dimensions), thus allowing him to see through/around mere three-dimensional objects.

Game Information: *Detect Physical Objects (INT Roll +2) (Sight Group), Increased Arc Of Perception (360 Degrees), Telescopic (+10 versus Range Modifier). Total cost: 22 points.*

PERSPECTIVE OF THE DIMENSIONS

Effect: Clairsentience (Sight and Hearing Group), Dimensional
Target: Special
Duration: Constant
Range: 200"
END Cost: 4
Dimensional Travel Tricks Roll Penalty: -4

Description: The character can see and hear what's occuring in a group of related dimensions. The GM must determine what point in the other dimension corresponds to the character's location in this dimension; the character determines the range of his Clairsentience from that point.

Game Information: *Clairsentience (Sight and Hearing Group), Dimensional (related group of dimensions, chosen when character buys power). Total cost: 40 points.*

Option:

1) True Dimensional Perspective: The character can see and hear into any dimension. Increase to Dimensional (any dimension). Total cost: 45 points.

MISCELLANEOUS POWERS

DIMENSIONAL ARMY

Effect: Duplication (creates 8 350-point Duplicates)
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Dimensional Travel Tricks Roll Penalty: -9

Description: The character can "summon" versions of himself from alternate Earths and other such dimensions. The various selves may look slightly differently — perhaps they wear different clothing, or have different hairstyles, or the like — but they're otherwise identical.

This write-up assumes the original character is built on 350 points. For other point totals, adjust the cost accordingly.

Game Information: *Duplication (creates 8 350-point Duplicates), Easy Recombination (Zero-Phase Action, full DCV). Total cost 95 points.*

Options:

1) Large Army: Increase to 250 350-point Duplicates. Total cost: 120 points.

2) Diverse Army: The character can "summon" versions of himself from realities so different that his abilities differ as well. Add Altered Duplicates (100%; +1). Total cost: 190 points.

3) Fall Back!: The character can quickly and easily merge his Duplicates with himself. Add Ranged Recombination (+½). Total cost: 142 points.

DIMENSIONAL BYPASS

Effect: Desolidification
Target: Self
Duration: Constant
Range: Self
END Cost: 4
Dimensional Travel Tricks Roll Penalty: -4

Description: The character can shift his body into higher dimensions, allowing him to pass through three-dimensional objects and attacks as if they did not exist.

Game Information: *Desolidification (affected by dimensional attacks, any attack with the Transdimensional Advantage, or magic). Total cost: 40 points.*

Option:

1) Higher Dimension Form: The character's body exists at least partly in a higher dimension at all times. He must apply the *Affects Physical World* Advantage to any attacks he wants to use on normal three-dimensional objects and people (*i.e.,* on any attack that affects non-Desolidified things). Change to Desolidification (affected by dimensional attacks, any attack with the *Transdimensional* Advantage, or magic), Reduced Endurance (0 END; +½), Persistent (+½), Inherent (+¼) (90 Active Points); Always On (-½). Total cost: 60 points.

DIMENSIONAL VAULT

Effect: Extra-Dimensional Movement (to pocket dimension)
Target: Self
Duration: Instant
Range: Self
END Cost: 2
Dimensional Travel Tricks Roll Penalty: N/A

Description: The character controls a "pocket dimension" or other small section of interdimensional space that only he can access and use. Mostly it's just good for storing things, but occasionally it's worth spending time there when he really wants to be alone.

Game Information: *Extra-Dimensional Movement (to a single physical location in pocket dimension). Total cost: 20 points.*

PLANAR REACH

Effect: Stretching 1", Transdimensional
Target: Self
Duration: Constant
Range: Self
END Cost: 1
Dimensional Travel Tricks Roll Penalty: -1

Description: The character has the ability to reach into other dimensions and touch, punch, or grab things in them. (He can't necessarily grasp something and "pull" it back into his current dimension, though, unless the GM chooses to allow this.) However, he can't perceive into the other dimension to see what he's touching; that would require a power like Perspective Of The Dimensions.

Game Information: *Stretching 1", Transdimensional (any dimension, one at a time; +1). Total cost: 10 points.*

FLIGHT POWERS



"Flight Powers" are special speedster tricks and abilities for characters who can fly at extremely high velocities. (This category also includes powers based on Gliding, though characters rarely glide at high speeds.) In many cases a flying speedster is no different than a running speedster, so many powers in the *Speedster Powers* from pages 61-106 are perfectly appropriate for flying speedsters and are not repeated here.

BASIC POWERS

HYPER-FLIGHT

Effect: Flight 25", also MegaScale (1" = 1 km)
Target: Self
Duration: Constant
Range: Self
END Cost: 6/6
Speedster Tricks Roll Penalty: N/A

Description: The character can fly faster than the fastest bird — or, for that matter, the fastest jetfighters, if he has to.

Game Information:

Cost	Power
62	*Hyper-Flight:* Multipower, 62-point reserve
6u	1) *Super-Flight:* Flight 25", x8 Noncombat
6u	2) *Machspeed Flight:* Flight 25", MegaScale (1" = 1 km; +¼)

Total cost: 74 points.

Options:

1) Faster Flight: Increase Multipower to 87-point reserve, slot one to Flight 35" x8 Noncombat, and slot two to Flight 35" MegaScale. Total cost: 104 points.

2) Slower Flight: Decrease Multipower to 50-point reserve and both slots to Flight 20". Total cost: 60 points.

3) Agile Flight: The character's such a skilled flyer that he can turn on a dime. Increase Multipower reserve to 75 points and add No Turn Mode (+¼) to both slots. Total cost: 89 points.

4) Extreme Acceleration I: The character can reach top speed much faster than other flying characters. Increase Multipower reserve to 75 points and add Rapid Noncombat Movement (+¼) to both slots. Total cost: 89 points.

5) Extreme Acceleration II: The character can accelerate and decelerate much faster than other flying characters. Increase Multipower reserve to 75 points and add Combat Acceleration/Deceleration (+¼) to both slots. Total cost: 89 points.

6) Extreme Acceleration III: The character's acceleration and deceleration are practically instantaneous. Increase Multipower reserve to 124 points and add Noncombat Acceleration/Deceleration (+1) to both slots. Total cost: 147 points.

7) Too Fast To Breathe: The character can actually fly so fast he can't breathe properly. He can only attain top speeds for as long as he can hold his breath (and, if necessary, is willing to expend STUN as END). Add to the Machspeed Flight slot Side Effects (character cannot breath when using power, always occurs; -½). Total cost of slot 4 points; total cost of overall power 72 points.

8) Aqua-Flight: The character can use his ability to fly to "swim" as well. Increase Multipower reserve to 75 points and add Usable Underwater (+¼) to both slots. Total cost: 89 points.

9) Relaxed Flight: The character can use his ability to fly to glide effortlessly, thus helping him to conserve energy (END). Increase Multipower reserve to 75 points and add Usable As Gliding (+¼) to Slot #1. Total cost: 88 points.

10) Outer Space Flight: The character can fly particularly fast in the vacuum of space. Increase Multipower reserve to 75 points and add Usable As FTL Travel (+¼) to Slot #1. Total cost: 88 points.

11) Slient Flight: The character makes no sound when he moves. Increase Multipower reserve to 75 points and add Invisible to Hearing Group (+¼) to both slots. Total cost: 89 points.

12) Easy Flight I: The character can fly without tiring himself much. Increase Multipower reserve to 75 points and add Reduced Endurance (½ END; +¼) to both slots. Total cost: 89 points.

13) Easy Flight II: The character can fly without tiring himself at all. Increase Multipower reserve to 93 points and add Reduced Endurance (0 END; +½) to both slots. Total cost: 111 points.

14) Nonrestricted Flight: The character's ability to fly isn't constrained by gravity. Increase Multipower reserve to 93 points and add No Gravity Penalty (+½) to both slots. Total cost: 111 points.



WINGS

Effect: Flight 12", Restrainable
Target: Self
Duration: Constant
Range: Self
END Cost: 2

Description: Some aerial speedsters' flying powers derive from wings.

Game Information: *Flight 12" (24 Active Points); Restrainable (-½). Total cost: 16 points.*

Options:

1) Stronger Wings: Increase Flight to 20". 40 Active Points; total cost 27 points.

2) Weaker Wings: Decrease Flight to 8". 16 Active Points; total cost 11 points.

3) Gliding I: Substitute Gliding 12" for Flight 12". 12 Active Points; total cost 8 points.

4) Gliding II: Some characters who can fly can also glide, allowing them to conserve END. Add Usable As Gliding (+¼). 30 Active Points; total cost 20 points.

5) Water-Wings: The character has taught himself to use his wings to push himself through the water like a manta ray. Add Usable Underwater (+¼). 30 Active Points; total cost 20 points.

6) Easy Flight: The character is such an accomplished flyer that he can remain aloft indefinitely without tiring himself out. Add Reduced Endurance (0 END; +½). 36 Active Points; total cost 24 points.

7) Silent Flight: The character's wings make no sound when used. Add Invisible to Hearing Group (+¼). 30 Active Points; total cost 20 points.

8) Arm-Wings: The character's wings aren't a separate set of limbs growing out of his back; instead, they attach to his arms, meaning he can't do anything with his arms but move his wings if he wants to stay aloft. Substitute Gestures (both hands throughout; -1) for Restrainable. 24 Active Points; total cost 12 points.

9) Stooping: The character is particularly skilled at dive-bombing targets. Add Flight +20", Reduced Endurance (0 END; +½) (60 Active Points); Restrainable (-½), Only To Dive At Targets For Move Bys (-1). Total cost: 24 points.

OFFENSIVE POWERS

CLOUD CONTAINMENT

Effect: Telekinesis (10 STR), Affects Porous
Target: 12" Radius
Duration: Constant
Range: No Range
END Cost: 7
Speedster Tricks Roll Penalty: -7

Description: By flying in a tight sphere around a cloud of gas, mist, smoke, or the like, the speedster compresses the air waves, thus keeping the cloud from spreading and allowing him to move it around at will.

Game Information: *Telekinesis (10 STR), Affects Porous (only versus gases/mists/smokes and the like), Area Of Effect (12" Radius; +1½) (62 Active Points); No Range (-½), Must Pass Through Intervening Space (-¼), Only Works Against Gases/Mists/Smokes (-1). Total cost: 22 points.*

Options:

1) Skillful Compression: Add Requires A Speedster Tricks Roll (-½). Total cost: 19 points.

COMPRESSION WAVE

Effect: Energy Blast 6d6, NND (defense is Life Support [Safe Environment: High Pressure])
Target: One character
Duration: Instant
Range: No Range
END Cost: 6
Speedster Tricks Roll Penalty: -6

Description: By flying in a tight sphere around a target, the speedster creates a field of pressure so high that it weakens and knocks out most people.

Game Information: *Energy Blast 6d6, NND (defense is Life Support [Safe Environment: High Pressure]; +1) (60 Active Points); No Range (-½), Must Pass Through Intervening Space (-¼). Total cost: 34 points.*

Options:

1) Strong Compression: Increase to Energy Blast 8d6. 80 Active Points; total cost 46 points.

2) Weak Compression: Decrease to Energy Blast 4d6. 40 Active Points; total cost 23 points.

3) Larger Compression: The character's fast enough to create compression over a much larger area. Decrease to Energy Blast 4d6 and add Area Of Effect (8" Radius; +1¼). 65 Active Points; total cost 37 points.

4) Ongoing Compression: The compression effect lasts as long as the speedster keeps moving around the target. Decrease to Energy Blast 4d6 and add Continuous (+1). 60 Active Points; total cost 34 points.

5) Injurious Compression: The compression the character creates is so intense it can inflict actual injuries. Change to Energy Blast 12d6 and add No Knockback (-¼). 60 Active Points; total cost 30 points.

6) Skillful Compression: Add Requires A Speedster Tricks Roll (-½). Total cost: 27 points.

JAM RADIO SIGNALS

Effect: Darkness to Radio Group 1" radius
Target: One Hex, MegaScale (10 km)
Duration: Constant
Range: No Range
END Cost: 1
Speedster Tricks Roll Penalty: -1

Description: By flying at incredible speeds through the ionosphere, the speedster can disrupt radio waves over a wide area.

Game Information: *Darkness to Radio Group 1" radius, MegaScale (hex is 10 km wide, deep, and broad; +½) (7 Active Points); No Range (-½), Must Pass Through Intervening Space (-¼). Total cost: 4 points.*

Options:

1) Strong Jamming: Increase to 5" radius. 37 Active Points; total cost 21 points.

2) Larger Disruption Zone: Change to MegaScale (hex is 100 km wide, deep, and broad; +¾). 9 Active Points; total cost 5 points.

3) Global Disruption Zone: The speedster can disrupt radio waves throughout the planet! Change to MegaScale (hex is 10,000 km wide, deep, and broad; +1¼). 11 Active Points; total cost 6 points.

4) Skillful Jamming: Add Requires A Speedster Tricks Roll (-½) (or, if preferred, a Systems Operation Roll). Total cost: 3 points.

WING BUFFET

Effect: HA +3d6
Target: One character
Duration: Instant
Range: Touch
END Cost: 1
Speedster Tricks Roll Penalty: N/A

Description: Flying speedsters with wings are often particularly adept at using their wings to smash and bash their foes.

Game Information: *HA +3d6 (15 Active Points); Hand-To-Hand Attack (-½). Total cost: 10 points.*

Options:

1) Strong Buffet: Increase to HA +4d6. 20 Active Points; total cost 13 points.

2) Weak Buffet: Decrease to HA +2d6. 10 Active Points; total cost 7 points.

3) Skillful Buffet: Add Requires A DEX Roll (assumes a DEX Roll of 12- or 13-; -¾). Total cost: 7 points.

DEFENSIVE POWERS

BRACING FLIGHT

Effect: Knockback Resistant -4"; Linked (to Flight)
Target: Self
Duration: Constant
Range: Self
END Cost: 0
Speedster Tricks Roll Penalty: -1

Description: The character's such a skilled flyer, or his Flight is so "strong," that he has a much easier time resisting Knockback than most flyers.

Game Information: *Knockback Resistant -4" (8 Active Points); Linked (to Flight; -½). Total cost: 5 points.*

Options:

1) Strong Bracing: Increase to Knockback Resistant -6". 12 Active Points; total cost 8 points.

2) Weak Bracing: Decrease to Knockback Resistant -2". 4 Active Points; total cost 3 points.

WING BLOCK

Effect: +5 PD, Activation Roll 14-
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Speedster Tricks Roll Penalty: N/A

Description: Flying speedsters with wings are often particularly adept at using their wings to protect themselves from physical attacks.

Game Information: *+5 PD (5 Active Points); Activation Roll 14- (-½). Total cost: 3 points.*

Options:

1) Strong Block: Increase to +8 PD. 8 Active Points; total cost 5 points.

2) Weak Block: Decrease to +3 PD. 3 Active Points; total cost 2 points.

MOVEMENT POWERS

COSMIC FLYING

Effect: FTL Travel (1 LY per minute)
Target: Self
Duration: Constant
Range: Self
END Cost: 0

Description: When in outer space, the character can fly at up to five hundred thousand times the speed of light.

Game Information: *FTL Travel (250,000 LY/year, or about 1 LY/minute). Total cost: 46 points.*

Options:

1) Faster Cosmic Flying: Increase to FTL Travel (1,000,000 Light-Years/year, or about 1 LY/1 Turn). Total cost: 50 points.

2) Slower Cosmic Flying: Decrease to FTL Travel (64,000 Light-Years/year, or about 1 LY/7 minutes). Total cost: 42 points.

3) Come Fly With Me: Add Usable Simultaneously (Carried, up to eight people at once; +¾). Total cost: 80 points.

4) Tiring Cosmic Fying: Add Costs Endurance (-½). Total cost: 31 points.

MISCELLANEOUS POWERS

ALTER THE WEATHER

Effect: Change Environment (alter weather)
Target: 2 kilometer Radius
Duration: Long-Lasting (see text)
Range: No Range
END Cost: 6
Speedster Tricks Roll Penalty: -6

Description: A flying speedster can move through the atmosphere so quickly, or in so specific a pattern, that he can make some alterations to the weather. He can increase or decrease areas of pressure, create or redirect winds, and possibly even "herd" clouds from one area to another. The effects last until the weather changes normally (thus, usually hours, or a few days at most).

Alter The Weather generally has no combat effect. At most the speedster might be able to impose a -1 on Sight Group PER Rolls by whipping up winds or moving clouds and fog around.

Game Information: *Change Environment (alter weather) 2" radius, MegaScale (every 1" = 1 km wide, deep, and broad; +¼), Long-Lasting (see text), Varying Effect (see text; +1) (56 Active Points); Extra Time (minimum of 1 Turn, and often longer; -1¼), Must Pass Through Intervening Space (-¼), No Range (-½), Restrainable (-¼). Total cost: 17 points.*

Options:

1) Major Weather Alteration: Increase to Change Environment (alter weather) 4" radius. 67 Active Points; total cost 21 points.

2) Minor Weather Alteration: Decrease to Change Environment (alter weather) 1" radius. 45 Active Points; total cost 14 points.

GLIDING POWERS

ACCURATE GLIDING

Effect: +5 to DEX Rolls, Only Work With Gliding Landing Rolls
Target: Self
Duration: Constant
Range: Self
END Cost: 0
Speedster Tricks Roll Penalty: N/A

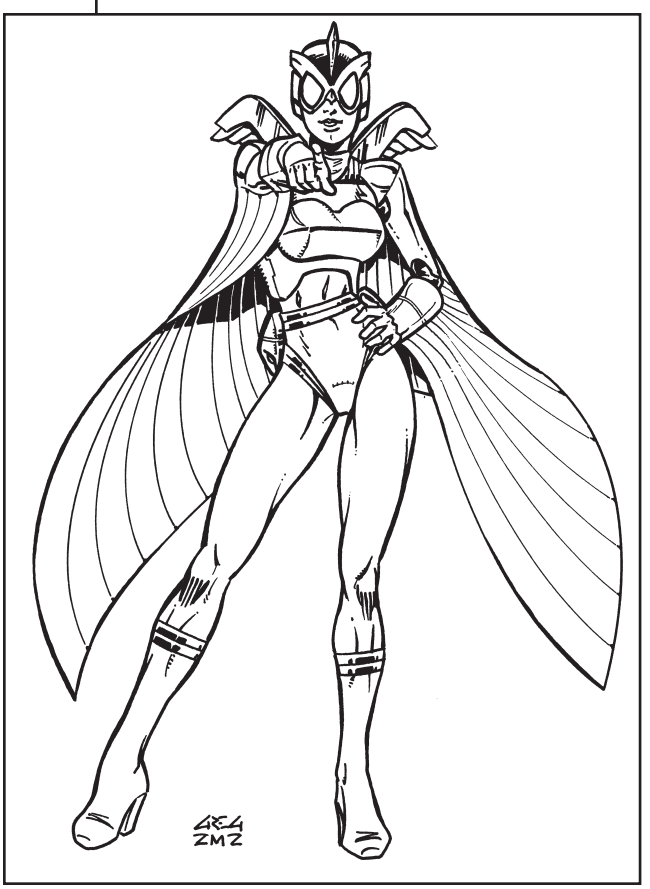
Description: The character has particularly fine control over his Gliding, making it much easier than normal for him to hit the exact landing spot he's aiming for.

Game Information: *+5 to DEX Rolls (15 Active Points); Only Work With Gliding Landing Rolls (-2). Total cost: 5 points.*

Options:

1) Greater Accuracy: Increase to +7 to DEX Rolls. 21 Active Points; total cost 7 points.

2) Lesser Accuracy: Decrease to +3 to DEX Rolls. 9 Active Points; total cost 3 points.



GLIDER WINGS

Effect: Gliding 12", Restrainable
Target: Self
Duration: Constant
Range: Self
END Cost: 0
Speedster Tricks Roll Penalty: N/A

Description: The character has wings that allow him to glide, but not truly fly.

Game Information: *Gliding 12" (12 Active Points); Restrainable (-½). Total cost: 8 points.*

Options:

1) Fast Gliding: Increase to Gliding 15". 15 Active Points; total cost 10 points.

2) Slow Gliding: Decrease to Gliding 8". 8 Active Points; total cost 5 points.

3) Arm-Wings: The character's wings aren't a separate set of limbs growing out of his back; instead, they attach to his arms, meaning he can't do anything with his arms but move his wings if he wants to stay aloft. Substitute Gestures (both hands throughout; -1) for Restrainable. Total cost: 5 points.

LIGHTER THAN AIR

Effect: Gliding 8", No Conscious Control
Target: Self
Duration: Constant
Range: Self
END Cost: 0
Speedster Tricks Roll Penalty: N/A

Description: The character's ability to Glide derives from his power to make himself lighter than air. He can increase or decrease his weight at will, and thus determines when the power activates or stops functioning, but otherwise has very little control over where he travels — he's largely at the mercy of the prevailing winds, much like a hot air balloon. The GM may also adjust the character's Gliding speed up or down a little depending on the wind.

Game Information: *Gliding 8" (8 Active Points); No Conscious Control (character controls activation and deactivation of power, but not where he goes or how fast; -1). Total cost: 4 points.*

KINETIC ENERGY POWERS



Some speedsters' ability to move at great speed, or in unusual ways, derives from their power to control or manipulate such forces and phenomena as kinetic energy, inertia, momentum, and friction. Although these terms have precise scientific meanings, those meanings have little or no effect on how the powers are built and used in game terms, except to provide a "special effect" (see *Champions,* page 163, for more on comic book physics).

Because manipulating such fundamental forces often requires absolute, or nearly absolute, effects, some of the powers described below have high Active Point and Real Point costs. If necessary, the GM can adjust them downward, and then address the "absoluteness" of effect as part of a dramatic sense interpretation of game events.

OFFENSIVE POWERS

FRICTION CONTROL

Effect: Telekinesis (30 STR), Only For Frictionlessness Effects
Target: One Hex Accurate
Duration: Constant
Range: 335"
END Cost: 7
Kinetic Energy Tricks Roll Penalty: -7

Description: The character can render an object or surface frictionless (or nearly so), making it difficult for someone to keep hold of, remain standing or seated on, or the like. This effect is simulated with Telekinesis. When the character uses the power successfully, he engages in a Strength versus Strength Contest with the target. If the character wins, the victim loses his grip on held objects (which fall to the floor), suddenly slides right off his chair (taking telekinetic STR damage from hitting the floor unexpectedly), and so forth.

Game Information: *Telekinesis (30 STR), Area Of Effect (One Hex Accurate; +½) (67 Active Points); Affects Whole Object (-¼), Only For Frictionlessness Effects (-¾), Limited Range (20"; -¼). Total cost: 30 points.*

Options:

1) Greater Frictionlessness: Increase to Telekinesis (40 STR). 90 Active Points; total cost 40 points.

2) Lesser Frictionlessness: Decrease to Telekinesis (20 STR). 45 Active Points; total cost 20 points.

3) Butterfingers All 'Round: The character can affect a group of people with frictionlessness. He must apply the same affect to all of them — they all lose hold of held objects, all slip and fall, or the like. Replace Area Of Effect (One Hex) with Area Of Effect (5" Radius; +1). 90 Active Points; total cost 40 points.

FRICTIONLESS FIELD

Effect: Change Environment (frictionlessness), -5 to DEX Rolls
Target: 8" Radius
Duration: Constant
Range: 225"
END Cost: 4
Kinetic Energy Tricks Roll Penalty: -4

Description: The character creates a field where friction becomes less effective or non-existent. Characters moving on the ground through the field must make a DEX Roll at -5 each Phase to keep from falling down; characters using other DEX-Based Skills suffer a similar penalty to their rolls if the GM rules that friction is involved in the task.

Game Information: *Change Environment 8" radius, -5 to all DEX Rolls and DEX-Based Skill Rolls, Personal Immunity (+¼). Total cost: 45 points.*

Options:

1) Greater Frictionlessness: Increase to -9 to DEX Rolls. Total cost: 65 points.

2) Lesser Frictionlessness: Decrease to -3 to DEX Rolls. Total cost: 35 points.

3) Larger Field: Increase to 32" radius. Total cost: 57 points.

4) Smaller Field: Decrease to 4" radius. Total cost: 39 points.

FRICTION MANIPULATION

Effect: Entangle 4d6, 4 DEF, Takes No Damage From Attacks
Target: One character
Duration: Instant
Range: 300”
END Cost: 6
Kinetic Energy Tricks Roll Penalty: -6

Description: The character reduces the frictional forces around a target to the extent the target cannot move — all he can do is flail around helplessly. Unless he has enough strength to overcome the effect, or he has some physical phenomena to grab hold of, he can't get enough traction to move.

Game Information: *Entangle 4d6, 4 DEF, Takes No Damage From Attacks (+½) (60 Active Points); Cannot Form Barriers (-¼), Vulnerable (to any attack that creates a physical effect which gives the victim something to grab hold of; -½). Total cost: 34 points.*

Options:

1) Heightened Friction Manipulation: Increase to Entangle 6d6, 6 DEF. 90 Active Points; total cost 51 points.

2) Reduced Friction Manipulation: Decrease to Entangle 3d6, 3 DEF. 45 Active Points; total cost 26 points.

3) Friction Manipulation Variant: The character so vastly *increases* the friction inherent in another character's movement that the target cannot move unless he has the strength to overcome the friction and break free. Remove Vulnerable (-½). Total cost: 48 points.

4) Wide-Area Friction Manipulation I: The character can negate friction over a wide area, potentially rendering many people unable to move. Decrease to Entangle 3d6, 3 DEF and add Area Of Effect (5” Radius; +1). 75 Active Points; total cost 43 points.

5) Wide-Area Friction Manipulation II: As Wide-Area Friction Manipulation I, but the character can selectively negate friction, leaving his enemies trapped but his friends able to move normally. Add Selective (+¼). 82 Active Points; total cost 47 points.

INERTIA MANIPULATION

Effect: Entangle 6d6, 6 DEF, Takes No Damage From Attacks; Succor Movement 10d6, Only To Maintain Motion
Target: One character
Duration: Instant/Constant
Range: 450”/435”
END Cost: 9/9
Kinetic Energy Tricks Roll Penalty: -9

Description: The character can control another character's inertia (or in some cases, his own). If the target is at rest, the character can force him to remain at rest by increasing his inertia, making it difficult (if not impossible) for him to move. If the target is in motion, the character can help to negate forces that might tend to hinder or halt that motion (he can also apply this effect to himself).

In game terms, the first effect is an Entangle that Takes No Damage From Attack, a relatively easy effect to adjudicate. The second effect — maintenance of motion — involves boosting the target's inertia-based movement (typically Running or Flight). The recipient can only use the extra inches of movement to keep himself in motion; they do not increase his actual speed. Examples include enhancing his velocity for purposes of smashing through obstacles (performing a Move Through, whether intentional or not), withstanding the effects of Drains against Movement Powers, or resisting Knockback. In the latter case, the GM may choose to allow the extra movement from this power to “brace” the character against Knockback even if he doesn't declare that he's bracing (see page 421 of the *HERO System 5th Edition, Revised* for more information).

Game Information:

Cost	Power
90	*Inertia Manipulation:* Multipower, 90-point reserve
6u	1) *Bodies At Rest Tend To Remain At Rest:* Entangle 6d6, 6 DEF, Takes No Damage From Attacks (+½); Vulnerable (to any attack that causes Knockback; -½)
4u	2) *Bodies In Motion Tend To Remain In Motion:* Succor Movement 10d6, any one kinetic energy-based Movement Power at once (+¼), Ranged (+½); Only To Maintain Motion (-1)

Total cost: 100 points.

KINETIC ABSORPTION

Effect: Absorption 4d6 (half to STR, half to PD), Varying Effect
Target: Self
Duration: Constant
Range: Self
END Cost: 0
Kinetic Energy Tricks Roll Penalty: -3

Description: This power gives a character the innate ability to absorb the kinetic force of any attack — whether physical or energy — and use it to augment his own strength and resilience. However, he must be prepared for the category of energy he has to Absorb; if he expects and prepares for a physical attack and gets hit with an energy bolt, his Absorption doesn't work.

Game Information: *Absorption 4d6 (half to STR, half to PD), Varying Effect (+¾). Total cost: 35 points.*

Options:

1) Improved Absorption I: Increase to Absorption 6d6. Total cost: 52 points.

2) Improved Absorption II: Increase to Absorption 8d6. Total cost: 70 points.

3) Improved Absorption III: Add Can Absorb Maximum Of 48 Points' Worth Of Energy. Total cost: 56 points.

4) Improved Absorption IV: Add Delayed Return Rate (points fade at the rate of 5 per Minute; +¼). Total cost: 40 points.

5) Improved Absorption V: Add Variable Effect (adds to STR and PD simultaneously; +½). Total cost: 45 points.

6) Weaker Absorption: Decrease to Absorption 3d6. Total cost: 26 points.

7) Heightened Physical Absorption: The character's ability to Absorb energy from physical blows is greater. Add Absorption +4d6 (physical) (total cost: 20 points). Total cost: 35 + 20 = 55 points.

8) Energy Conversion: The character can Absorb energy from just about any phenomena, and can vary from Phase to Phase what it adds to. Change to Variable Power Pool (Absorption Pool), 50 base + 25 control cost; Only For Absorption (-1½). Total cost: 50 + 10 = 60 points.

9) Greater Energy Conversion: As Energy Conversion, but the character has a much easier time shifting the allocation of his VPP. Add Powers Can Be Changed As A Zero-Phase Action (+1), No Skill Roll Required (+1). Total cost: 50 + 30 = 80 points.

KINETIC BOOST

Effect: Aid Movement Powers 3d6
Target: One character
Duration: Instant
Range: 260"
END Cost: 5
Kinetic Energy Tricks Roll Penalty: -5

Description: The character's control over kinetic energy, momentum, and similar forces allows him to enhance the velocity of objects or people currently in motion. The effect dissipates the instant the person/object stops moving (voluntarily or involuntarily). The power does not affect Teleportation, Extra-Dimensional Movement, or some forms of Faster-Than-Light Travel, which do not involve kinetic motion.

Game Information: *Aid Movement Powers 3d6, any kinetic energy-based Movement Power one at a time (+¼), Ranged (+½) (52 Active Points); Only Works On People/Objects Currently In Motion (-¼), Points Fade Immediately When Person/Object Stops Moving (-½), Costs Endurance (-½). Total cost: 23 points.*

Options:

1) Big Boost: Increase to Aid 4d6. 70 Active Points; total cost 31 points.

2) Little Boost: Decrease to Aid 2d6. 35 Active Points; total cost 15 points.

3) Long-Term Boost: Add Delayed Return Rate (points fade at the rate of 5 per Minute; +¼). 60 Active Points; total cost 27 points.

4) Enhanced Boost: Through repeated applications of the power, the character can boost a Movement Power to high velocities. Add Can Add Maximum Of 40 Points' Worth Of Power. 72 Active Points; total cost 32 points.

5) Kinetic Drain: To simulate a character's ability to *hinder* movement, substitute Drain for Aid in any of these powers and remove Costs Endurance.

KINETIC MISSILE

Effect: Energy Blast 8d6/RKA 2½d6, OIF (objects of opportunity)
Target: One character
Duration: Instant
Range: 30"
END Cost: 4
Kinetic Energy Tricks Roll Penalty: -4

Description: The character can impart kinetic energy into small objects (pebbles, eating utensils, ball bearings, salt shakers, marbles, pencils...) and cause them to fly toward the target with such speed and force that they inflict severe injuries. Blunt objects do Normal Damage; sharp or pointed ones Killing Damage. The GM may, at his discretion, reduce the damage caused by larger, softer, or more fragile objects.

Game Information:

Cost	Power
20	*Kinetic Missile:* Multipower, 40-point reserve; all slots OIF (objects of opportunity; -½), Limited Range (30"; -¼), Beam (-¼)
2u	1) *Blunt Objects:* Energy Blast 8d6; OIF (objects of opportunity; -½), Limited Range (30"; -¼), Beam (-¼)
2u	2) *Sharp Objects:* RKA 2½d6; OIF (objects of opportunity; -½), Limited Range (30"; -¼), Beam (-¼)

Total cost: 24 points

Options:

1) Faster Missiles: Increase Multipower reserve to 60 points, Slot 1 to Energy Blast 12d6, and Slot 2 to RKA 4d6. Total cost: 36 points.

2) Slower Missiles: Decrease Multipower reserve to 30 points, Slot 1 to Energy Blast 6d6, and Slot 2 to RKA 2d6. Total cost: 17 points.

3) Kinetic Volley: Provided he has enough objects to impart kinetic energy to, the character can fire multiple shots at his target. Increase Multipower reserve to 60 points and add Autofire (5 shots; +½) to both slots. Total cost: 36 points.

KINETIC REDIRECTION

Effect: Absorption 4d6 (physical, goes to Running)
Target: Self
Duration: Constant
Range: Self
END Cost: 0
Kinetic Energy Tricks Roll Penalty: N/A

Description: The speedster absorbs kinetic energy and temporarily converts it for his own use. The more things collide with him, the more kinetic energy he absorbs, and the faster he can move. (This particular version of the power redirects the energy into Running, but it could be bought to redirect it to DEX, Flight, or anything else the GM deems appropriate.)

Game Information: *Absorption 4d6 (physical, goes to Running), Delayed Return Rate (points fade at the rate of 5 per 5 Minutes; +½). Total cost: 30 points.*

Options:

1) Strong Redirection: Increase to Absorption 6d6. Total cost: 45 points.

2) Weak Redirection: Decrease to Absorption 2d6. Total cost: 15 points.

MOMENTUM COMPENSATION

Effect: Telekinesis (50 STR), Only To Throw
Target: One character
Duration: Instant
Range: 375"
END Cost: 7
Kinetic Energy Tricks Roll Penalty: N/A

Description: The character's control over momentum, inertia, friction, and kinetic and potential energy allows him to neutralize a person's or object's movement with respect to the movement of the Earth itself. In other words, Earth keeps rotating but the target doesn't keep moving with it, effectively "flinging" the target away in a direction opposite that of the planet's rotation (westward, on Earth).

Game Information: *Telekinesis (50 STR) (75 Active Points); Instant (-½), Only To Throw Target Opposite Planet's Rotation (westward, on Earth; -1). Total cost: 30 points.*

MOMENTUM ENHANCEMENT

Effect: Succor Movement Powers 6d6, Only For Move Throughs
Target: One character
Duration: Instant
Range: 260"
END Cost: 5
Kinetic Energy Tricks Roll Penalty: -5

Description: The character's control over kinetic energy, momentum, and similar forces allows him to enhance the velocity of objects or people to increase the force with which they impact objects. In game terms, this counts as extra movement only for performing Move Throughs (increasing both the damage done, and the OCV penalty, but not the actual inches of movement the character travels). The power does not affect Teleportation, Extra-Dimensional Movement, or some forms of Faster-Than-Light Travel, which do not involve kinetic motion.

Game Information: *Succor Movement Powers 6d6, any kinetic energy-based Movement Power one at a time (+¼), Ranged (+½) (52 Active Points); Only Works On People/Objects Currently In Motion (-¼), Only For Calculating Damage And OCV Penalty For Move Throughs (-1). Total cost: 23 points.*

Options:

1) Greater Enhancement: Increase to Succor 8d6. 70 Active Points; total cost 31 points.

2) Lesser Enhancement: Decrease to Succor 4d6. 35 Active Points; total cost 15 points.

MOMENTUM SUBTRACTION

Effect: Suppress Movement Powers 6d6
Target: One character
Duration: Constant
Range: 185"
END Cost: 4
Kinetic Energy Tricks Roll Penalty: -4

Description: The character's control over kinetic energy, momentum, and similar forces allows him to reduce the velocity of objects or people to decrease the force with which they impact objects. The power does not affect Teleportation, Extra-Dimensional Movement, some forms of Faster-Than-Light Travel, or any other form of movement that doesn't involve kinetic motion.

Game Information: *Suppress Movement Powers 6d6, any kinetic energy-based Movement Power one at a time (+¼) (37 Active Points); Only Works On People/Objects Currently In Motion (-¼). Total cost: 30 points.*

Options:

1) Greater Subtraction: Increase to Suppress 8d6. 50 Active Points; total cost 40 points.

2) Lesser Subtraction: Decrease to Suppress 4d6. 25 Active Points; total cost 20 points.

3) Momentum-Subtracting Field: The character can decrease characters' ability to move through a particular area. The character must affect the same type of movement for all targets with any given use of the power, but from use to use he can change the type of Movement Power he can affect. Change to Change Environment 32" radius, -10" movement, Varying Combat Effect (only to change mode of movement power affects) (67 Active Points); Only Works On People/Objects Currently In Motion (-¼). Total cost: 54 points.

SIPHONED PUNCH

Effect: Energy Blast 12d6 (physical), Only If Someone Is Punching
Target: One character
Duration: Instant
Range: 20"
END Cost: 6
Kinetic Energy Tricks Roll Penalty: -6

Description: The character uses his control over kinetic energy and momentum to tap into the force of a punch being thrown nearby and direct that force injure someone else. He himself could be the target of the punch, but his intended victim cannot be. The target of the punch still takes damage from it; the character's power merely siphons off some of the force of the punch, it doesn't drain it away entirely. The victim takes damage up to 12d6 or the dice of damage in the punch, whichever is less.

Game Information: *Energy Blast 12d6 (physical) (60 Active Points); Only If Someone Is Punching Another Person Within 10" Of Character And Target (-1), Extra Time (character must Hold his Phase and act on same DEX as person throwing the punch; -0), Only Does 12d6 Or Damage Equal To Punch, Whichever Is Less (-0), Limited Range (20"; -¼). Total cost: 27 points.*

Options:

1) Strong Siphoning: Increase to Energy Blast 14d6. 70 Active Points; total cost 31 points.

2) Weak Siphoning: Decrease to Energy Blast 10d6. 50 Active Points; total cost 22 points.

STOP DEAD

Effect: Energy Blast 18d6, Double Knockback
Target: One character
Duration: Instant
Range: 785"
END Cost: 16
Kinetic Energy Tricks Roll Penalty: N/A

Description: This unusual power allows a character to alter the inertia and momentum of a moving object to make it instantly stop moving, just as if it had hit an immovable wall. To determine whether the power works, the character makes his Attack Roll. If that succeeds, he rolls damage and determines the Knockback. If the power does no Knockback (taking into account both the rolls and any ability the target has, or action he takes, to resist Knockback), it has no effect whatsoever on the target, just as if the character had missed. If it does Knockback, then the target takes damage (see below) and stops dead in his tracks. The Knockback does not move him in any direction; it simply stops him from moving further — again, just as if he'd hit a wall. He will, however, fall to the ground (which may cause flying characters additional damage). In the event the inches of Knockback do not equal or exceed the inches of movement the target's currently using, he takes no damage and keeps moving.

Although the Knockback effect is determined by the Energy Blast dice, the damage from this attack depends more on the target's velocity than on the Energy Blast dice. After the attack succeeds, the GM should roll dice equal to the target's velocity divided by 3 (just as if he'd performed a Move Through, but without using any STR). He then compares the STUN and BODY of that roll to the damage rolled on the Energy Blast dice. The target takes the *lesser* of the two rolls (determined from the STUN). (For the sake of simplicity and swift game play, the GM can just apply the Energy Blast damage outright.)

Game Information: *Energy Blast 18d6, Double Knockback (+¾) (157 Active Points); Only Works On Moving Characters (-½), Damage Based On Move Through Velocity Damage (-½), Does Not Work If Does No Knockback (-½), Knockback Only Causes Character To Stop Moving (-0). Total cost: 63 points.*

Options:

1) Improved Stoppage: Increase to Energy Blast 21d6. 184 Active Points; total cost 74 points.

2) Weaker Stoppage: Decrease to Energy Blast 12d6. 105 Active Points; total cost 42 points.



STOP WHERE YOU ARE

Effect:	Teleportation 1", No Relative Velocity, Usable As Attack, Only To Stop A Moving Character From Moving
Target:	One character
Duration:	Instant
Range:	120"
END Cost:	3
Kinetic Energy Tricks Roll Penalty:	N/A

Description: This power is similar to Stop Dead (see above) but without the harmful effects. The character simply bleeds off all of the kinetic energy, momentum, and/or inertia that keeps a moving character moving, causing him to stop moving completely in 1" of distance no matter how fast he was moving.

Game Information: *Teleportation 1", No Relative Velocity, Usable As Attack (does not work on characters with Teleportation or dimensional manipulation powers; +1), Ranged (+½) (30 Active Points); Only To Stop A Moving Character From Moving (-¼). Total cost: 24 points.*

Options:

1) Disorienting Stop: The sudden stop disorients the target. Add Energy Blast 2d6, NND (defense is Teleportation or dimensional manipulation powers; +1) (20 Active Points); Linked (-½) (total cost: 13 points). 30 + 20 = 50 Active Points total; total cost 24 + 13 = 37 points.

2) Damaging Stop: The sudden stop inflicts injury on the target due to the sudden absorption of momentum. Add Energy Blast 8d6, NND (defense is Teleportation or dimensional manipulation powers; +1) (80 Active Points); Linked (-¼) (total cost: 64 points). 30 + 80 = 110 Active Points total; total cost 24 + 64 = 88 points.

3) Vehicle Stop: The power can affect enough mass to stop most small vehicles. Add x64 mass (6,400 kg). 105 Active Points; total cost 84 points.

TURNABOUT

Effect: Change Environment (impose Turn Mode)
Target: One character
Duration: Constant
Range: 140”
END Cost: 3
Kinetic Energy Tricks Roll Penalty: -3

Description: A character with this power can use his control over inertia to make it difficult for persons or vehicles to turn or maneuver while moving. If the target (be it a person or vehicle) tries to turn more frequently or sharply than allowed by the Turn Mode rules (page 213), he must make a DEX Roll at -4. If he fails, either he cannot turn, he doesn't turn far enough, or some other result applies (he slips and falls, he skids out of control, or the like). This applies regardless of the mode of movement used, and even if the mode of movement has the No Turn Mode Advantage.

Game Information: *Change Environment 1” radius (impose Turn Mode), -4 to DEX Rolls, Usable As Attack (+1) (28 Active Points); Only Applies If Target Tries To Turn More Frequently/Sharply Than Allowed By Turn Mode Rules (-1), Only Affects One Person (-½). Total cost: 11 points.*

Options:

1) Strong Turnabout: Increase to -6 to DEX Rolls. 40 Active Points; total cost 16 points.

2) Weak Turnabout: Decrease to -2 to DEX Rolls. 16 Active Points; total cost 6 points.

DEFENSIVE POWERS

KINETIC CANCELLATION

Effect: Knockback Resistance -10”
Target: Self
Duration: Constant
Range: Self
END Cost: 2
Kinetic Energy Tricks Roll Penalty: -2

Description: The character's control over momentum and inertia allows him to prevent attacks from knocking him around.

Game Information: *Knockback Resistance -10” (20 Active Points); Costs Endurance (-½). Total cost: 13 points.*

Options:

1) Subconscious Cancellation: The character doesn't even have to think about cancelling out Knockback; it happens automatically. Remove Costs Endurance (-½). Total cost: 20 points.

KINETIC SHIELD

Effect: Force Field (25 PD/15 ED)
Target: Self
Duration: Constant
Range: Self
END Cost: 4
Kinetic Energy Tricks Roll Penalty: N/A

Description: The character uses his control over kinetic energy, potential energy, and other forces to establish a protective field around himself that deflects attacks. The field provides more protection against physical attacks than energy attacks.

Game Information: *Force Field (25 PD/15 ED). Total cost: 40 points.*

Options:

1) Strong Shield: Increase to Force Field (35 PD/25 ED). Total cost: 60 points.

2) Weak Shield: Decrease to Force Field (20 PD/10 ED). Total cost: 30 points.

KINETIC THEFT

Effect: Missile Deflection (all physical attacks)
Target: Self
Duration: Constant
Range: Self
END Cost: 1
Kinetic Energy Tricks Roll Penalty: -1

Description: The character robs incoming missiles of their kinetic energy, inertia, and momentum, causing them to drop harmlessly to the ground.

Game Information: *Missile Deflection (all physical missiles) (15 Active Points); Costs Endurance (-½). Total cost: 10 points.*

Options:

1) Improved Theft: Character also buys +5 with Missile Deflection (total cost: 10 points). 15 + 10 = 25 Active Points; total cost 10 + 10 = 20 points.

2) Far Theft: The character can protect both himself and his friends from incoming missiles. Add Range (+1). 30 Active Points; total cost 20 points.

3) Kinetic Reversal: The character can reverse a missile's kinetic energy, sending it back at the person who fired it. Add Reflection. 35 Active Points; total cost 23 points.

MOVEMENT SHIELD

Effect: Force Field (40 PD), Hardened, Only While Moving
Target: Self
Duration: Constant
Range: Self
END Cost: 0
Kinetic Energy Tricks Roll Penalty: N/A

Description: The character harnesses the power of his own motion to create an energy shield around himself that's nearly impenetrable to physical forces. He has to move each Phase to maintain the Shield; otherwise it stops working immediately.

Game Information: *Force Field (40 PD), Hardened (+¼), Reduced Endurance (0 END; +½) (70 Active Points); Only While Moving (see text; -¼). Total cost: 56 points.*

Options:

1) Strong Shield: Increase to Force Field (50 PD). 87 Active Points; total cost 70 points.

2) Weak Shield: Decrease to Force Field (30 PD). 52 Active Points; total cost 42 points.

3) Variant Shield: The character's Shield also protects him against energy attacks. Change to Force Field (20 PD/20 ED). 70 Active Points; total cost 56 points.

PERSONAL FRICTIONLESSNESS

Effect: +40 STR, Only To Escape Entangles/Grabs
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Kinetic Energy Tricks Roll Penalty: -6

Description: The character can reduce the friction acting on his body so that he slips out of Entangles and Grabs like a greased pig.

Game Information: *+40 STR, Reduced Endurance (0 END; +½) (60 Active Points); Only To Escape Entangles And Grabs (-1½). Total cost: 24 points.*

Options:

1) Improved Frictionlessness: Increase to +60 STR. 90 Active Points; total cost 36 points.

2) Weak Frictionlessness: Decrease to +30 STR. 45 Active Points; total cost 18 points.

3) Frictionless Friends: The character can make another person frictionless instead of himself. Add Usable By Other (+¼) and Ranged (+½). 90 Active Points; total cost 36 points.

MOVEMENT POWERS

ADHERENCE

Effect: Clinging
Target: Self
Duration: Constant
Range: Self
END Cost: 1
Kinetic Energy Tricks Roll Penalty: -1

Description: The character uses his powers of friction control to stick to walls. Because he's using friction to hold himself up, he can't stick to surfaces with more than ninety degree slopes (such as ceilings) unless there are handholds or some similar way around the problem.

Game Information: *Clinging (normal STR) (10 Active Points); Cannot Cling To Surfaces With More Than Ninety Degree Slopes (-1), Cannot Resist Knockback (-¼), Costs Endurance (-½). Total cost: 4 points.*

Options:

1) Strong Adherence: Increase Clinging STR to normal STR +15. 15 Active Points; total cost 5 points.

2) Very Strong Adherence: Increase Clinging STR to normal STR +30. 20 Active Points; total cost 7 points.

FRICTION NEGATION

Effect: Running +20"
Target: Self
Duration: Constant
Range: Self
END Cost: 4
Kinetic Energy Tricks Roll Penalty: N/A

Description: The character minimizes the friction between his feet and the ground, allowing him to "skate" or "slide" at tremendous speeds.

Game Information: *Running +20". Total cost: 40 points.*

Options:

1) Enhanced Friction Negation: Increase to Running +30". Total cost: 60 points.

2) Reduced Friction Negation: Decrease to Running +15". Total cost: 30 points.

3) Sliding Friction Negation: This version uses the optional Sliding rules from Chapter Four. Add Sliding (-¼). 40 Active Points; total cost 32 points.



MOMENTUM TELEPORTATION

Effect: Teleportation 20"/200 km
Target: Self
Duration: Instant
Range: Self
END Cost: 4/6
Kinetic Energy Tricks Roll Penalty: -6

Description: The character's control over momentum, inertia, friction, and kinetic and potential energy allows him to neutralize his movement with respect to the movement of the Earth itself. In other words, Earth keeps rotating but the character doesn't keep moving with it, effectively "flinging" him in a direction opposite that of the planet's rotation (westward, on Earth). The drawback to this is that if the character doesn't have a clear field of travel (which he would typically have if he is, for example, up in the air), there's a chance he'll smash into some obstacle as the Earth rotates that obstacle through the point where he's standing.

Game Information:

Cost	Power
17	*Momentum Teleportation:* Multipower, 60-point reserve; all Requires A Kinetic Energy Tricks Roll (-½), Side Effects (takes velocity-based Move Through damage; -1), and Only Westward (-1)
1u	1) *Short-Range Teleportation:* Teleportation 20"; Requires A Kinetic Energy Tricks Roll (-½), Side Effects (takes velocity-based Move Through damage; -1), Only Westward (-1)
2u	2) *Long-Range Teleportation:* Teleportation 20", MegaScale (1" = 10 km; +½); Requires A Kinetic Energy Tricks Roll (-½), Side Effects (takes velocity-based Move Through damage; -1), Only Westward (-1)

Total cost: 20 points.

Options:

1) Enhanced Momentum Teleportation: Increase Multipower reserve to 90 points and the slots to Teleportation 30"/300 km. Total cost: 31 points.

2) Shorter Momentum Teleportation: Decrease Multipower reserve to 45 points and both slots to Teleportation 15"/150 km. Total cost: 15 points.

LEAPING POWERS



Leaping is a relatively uncommon choice as primary movement power for a speedster — its only semi-controlled nature and relative slowness make it a less attractive choice than Running, Flight, or Teleportation. Nevertheless there are some interesting and fun abilities characters can build that involve or focus on Leaping.

BASIC POWER

SUPER-LEAPING

Effect: Leaping +20", also MegaScale (1" = 1 km)
Target: Self
Duration: Constant
Range: Self
END Cost: 3
Leaping Tricks Roll Penalty: N/A

Description: The character's legs are so strong, or so springy, that he can make prodigious leaps — sometimes covering miles at a time!

This power's write-up assumes the character has no more than 20 STR; if he has more you should adjust it (and if he has less, you may be able to save a point or two by recalculating the cost).

Game Information:

Cost	Power
35	*Super-Leaping:* Multipower, 35-point reserve
3u	1) *Super-Leaping:* Leaping +20", x16 Non-combat
3u	2) *Mega-Leaping:* Leaping +20", MegaScale (1" = 1 km, also applies to base 4" Leaping; +¼)

Total cost: 41 points.

Options:

1) Far Leaping: Increase Multipower reserve to 45 points and each slot to Leaping +30". Total cost: 52 points.

2) Shorter Leaping: Decrease Multipower reserve to 30 points and each slot to Leaping +15". Total cost: 35 points.

3) Accurate Leaping: Increase Multipower reserve to 40 points and add the *Accurate* Adder to each slot. Total cost: 47 points.

4) Easy Leaping: Increase Multipower reserve to 44 points and add Reduced Endurance (½ END; +¼) to each slot. Total cost: 52 points.

5) Tireless Leaping: Increase Multipower reserve to 52 points and add Reduced Endurance (0 END; +½) to each slot. Total cost: 61 points.

6) Up, Up, And Away: The character can leap as far upward as he can forward. Increase Multipower reserve to 52 points and add No Gravity Penalty (+½) to each slot. Total cost: 61 points.

OFFENSIVE POWERS

BOUNCE KICK

Effect: HA +6d6, Only When Moving
Target: One character
Duration: Instant
Range: Touch
END Cost: 3
Leaping Tricks Roll Penalty: -3

Description: The character has practiced using his leaping to improve his ability to hit hard in combat. He can make a short spring forward (usually a Half Move) and then use the momentum to kick an opponent particularly hard.

Game Information: *HA +6d6 (30 Active Points); Hand-To-Hand Attack (-½), Only When Moving (-¼). Total cost: 17 points.*

Options:

1) Strong Kick: Increase to HA +8d6. 40 Active Points; total cost 23 points.

2) Weak Kick: Decrease to HA +4d6. 20 Active Points; total cost 11 points.

3) Skillful Kick: Add Requires A Leaping Tricks Roll (-½). Total cost: 13 points.

4) Ricochet Kick: The character's kick is so strong it tends to send the target flying. Add Double Knockback (+¾). 52 Active Points; total cost 30 points.

HANGTIME ACCURACY

Effect: +8 OCV, Only When Making Noncombat Leaps
Target: Self
Duration: Constant
Range: Self
END Cost: 4
Leaping Tricks Roll Penalty: -4

Description: As noted on page 37, a character who Leaps for Noncombat distances spends some "hang time" in the air while he travels toward his target. During these Phases he's at ½ DCV, 0 OCV, like any other character moving at Noncombat velocities. But leapers who buy this ability have learned who to maintain their accuracy even when they're in mid-leap.

The number of Combat Skill Levels chosen for this power represents a guideline. The character should buy as many CSLs as he wants to increase his OCV from 0 to what it would normally be based on his DEX and any Levels or other modifiers he typically applies.

If the GM allows a character to buy this power, he should modify the standard rules for calculating OCV. In this case, these Combat Skill Levels (and only these) apply *last,* after the reduction of OCV to 0 for Noncombat Leaping. Otherwise the last step on the OCV Checklist would render these Levels useless. However, the GM may, in his discretion, wait to apply any OCV penalties for the Combat/Martial Maneuver used last, after these Levels.

Leapers who buy this power may also want to consider *Hangtime Protection* in the "Defensive Powers" section or the *Leaping Warrior* option listed below.

Game Information: *+8 with Ranged Combat (40 Active Points); Costs Endurance (-½), Only When Making Noncombat Leaps (-½), Can Only Be Used To Increase OCV (-¼). Total cost: 18 points.*

Options:

1) Greater Accuracy: Increase to +10 with Ranged Combat. 50 Active Points; total cost 22 points.

2) Lesser Accuracy: Decrease to +6 with Ranged Combat. 30 Active Points; total cost 13 points.

3) Skillful Accuracy: Add Requires A Leaping Tricks Roll (-½). Total cost: 14 points.

4) Expanded Accuracy: The character's accuracy applies to all attacks, not just Ranged Combat. Change to +8 with All Combat. 64 Active Points; total cost 28 points.

5) Leaping Warrior: The CSLs the character buys can affect his OCV or DCV, as he chooses. Remove Can Only Be Used To Increase OCV (-¼). Total cost: 20 points.

PINBALL ATTACK

Effect: Energy Blast 8d6, Only Works In Enclosed Spaces
Target: 12" Radius
Duration: Instant
Range: No Range
END Cost: 10
Leaping Tricks Roll Penalty: -10

Description: The character can leap into an enclosed area — such as a room — and bounce all around, using his skill as a leaper to make sure he lands and springs off appropriate surfaces. As he does so he can hit anyone in that area that he wants to with a devastating attack.

A leaper can only use this power in an appropriate enclosed area. Not only does the area have to be reasonably enclosed, it has to be large enough for him to be able to twist and turn so he can get his feet underneath him and continue leaping (that's what the Required Skill Roll is for, in part). Typically the area must be at least as long in at least one dimension as the character's full Half Move with Leaping, but the final decision is up to the GM. The GM might also allow the leaper to use this ability in an area that's not actually fully enclosed (for example, an old-growth forest where he could pinball off tree trunks and thick tree branches).

Game Information: *Energy Blast 8d6, Area Of Effect (10" Radius; +1¼), Selective (+¼) (100 Active Points); No Range (-½), Only Works In Enclosed Spaces (see text; -½), Requires A Leaping Tricks Roll (-½). Total cost: 40 points.*

Options:

1) Power Pinball: Increase to Energy Blast 10d6. 125 Active Points; total cost 50 points.

2) Weak Pinball: Decrease to Energy Blast 6d6. 75 Active Points; total cost 30 points.

3) Ongoing Pinball: The character can go on ricocheting around as long as he's got the stamina (*i.e.,* END) to keep fighting. Decrease to Energy Blast 6d6 and add Continuous (+1). 105 Active Points; total cost 42 points.

4) Bigger Area: Increase to Area Of Effect (20" Radius; +1½). 110 Active Points; total cost 44 points.

DEFENSIVE POWERS

HANGTIME PROTECTION

Effect: +8 DCV, Only When Leaping At Noncombat Velocity
Target: Self
Duration: Constant
Range: Self
END Cost: 5
Leaping Tricks Roll Penalty: -5

Description: Under the standard *HERO System* rules, a character making a Noncombat velocity Leap is automatically at ½ DCV — he's just hanging there in mid-air, preparing to land. But a character with this ability knows how to dodge attacks while he's in mid-Leap without interfering with his landing.

The number of Combat Skill Levels chosen for this power represents a guideline. The character should buy as many CSLs as he wants to increase his DCV from half to what it would normally be based on his DEX and any Levels or other modifiers he typically applies.

If the GM allows a character to buy this power, he should consider modifying the standard rules for calculating DCV. In this case, these Combat Skill Levels (and only these) apply *last,* after the halving of DCV for Noncombat Leaps. Otherwise the last step on the DCV Checklist will make this a very expensive power, since it will halve the effectiveness of the purchased Levels. However, the GM may, in his discretion, wait to apply any DCV penalties for the Combat/Martial Maneuver used last, after these Levels.

Leapers who buy this power may also want to consider *Hangtime Accuracy* in the "Offensive Powers" section.

Game Information: *+8 DCV (40 Active Points); Costs Endurance (-½), Only When Making Noncombat Leaps (-¼). Total cost: 23 points.*

Options:

1) Greater Defense: Increase to +10 DCV. 50 Active Points; total cost 29 points.

2) Lesser Defense: Decrease to +6 DCV. 30 Active Points; total cost 17 points.

3) Skillful Defense: Add Requires A Leaping Tricks Roll (-½). Total cost: 18 points.

MOVEMENT POWERS

FAST CLIMB

Effect: Leaping +10", Only Up Appropriate Vertical Surfaces
Target: Self
Duration: Constant
Range: Self
END Cost: 1
Leaping Tricks Roll Penalty: -1

Description: The character has practiced using his leaping abilities to quickly scale vertical surfaces (typically the sides of buildings, but also cliffs, large trees, and the like). With mountain goat-like assuredness, he can spring from one tiny toehold, outcropping, ledge, or cornice to another, scaling the surface faster even than a character with Clinging.

Game Information: *Leaping +10" (10 Active Points); Only Up Appropriate Vertical Surfaces (-1½). Total cost: 4 points.*

Options:

1) Faster Climb: Increase to Leaping +20". 20 Active Points; total cost 8 points.

2) Slower Climb: Decrease to Leaping +5". 5 Active Points; total cost 2 points.

3) Skillful Power: Add Requires A Leaping Tricks Roll (-½). Total cost: 3 points.

RE-BOUND

Effect: Leaping 5", Trigger (after Full Move Leaps)
Target: Self
Duration: Constant
Range: Self
END Cost: 1
Leaping Tricks Roll Penalty: -1

Description: Some leapers feel vulnerable after making long leaps (*i.e.,* Full Moves or Noncombat Moves with Leaping), since it's often easy for an attacker to predict where they're going to land and they can't move away from that spot immediately. To counteract that danger, they sometimes develop this ability, which lets them make a small (up to 5") additional leap at the end of a long leap so they can get behind cover or away from an attacker.

The inches of Leaping bought for this power don't add to the character's base inches of Leaping from STR or any other inches he's bought; they're a discrete power that functions on their own.

Game Information: *Leaping 5", Trigger (whenever character wants to after performing a Full Move Leap, activating Trigger takes no time, resetting Trigger is a Zero Phase Action; +¾). Total cost: 9 points.*

Options:

1) Strong Re-Bound: Increase to Leaping 8". Total cost: 14 points.

2) Weak Re-Bound: Decrease to Leaping 3". Total cost: 5 points.

3) Skillful Re-Bound: Add Requires A Leaping Tricks Roll (-½). 9 Active Points; total cost 6 points.

SWIMMING POWERS



Swimming Powers involve moving at fast speeds or in unusual ways through the water or other liquids. To a limited extent this category also includes some powers that don't strictly relate to movement but which are commonly possessed by swimming speedsters (such as *Underwater Adaptation* and *I Can Talk To Fish*); for more such powers please refer to the *Animal Powers* and *Water Powers* sections of *The UNTIL Superpowers Databases.*

Many of the Speedster Powers on pages 61-106 or the Flight Powers on pages 116-20 can easily be adapted for use by Swimming characters. If appropriate, add Limitations like *Only Works Underwater* (typically with a value of -½, though it depends on how much time the character spends underwater during the game). For example, the *Backdraft* power (page 64) could be re-worked as *Strong Wake* — as the character swims, the speed of his passing drags people and objects along (or knocks them around). Similarly, the *Water Pulse* ability listed below is largely the same as *Compressed Air Punch* (page 67) reworked for an aquatic environment.

See *Hidden Lands,* pages 30-42, or *The HERO System Combat Handbook,* pages 152-64, for general information about adventuring in underwater environments.

BASIC POWER

HYPER-SWIMMING

Effect: Swimming +25", also MegaScale (1" = 1 km)
Target: Self
Duration: Constant
Range: Self
END Cost: 3
Speedster Tricks Roll Penalty: N/A

Description: The character can swim so fast he leaves the best speedboats bobbing in his wake.

Game Information:

Cost	Power
35	*Hyper-Swimming:* Multipower, 35-point reserve
3u	1) *Super-Swimming:* Swimming +25", x8 Noncombat
3u	2) *Overdrive Swimming:* Swimming +25", MegaScale (1" = 1 km, also applies to base 2" Swimming; +¼)

Total cost: 41 points.

Options:

1) Faster Swimming: Increase Multipower reserve to 45 points and both slots to Swimming +35". Total cost: 53 points.

2) Slower Swimming: Decrease Multipower reserve to 30 points and both slots to Swimming +20". Total cost: 35 points.

3) Extreme Acceleration I: The character can reach top speed much faster than other swimmers. Increase Multipower reserve to 46 points and add Rapid Noncombat Movement (+¼) to both slots. Total cost: 55 points.

4) Extreme Acceleration II: The character can accelerate and decelerate much faster than other swimmers. Increase Multipower reserve to 46 points and add Combat Acceleration/Deceleration (+¼) to both slots. Total cost: 55 points.

5) Extreme Acceleration III: The character's acceleration and deceleration underwater are practically instantaneous. Increase Multipower reserve to 74 points and add Noncombat Acceleration/Deceleration (+1) to both slots. Total cost: 87 points.

6) Easy Swimming: The character can swim a long time before he gets tired. Increase Multipower reserve to 46 points and add Reduced Endurance (½ END; +¼) to both slots. Total cost: 55 points.

7) Tireless Swimming: The character can swim all day without getting tired. Increase Multipower reserve to 55 points and add Reduced Endurance (0 END; +½) to both slots. Total cost: 65 points.

8) Up As Well As Forward: The character can swim upward as fast as he can forward — in other words, gravity doesn't slow him down when he's swimming. Increase Multipower reserve to 55 points and add No Gravity Penalty (+½) to both slots. Total cost: 65 points.

OFFENSIVE POWERS

AQUA-STRENGTH

Effect: +20 STR, Only Works Underwater
Target: Self
Duration: Persistent
Range: Self
END Cost: 2
Speedster Tricks Roll Penalty: N/A

Description: The character's much stronger underwater than he is on the surface or in the air.

You can use this ability as a template for other powers that only manifest underwater. Alternately, you could give a swimming speedster high STR all the time but a Dependence on water that results in Weakness (and thus loss of STR).

Game Information: *+20 STR (20 Active Points); Only Works Underwater (-½). Total cost: 13 points.*

Options:

1) Greater Aqua-Strength: Increase to +30 STR. 30 Active Points; total cost 20 points.

2) Lesser Aqua-Strength: Decrease to +10 STR. 10 Active Points; total cost 7 points.

NARCOSIS ATTACK

Effect: Drain EGO 2d6, Only Versus Characters Breathing Compressed Air Underwater
Target: One character
Duration: Instant
Range: No Range
END Cost: 2
Speedster Tricks Roll Penalty: -2

Description: If a swimming speedster is fighting characters who are breathing compressed air — such as divers wearing SCUBA equipment — he can swim around them at tremendous speeds, building up enough pressure to induce temporary nitrogen narcosis even if his targets aren't at a depth where that would ordinarily occur. (See *Hidden Lands,* page 31, for more information on nitrogen narcosis.)

Game Information: *Drain EGO 2d6 (20 Active Points); Only Versus Characters Breathing Compressed Air Underwater (-1½), Must Pass Through Intervening Space (-¼). Total cost: 7 points.*

Options:

1) Strong Narcosis: Increase to Drain EGO 3d6. 30 Active Points; total cost 11 points.

2) Weak Narcosis: Decrease to Drain EGO 1d6. 10 Active Points; total cost 4 points.

3) Skillful Narcosis: Add Requires A Speedster Tricks Roll (-½). Total cost: 6 points.

WATER PULSE

Effect: Energy Blast 6d6
Target: One character
Duration: Instant
Range: 10"
END Cost: 3
Speedster Tricks Roll Penalty: -3

Description: The speedster punches the water so quickly and with such speed-driven force that he compresses it forward as a pulse to hit his target at range.

Game Information: *Energy Blast 6d6 (30 Active Points); Limited Range (10"; -¼), Only Works Underwater (-½). Total cost: 17 points.*

Options:

1) Strong Pulse: Increase to Energy Blast 8d6. 40 Active Points; total cost 23 points.

2) Weak Pulse: Decrease to Energy Blast 5d6. 25 Active Points; total cost 14 points.

3) Jackhammer Pulse: By "jackhammering" his fist, the speedster can hit the same target with multiple water pulses or hit several targets at once. Add Autofire (5 shots; +½). 45 Active Points; total cost 26 points.

4) Skillful Pulse: Add Requires A Speedster Tricks Roll (-½). Total cost: 13 points.

DEFENSIVE POWERS

AQUATIC COLD RESISTANCE

Effect: Life Support (Safe Environment: Intense Cold)
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Speedster Tricks Roll Penalty: N/A

Description: Characters who spend a lot of time in the water are often exposed to frigid temperatures, especially if they swim deep or in northern climes. Speedsters with this power can ignore icy weather and water.

Game Information: *Life Support (Safe Environment: Intense Cold). Total cost: 2 points.*

PRESSURE RESISTANCE

Effect: Life Support (Safe Environment: High Pressure)
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Speedster Tricks Roll Penalty: N/A

Description: Swimming speedsters often descend to depths where the water pressure would crush any normal man. Fortunately, their sturdy bodies can resist such forces.

Game Information: Life Support (Safe Environment: High Pressure). Total cost: 1 point.



UNDERWATER ADAPTATION

Effect: Environmental Movement: Aquatic Movement
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Speedster Tricks Roll Penalty: N/A

Description: The character spends so much time in the water that he can fight and move there without any penalties.

Game Information: *Environmental Movement: Aquatic Movement (no penalties underwater). Total cost: 3 points.*

UNDERWATER RESILIENCE

Effect: Armor (10 PD/10 ED)
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Speedster Tricks Roll Penalty: N/A

Description: The toughness of the character's body, necessary to resist the friction of moving through the water and the pressure of the deeps, helps him resist the effects of attacks.

Game Information: *Armor (10 PD/10 ED). Total cost: 30 points.*

Options:

1) Greater Resilience: Increase to Armor (12 PD/12 ED). Total cost: 36 points.

2) Lesser Resilience: Decrease to Armor (8 PD/8 ED). Total cost: 24 points.

3) Physical Resilience: The character has greater resistance to physical attacks than energy attacks. Change to Armor (14 PD/8 ED). Total cost: 33 points.

MOVEMENT POWERS

BREACH-LEAPING

Effect: Flight 20", Only When Breaching, Limited Use (see text)
Target: Self
Duration: Constant
Range: Self
END Cost: 4
Speedster Tricks Roll Penalty: -4

Description: The character's adept at using his hyper-swimming to create a "backdraft" that sucks a large column of water up after him when he breaches (see page 39). This in effect allows him to "fly" for a few seconds by continuing to "swim" on top of the column of water. In game terms, this is simulated with heavily-Limited Flight. The character can only Fly for three Phases after breaching. He cannot do anything while Flying but make Full Moves with his Flight; if he stops moving, attacks with any attack other than Move By/Through (or similar attacks allowed by the GM), or does anything else that would disrupt the column of water, the column collapses back into the body of water it came from. The character's Flight works like Leaping — he can't change direction and basically travels in a ballistic arc defined by the angle he breached out of the water at (and if he's smart, he'll be sure to use his third Phase of Flight to land; otherwise he falls). This power should be bought with inches of Flight no greater than the character's Combat Movement with Swimming (and often less).

Game Information: *Flight 20" (40 Active Points); Only When Breaching (-1), Limited Use (see text; -2). Total cost: 10 points.*

Options:

1) Strong Breach-Leaping: Increase to Flight 30". 60 Active Points; total cost 15 points.

2) Weak Breach-Leaping: Decrease to Flight 10". 20 Active Points; total cost 5 points.

3) Skillful Breach-Leaping: Add Requires A Speedster Tricks Roll (-½). Total cost: 9 points.

ENHANCED DIVING

Effect: Swimming +30", Only To Dive Safely
Target: Self
Duration: Constant
Range: Self
END Cost: 3
Speedster Tricks Roll Penalty: -3

Description: The character can dive enormous distances safely. (See page 212 for rules about Diving.)

Game Information: *Swimming +30" (30 Active Points), Only To Dive Safely (-2). Total cost: 10 points.*

Options:

1) Strong Diving: Increase to Swimming +40". 40 Active Points; total cost 13 points.

2) Weak Diving: Decrease to Swimming +20". 20 Active Points; total cost 7 points.

3) Skillful Diving: Add Requires A Speedster Tricks Roll (-½). Total cost: 9 points.

SUPER-BREACHING

Effect: Swimming +20", Only For Breaching
Target: Self
Duration: Constant
Range: Self
END Cost: 2
Speedster Tricks Roll Penalty: -2

Description: When using the breaching rules (page 39), the character's particularly talented at "leaping" a long way out of the water.

Game Information: *Swimming +20" (20 Active Points); Only For Breaching (-2). Total cost: 7 points.*

Options:

1) Strong Breaching: Increase to Swimming +30". 30 Active Points; total cost 10 points.

2) Weak Breaching: Decrease to Swimming +10". 10 Active Points; total cost 3 points.

3) Skillful Breaching: Add Requires A Speedster Tricks Roll (-½). Total cost: 6 points.

SENSORY POWERS

UNDERWATER SENSES

Effect: Various Enhanced Senses
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Speedster Tricks Roll Penalty: N/A

Description: The character has the senses he needs to perceive things underwater. He may purchase as many of these as he wishes.

Game Information:

Cost	Power
5	*Underwater Eyes:* Nightvision
5	*Underwater Eyes:* Infrared Perception (Sight Group)
5	*Underwater Eyes:* Ultraviolet Perception (Sight Group)
5	*Shark's Nose:* Tracking for Normal Smell
28	*Water Currents Sense:* Detect Physical Vibrations (INT Roll) (Touch Group), Discriminatory, Increased Arc Of Perception (360 Degrees), Range, Targeting (35 Active Points); Only When In Contact With The Water (-¼)

MISCELLANEOUS POWERS

AQUA-VITALITY

Effect: Endurance Reserve (200 END) plus (20 REC), Limited Recovery (only when in water)
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Speedster Tricks Roll Penalty: N/A

Description: The character has a lot of energy... but he tires quickly when out of water. Only when he's in the water can he truly relax and restore himself.

Game Information: *Endurance Reserve (200 END) (total cost: 20 points)* ***plus*** *Endurance Reserve (20 REC) (20 Active Points); Limited Recovery (only when in water; -½) (total cost: 13 points). Total cost: 33 points.*

Options:

1) Strong Aqua-Vitality: Increase to Endurance Reserve (300 END) **plus** (30 REC). 30 + 30 = 60 Active Points; total cost 30 + 20 = 50 points.

2) Weak Aqua-Vitality: Decrease to Endurance Reserve (100 END) **plus** (10 REC). 10 + 10 = 20 Active Points; total cost 10 + 7 = 17 points.

BREATHE UNDERWATER

Effect: Life Support (Expanded Breathing: Breathe Underwater)
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Speedster Tricks Roll Penalty: N/A

Description: If one spends a lot of time underwater, it helps to be able to breathe there unaided.

Game Information: *Life Support (Expanded Breathing: Breathe Underwater). Total cost: 5 points.*

CALL TO THE FISH

Effect: Summon 100-point aquatic animal
Target: One aquatic animal
Duration: Instant
Range: No Range
END Cost: 3
Speedster Tricks Roll Penalty: N/A

Description: The character can call aquatic animals to his location. This basic power calls one animal of the approximate power level of a swordfish (he could also summon a swarm of animals defined as a single unit, such as a school of piranha). You can easily adjust the cost to Summon more or less expensive animals.

For specific animal write-ups, see *The HERO System Bestiary,* pages 132-188.

Game Information: *Summon one Aquatic Animal built on up to 100 Character Points, Expanded Class (any aquatic animal; +¼), Loyal (+½) (35 Active Points); Arrives Under Own Power (-½), Summoned Being Must Inhabit Locale (-½). Total cost: 17 points.*

Options:

1) A Big One: Increase to Summon one 250-point animal (enough to summon a shark or whale; alternately, the character could take a 100-point animal and give it 150 points' worth of special abilities and powers). 87 Active Points; total cost 43 points.

2) Call The School I: Increase to up to four aquatic animals. 52 Active Points; total cost 26 points.

3) Call The School II: Increase to up to 16 aquatic animals. 70 Active Points; total cost 35 points.

4) Call The School III: Increase to up to four aquatic animals for Option #1. 105 Active Points; total cost 52 points.

FISH CONTROL

Effect: Mind Control 8d6 (Animal class of minds), Telepathic, Aquatic Creatures Only
Target: One aquatic animal
Duration: Constant
Range: LOS
END Cost: 5
Speedster Tricks Roll Penalty: N/A

Description: A character with this power can mentally take control of aquatic creatures. With a mere thought he can hold a shark at bay or order a whale to join him in an attack.

Game Information: *Mind Control 8d6 (Animal class of minds), Telepathic (+¼) (50 Active Points); Limited Class Of Minds (aquatic creatures; -½). Total cost: 33 points.*

Options:

1) Strong Fish Control: Increase to Mind Control 12d6. 75 Active Points; total cost 50 points.

2) Weak Fish Control: Decrease to Mind Control 6d6. 37 Active Points; total cost 25 points.

3) Control The School: The character may control many fish at once, though he must issue the same orders to all of them. Add Area Of Effect (5" Radius; +1). 90 Active Points; total cost 60 points.

I CAN TALK TO FISH

Effect: Telepathy 5d6 (Animal class of minds)
Target: One fish
Duration: Instant
Range: No Range
END Cost: 2
Speedster Tricks Roll Penalty: N/A

Description: The character can speak telepathically with fish and other aquatic creatures, and they can speak to him. However, he cannot compel fish to talk to him, to give him information, to treat him politely, or to do as he asks. The GM decides how any given fish reacts to a character's efforts to speak to him.

Game Information: *Telepathy 5d6 (Animal class of minds) (25 Active Points); Limited Class Of Minds (aquatic creatures; -½), No Range (-½), Communication Only (-¼). Total cost: 11 points.*

Options:

1) Strong Talking: Increase to Telepathy 7d6. 35 Active Points; total cost 15 points.

2) Weak Talking: Decrease to Telepathy 3d6. 15 Active Points; total cost 7 points.

3) Motor Mouth: Instead of ascertaining only a single piece of information in his Phase, a character with this option can get several answers at once. Add Autofire (+1½). 62 Active Points, total cost 27 points.

4) Long-Range Talking: The character's Telepathy works over the standard LOS range for Mental Powers. Remove No Range (-½). Total cost: 14 points.

5) Actual Talking: The character literally has to talk to the fish. They respond back in fishspeak; only he can understand them. Add Incantations (throughout; -½). Total cost: 9 points.

6) Do Your Friends Know Anything?: Besides talking to the fish that are present, the character can ask them to go and check with other aquatic animals. The GM can assume that an animal can freely communicate with other animals of the same species; this power allows the animals to talk to different species as well. Add Usable Simultaneously (character and one animal; +½), Persistent (to remove need to maintain LOS; +½), Extra Time (it may take a while for the animals to find other animals to talk to and report back; -0). 50 Active Points; total cost 22 points.

7) Under The Sea: The character can communicate with all the local aquatic life at once. Add Area Of Effect (6" Radius; +1¼). 56 Active Points; total cost 25 points.

REFRESHING WATER

Effect: +10 REC, Only Works Underwater
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Speedster Tricks Roll Penalty: N/A

Description: The character remains more vital, and heals more quickly, when he's underwater instead of on the surface or in the air.

Game Information: *+10 REC (20 Active Points); Only Works Underwater (-½). Total cost: 13 points.*

Options:

1) Greater Refreshment: Increase to +15 REC. 30 Active Points; total cost 20 points.

2) Lesser Refreshment: Decrease to +5 REC. 10 Active Points; total cost 7 points.

3) Marine Refreshment: The character's vitality depends on being in salt water; fresh water won't do. Change to Only Works In Salt Water (-1). Total cost: 10 points.

SWINGING POWERS



While few speedsters rely on Swinging as their sole (or even primary) form of movement, there are a few Swinging-related abilities characters can use.

BASIC POWER

SWINGING

Effect: Swinging 20"
Target: Self
Duration: Constant
Range: Self
END Cost: 2
Speedster Tricks Roll Penalty: N/A

Description: Through whatever means — energy control, the ability to spin webs, stretcheable limbs, or the like — the character can generate a swingline and travel by swinging through the air.

Game Information: *Swinging 20". Total cost: 20 points.*

Options:

1) Strong Swinging: Increase to Swinging 30". Total cost: 30 points.

2) Weak Swinging: Decrease to Swinging 10". Total cost: 10 points.

3) Long-Range Swinging: The character's got enough swingline to swing a long distance, if necessary. Add x8 Noncombat. Total cost: 30 points.

4) Physical Swingline: The character's swinglines don't depend on a Focus, but they are physical objects that other characters can attack. Add Physical Manifestation (-¼). 20 Active Points; total cost 16 points.

OFFENSIVE POWERS

SWING ATTACK

Effect: Energy Blast 6d6, Extra Time (Full Phase), Must Pass Through Intervening Space
Target: 16" Any Area
Duration: Instant
Range: See text
END Cost: 8
Speedster Tricks Roll Penalty: -8

Description: The character attaches his swingline to an appropriate point and swings through an area, punching, kicking, and bashing targets as he passes through. The starting hex must be within character's full Half Move using Swinging of where he's standing when he begins the attack, and the Any Area must conform to a path of attack he could reasonably and at least semi-realitistically follow using Swinging and which lets him end up (either via Swinging or some other ability) back in the hex he started in. Thus, the Any Area will usually conform to an arc or ring shape.

Game Information: *Energy Blast 6d6, Area Of Effect (16" Any Area, see text; +1½), Personal Immunity (+¼) (82 Active Points); Extra Time (Full Phase; -½), Limited Range (see text; -¼), Must Pass Through Intervening Space (-¼). Total cost: 41 points.*

Options:

1) Strong Attack: Increase to Energy Blast 8d6. 110 Active Points; total cost 55 points.

2) Weak Attack: Decrease to Energy Blast 4d6. 55 Active Points; total cost 27 points.

3) Trail Attack: This version of the power uses the optional Trail form of Area Of Effect. Change to: Energy Blast 6d6, Area Of Effect (Trail; +1) (60 Active Points); Extra Time (Full Phase; -½). Total cost: 40 points.

4) Skillful Attack: Add Requires A Speedster Tricks Roll (-½). Total cost: 33 points.

SWASHBUCKLING FLAIR

Effect: +20 PRE, Linked (to Swinging)
Target: Self
Duration: Constant
Range: Self
END Cost: 0
Speedster Tricks Roll Penalty: -2

Description: "Man, doesn't that guy look cool, swingin' around on buildings like that?"

Game Information: *+20 PRE (20 Active Points); Linked (to Swinging; -½), Cannot Be Used Defensively (-½). Total cost: 10 points.*

Options:

1) Incredible Flair: Increase to +30 PRE. 30 Active Points; total cost 15 points.

2) Less Flair: Decrease to +10 PRE.

3) Skillful Power: Add Requires A DEX Roll (assumes a DEX Roll of 14-; -½). Total cost: 8 points.

DEFENSIVE POWERS

SWASHBUCKLING PROTECTION

Effect: +4 DCV, Linked (to Swinging)
Target: Self
Duration: Constant
Range: Self
END Cost: 0
Speedster Tricks Roll Penalty: -2

Description: The character's so agile when Swinging that it's difficult for attackers to hit him.

Game Information: *+4 DCV (20 Active Points); Linked (to Swinging; -½). Total cost: 13 points.*

Options:

1) Greater Protection: Increase to +6 DCV. 30 Active Points; total cost 20 points.

2) Weak Protection: Decrease to +2 DCV. 10 Active Points; total cost 7 points.

3) Skillful Protection I: Add Requires An Acrobatics Roll (-½). Total cost: 10 points.

4) Skillful Protection II: What protects the character is that he looks so damn impressive that everyone stands around watching in awe instead of shooting at him. Add Requires A Presence Roll (assumes a PRE Roll of 12- or 13-; -¾). Total cost: 9 points.

MOVEMENT POWERS

IMPROVISED SWINGING

Effect: Swinging 12", OIF (swinglines of opportunity)
Target: Self
Duration: Constant
Range: Self
END Cost: 1
Speedster Tricks Roll Penalty: -1

Description: The character has a knack for finding seemingly ordinary objects — ropes, cables, vines, sashes, tubes, and the like — that he can use as improvised swinglines, thus allowing him to travel quickly and easily through many environments. The GM may limit the number of inches of Swinging he can us based on the quality of his improved swinglines.

Game Information: *Swinging 12" (12 Active Points), OIF (appropriate swinglines of opportunity; -½). Total cost: 8 points.*

Options:

1) Strong Improvised Swinging: Increase to Swinging 15". 15 Active Points; total cost 10 points.

2) Weak Improvised Swinging: Decrease to Swinging 8". 8 Active Points; total cost 5 points.

3) Skillful Improvised Swinging I: Add Requires An Acrobatics Roll (-½). Total cost: 6 points.

4) Skillful Improvised Swinging II: The character can't swing on things he can't perceive. Add Requires A PER Roll (assumes a PER Roll of 12- or 13-; -¾). Total cost: 5 points.

TELEPORTATION POWERS



In some campaigns — particularly superhero and Fantasy games — Teleportation is a popular form of movement, one that can give rise to a whole suite of ancillary abilities. There's something about the "magic" of instantly moving from one place to another that inspires gamers and GMs alike.

Many of the Dimensional Travel Powers (page 107) and Speedster Powers (page 61) are closely related to Teleportation Powers. You may want to review those categories when building a teleporting character.

BASIC POWERS

TELEPORTATION

Effect: Teleportation 20"
Target: Self
Duration: Instant
Range: Self
END Cost: 4
Teleportation Tricks Roll Penalty: N/A

Description: The basic power for this category allows a character to Teleport himself from one location to another.

Game Information: *Teleportation 20". Total cost: 40 points.*

Options:

1) Improved Teleportation I: Increase to Teleportation 30". Total cost: 60 points.

2) Improved Teleportation II: Add x8 Noncombat. Total cost: 50 points.

3) Improved Teleportation III: The character can Teleport anywhere on Earth, though he may need a way to see where he's going (such as Teleportation Sense, below) if he's never been there before. Decrease to Teleportation 15" and add MegaScale (1" = 1,000 km, can scale down to 1" = 1 km; +1¼). Total cost: 67 points. Buying this ability and the main power as a two-slot Multipower would cost 78 points.

4) Shorter Teleportation: Decrease to Teleportation 10". Total cost: 20 points.

5) Focused Teleportation: The character's teleportation ability is so powerful he can Teleport through even substances designed to stop Teleportation. Add Armor Piercing (+½). Total cost: 60 points.

6) Group Teleportation: The character can Teleport several friends, or one or more large objects weighing no more than 800 kg total, with him. Add x8 Increased Mass. Total cost: 55 points.

7) Home Base: The character has a special location he can always return to if it's within his Teleportation range, even if he cannot perceive it. Add one Fixed Location. Total cost: 40 + 1 = 41 points.

8) Home Away From Home: The character can establish a floating "return point" that he can Teleport to if it's in range, even if he cannot perceive it. Add one Floating Fixed Location. Total cost: 40 + 5 = 45 points.

9) Dimensional Teleportation: The character can Teleport to other dimensions as well as through his native plane. Add Usable As Extra-Dimensional Movement (+¼). Total cost: 50 points.

10) Cosmic Teleportation: In outer space, the character's Teleportation allows him to move far faster than the speed of light. Add Usable As FTL Travel (+¼). Total cost: 50 points.

11) Versatile Teleportation: This form of Teleportation allows a character to mix-and-match to obtain just the right combination of distance, weight carried, and other abilities for every situation. It requires the GM's permission because it has naked Advantages and Adders as slots in a Multipower.

Cost	Power
60	*Versatile Teleportation:* Multipower, 60-point reserve
12m	1) *Basic Teleportation:* Teleportation 30"
8m	2) *Longer-Range Teleportation I:* up to x250 Noncombat (in addition to basic x2)
8m	3) *Longer-Range Teleportation II:* Teleportation 5", MegaScale (1" = 10 billion km, can scale down to 1" = 1 km; +3)
8m	4) *Greater Mass Teleportation:* up to x250 Increased Mass
1u	5) *Controlled Teleportation:* No Relative Velocity
1u	6) *Shifting Teleportation:* Position Shift

Total cost: 98 points.

TELEPORTATION GATE

Effect: Teleportation 15", Gate
Target: One Hex
Duration: Constant
Range: No Range
END Cost: 8
Teleportation Tricks Roll Penalty: N/A

Description: The character can open up a "teleportation portal" that anyone can move through. People can travel either way through the portal, or fire attacks through it.

Game Information: *Teleportation 15", Area Of Effect (One Hex; +½), Continuous (+1), Usable On Others (+¼) (82 Active Points); Gate (-½). Total cost: 55 points.*

Options:

1) Improved Gate: Increase to Teleportation 20". 110 Active Points; total cost 73 points.

2) MegaGate: Decrease to Teleportation 8" and add MegaScale (1" = 1,000 km, can scale down to 1" = 1 km; +1¼). 64 Active Points; total cost 43 points.

3) Greater Capacity: The character's Gate can handle loads of up to 1,600 kg. Increase to x16 Increased Mass. 137 Active Points; total cost 91 points.

4) Greater Size: The character's Gate can handle objects or persons up to 13" wide and weighing up to 1,600 kg. Increase to x16 Increased Mass and add Area Of Effect (13" Radius; +1). 162 Active Points; total cost 108 points.

5) Ranged Gate: With the GM's permission, a character could buy the ability to create a Gate at a distance from himself. Add Ranged (+½). 97 Active Points; total cost 65 points (or 90 Active Points, total cost 60 points for Limited Range (+¼)).

OFFENSIVE POWERS

APORTATION

Effect: Teleportation 10" Usable As Attack
Target: One character
Duration: Instant
Range: 250"
END Cost: 5
Teleportation Tricks Roll Penalty: -5

Description: The character can aport another person — teleport him against his will, a particularly dangerous form of attack when used against targets on rooftops, space stations, bridges, or the like.

Game Information: *Teleportation 10", Usable As Attack (defense is Teleportation, Extra-Dimensional Movement, or Force Wall; +1), Ranged (+½). Total cost: 50 points.*

Options:

1) Increased Aportation I: Increase to Teleportation 15". Total cost: 75 points.

2) Increased Aportation II: Increase to Teleportation 20". Total cost: 100 points.

3) Far Aportation I: The character can send a victim *far* away. The GM should review this power carefully before allowing it in the game; it may prove unbalancingly effective. Add MegaScale (1" = 1 km; +¼). Total cost: 55 points.

4) Far Aportation II: With this power, a character can teleport a target from the surface of the Earth directly into outer space. The GM should be even warier of allowing this form of Aportation into the game. Add MegaScale (1" = 50 km; +¾). Total cost: 65 points.

5) Shortened Aportation: Decrease to Teleportation 7". Total cost: 35 points.

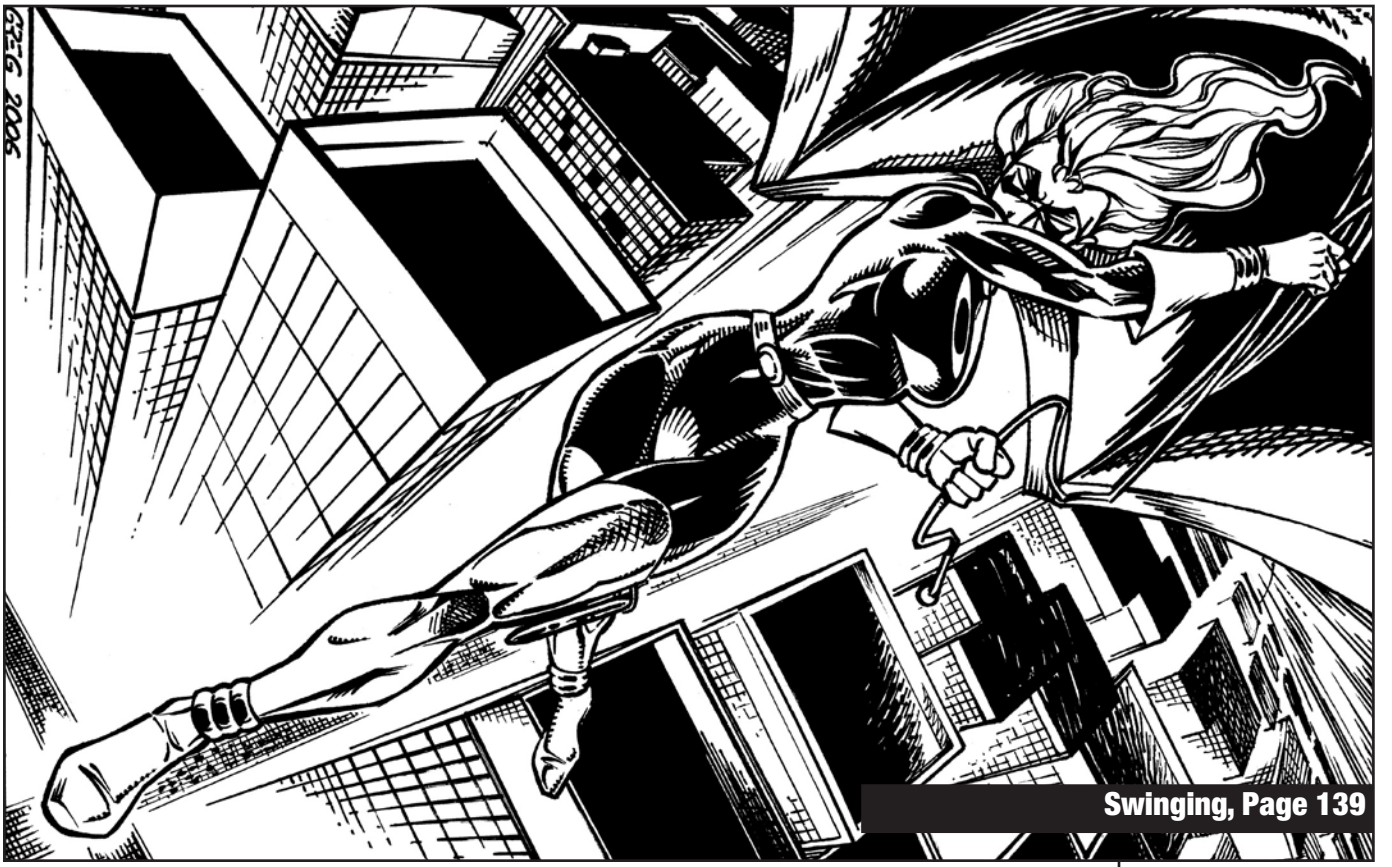
6) Altered Positioning: The character cannot only move the target, he can cause him to change facing. This is particularly effective as an attack when used to make a character performing a Move By/Through hit one of his allies (or a wall) instead of his intended target. Add Position Shift. Total cost: 62 points.

7) Long-Range Aportation: If the character can see his target, he can easily hit him with this attack. Add Line Of Sight (+½). Total cost: 60 points.

8) Short-Range Aportation: The character can only attack targets within 30" with this power. Change to Limited Range (30"; +¼). Total cost: 45 points.

9) Aportation Touch: The character has to touch his target to aport him. Remove Ranged (+½). Total cost: 40 points.

10) Multiple Aportation: The character can aport a large number of objects or persons at once. Using this power he could, for example, disarm a large number of enemies at once by aporting their weapons to him. Add Area Of Effect (6" Radius; +1) and Selective (+¼). Total cost: 75 points.



11) Deadly Aportation: The character has the power to aport people into solid objects, inflicting severe injuries. (At the GM's option, instead of using the straightforward RKA damage of this attack, the character can roll on the Teleportation Damage Table on page 218 to determine the effects.) Character also buys RKA 2d6, NND (defense is Teleportation, Extra-Dimensional Movement, or Force Wall; +1), Does BODY (+1) (90 Active Points); Linked (-¼). Total cost 72 points; total cost of overall power 122 points.

APORTIVE BLINDING

Effect:	**Major Transform 7d6 (sighted person into blind person)**
Target:	**One character**
Duration:	**Instant**
Range:	**30"**
END Cost:	**10**
Teleportation Tricks Roll Penalty:	**-10**

Description: The character aports the target's eyes right out of their sockets, leaving the victim totally blind.

Game Information: *Major Transform 7d6 (sighted person into blind person; heals back through eye transplantation) (105 Active Points); Limited Target (beings with eyes; -¼), All Or Nothing (-½), Limited Range (30"; -¼). Total cost: 52 points.*

Options:

1) Aportive Mutilation: The character can do more than just aport a target's eyes away; he can also inflict other crippling changes, such as aporting away the ears (deafness), the hands (impose a Physical Limitation), the feet (permanent loss of inches of Running), and so forth. Add Improved Results Group (fully capable human into human suffering from various handicaps; +¼) and change to Limited Target (living beings, may only inflict one change at a time; -¼). 131 Active Points; total cost 65 points.

APORT ENTANGLE

Effect: Entangle 4d6, up to 4 DEF, OIF (appropriate materials)
Target: One character
Duration: Instant
Range: 20"
END Cost: 4
Teleportation Tricks Roll Penalty: -4

Description: The teleporter aports nearby chains, ropes, or other convenient material around a target to tie him up and keep him from moving. The DEF of the Entangle depends on the materials the character uses — for example, rope might be DEF 2, chains DEF 4 — with a maximum of DEF 4.

Game Information: *Entangle 4d6, up to 4 DEF (40 Active Points); OIF (appropriate materials of opportunity; -½), Limited Range (20"; -¼), Defense Depends On Materials Used (-½), Cannot Form Barriers (-¼). Total cost: 16 points.*

Options:

1) Strong Aporting: Increase to Entangle 6d6, up to 6 DEF. 60 Active Points; total cost 24 points.

2) Weak Aporting: Decrease to Entangle 3d6, up to 3 DEF. 30 Active Points; total cost 12 points.

3) Skillful Aporting: Add Requires A Teleportation Tricks Roll (-½). Total cost: 13 points.

APORT MISSILES

Effect: RKA 2d6, Penetrating (x2), OIF
Target: One character
Duration: Instant
Range: 300"
END Cost: 6
Teleportation Tricks Roll Penalty: -6

Description: The character can aport a small object into the target, disrupting his body/form and causing grievous damage.

Game Information: *RKA 2d6, Penetrating (x2; +1) (60 Active Points); OIF (small objects of opportunity; -½). Total cost: 40 points.*

Options:

1) More Accurate Missiles: Increase to RKA 3d6. 90 Active Points; total cost 60 points.

2) Less Accurate Missiles: Decrease to RKA 1d6. 30 Active Points; total cost 20 points.

3) Aport Barrage: The character can aport multiple objects into the target. Decrease to RKA 1½d6 and add Autofire (5 shots; +½). 62 Active Points; total cost 41 points.

4) Accurate Aport Missiles: If the character can see a target, he can hit it, regardless of the intervening distance. Add Line Of Sight (+½). 75 Active Points; total cost 50 points.

APORT PUNCH

Effect: Teleport 5" Usable As Attack plus HA +4d6
Target: One character
Duration: Instant
Range: 6"/Touch
END Cost: 4
Teleportation Tricks Roll Penalty: -4

Description: The character winds up for a punch, teleports a target right into the path of his fist, and then wallops him.

Game Information: *Teleportation 5", Usable As Attack (defense is Teleportation, Extra-Dimensional Movement, or Force Wall; +1), Limited Range (6"; +¼) (total cost: 22 points)* ***plus*** *HA +4d6 (20 Active Points); Hand-To-Hand Attack (-½), Linked (-½) (total cost: 10 points). Total cost: 32 points.*

Options:

1) Longer Aportation: Increase to Teleportation 8" and Limited Range to 9". 36 + 20 = 56 Active Points; total cost 36 + 10 = 46 points.

2) Harder Punch: Increase to HA +5d6. 22 + 25 = 47 Active Points; total cost 22 + 12 = 34 points.

3) Longer And Harder, Baby: Increase to Teleportation 8", Limited Range to 9", and HA +5d6. 36 + 25 = 61 Active Points; total cost 36 + 12 = 48 points.

4) Shorter And Weaker: Decrease to Teleportation 3", Limited Range to 4", and HA +3d6. 13 + 15 = 28 Active Points; total cost 13 + 7 = 20 points.

5) Skillful Aport Punch: The character has to time the aportation and punch just right or the attack doesn't work. Add Requires A Teleportation Tricks Roll (-½) to both powers. 22 + 20 = 42 Active Points; total cost 15 + 8 = 23 points.

COMBAT APORTATION

Effect: Energy Blast 4d6, NND
Target: One character
Duration: Instant
Range: 200"
END Cost: 4
Teleportation Tricks Roll Penalty: -4

Description: The character aports a person in and out of existence dozens or hundreds of times in the space of a second, wreaking havoc with the victim's metabolism and often causing him to pass out.

Game Information: *Energy Blast 4d6, NND (defense is Teleportation, Extra-Dimensional Movement, or Force Wall; +1). Total cost: 40 points.*

Options:

1) Strong Combat Aportation: Increase to Energy Blast 6d6. Total cost: 60 points.

2) Weak Combat Aportation: Decrease to Energy Blast 3d6. Total cost: 30 points.

3) Short-Range Combat Aportation: The character can only use this attack on targets within 20". Add Limited Range (20"; -¼). 40 Active Points; total cost 32 points.

4) Long-Range Combat Aportation: If the character can see his target, he can easily hit him with this attack. Decrease to Energy Blast 3d6 and add Line Of Sight (+½). Total cost: 37 points.

5) Combat Aportation Touch: The character has to touch his target to attack him with this power. Add No Range (-½). Total cost: 27 points.

6) Sickening Combat Aportation: The effect of rapid teleportation sickens the victim. Add Drain CON 2d6, Ranged (+½) (30 Active Points); Linked (-½) (total cost: 20 points). 40 + 30 = 70 Active Points; total cost 40 + 20 = 60 points.

7) Ongoing Combat Aportation: The character can keep aporting the target until the target passes out. Decrease to Energy Blast 3d6 and add Continuous (+1). Total cost: 45 points.

DEADLY APORTATION

Effect: RKA 1d6, NND, Does BODY
Target: One character
Duration: Instant
Range: 225"
END Cost: 4
Teleportation Tricks Roll Penalty: -4

Description: The character can aport away bits of the character's body and internal organs, inflicting terrible, and generally irresistible, wounds.

Game Information: *RKA 1d6, NND (defense is Teleportation, Extra-Dimensional Movement, or Force Wall; +1), Does BODY (+1). Total cost: 45 points.*

Options:

1) Deadlier Aportation: Increase to RKA 2d6. Total cost: 90 points.

2) Less Deadly Aportation: Decrease to RKA ½d6. Total cost: 30 points.

3) Aport Into Walls: The character causes injury not by aporting away parts of the target's body, but by aporting him into solid objects, such as walls. There must be a solid object within 8" of the target for this attack to work. This doesn't trap the target, but does cause significant injury. Add Teleportation 8", Usable As Attack (defense is Teleportation, Extra-Dimensional Movement, or Force Wall; +1), Ranged (+½) (40 Active Points); Linked (-½) (total cost: 27 points). 45 + 40 = 85 Active Points; total cost 45 + 27 = 72 points.

4) Ongoing Deadly Aportation: The character can keep aporting bits of the target away until he dies. Add Continuous (+1). Total cost: 60 points.

5) Short-Range Deadly Aportation: The character can only use this attack on targets within 30". Add Limited Range (30"; -¼). 45 Active Points; total cost 36 points.

6) Long-Range Deadly Aportation: If the character can see a target, he can easily attack him with this power. Add Line Of Sight (+½). Total cost: 52 points.

DROPPED OBJECTS

Effect: EB 8d6/RKA 2d6, Indirect, OIF
Target: One character
Duration: Instant
Range: 185"
END Cost: 5/4
Teleportation Tricks Roll Penalty: -5/-4

Description: The character can aport a nearby heavy object over the target and drop it on him. Blunt, heavy objects do Normal Damage; sharp, pointed, or spiked ones do Killing Damage.

Game Information:

Cost	Power
33	*Dropped Objects:* Multipower, 50-point reserve; all OIF (-½)
3u	1) *Blunt Objects:* Energy Blast 8d6, Indirect (always from above target; +¼); OIF (heavy blunt objects of opportunity; -½), Limited Range (185"; -¼)
2u	2) *Sharp/Pointed Objects:* RKA 2d6, Indirect (always from above target; +¼); OIF (heavy sharp objects of opportunity; -½)

Total cost: 38 points.

DUST APORTATION

Effect: Change Environment (-3 to Sight Group PER Rolls), Only In Appropriate Environments
Target: 8" Radius
Duration: Constant
Range: No Range
END Cost: 3
Teleportation Tricks Roll Penalty: -3

Description: When he's near a dusty or dirty area, a teleporter can aport enough of the dust into one area to create a blinding cloud. (He could also do this if he has access to a lot of powdery material, such as sacks of flour.) To maintain the cloud, he has to remain in the area and keep teleporting the dust back up in the air... which may be tricky, since he can't see through the cloud any better than anyone else.

You can use this power as a model for many others that involve teleporting some object or substance into a particular area (see also *Dropped Objects,* above, and *Danger Portal* on page 109).

Game Information: *Change Environment 8" radius, -3 to Sight Group PER Rolls (26 Active Points); OIF (requires appropriate powder or dust of opportunity; -½), Easy To Dispel (-¼). Total cost: 15 points.*

Options:

1) Bigger Cloud: Increase to 16" radius. 31 Active Points; total cost 18 points.

2) Smaller Cloud: Decrease to 4" radius. 21 Active Points; total cost 12 points.

3) Skillful Cloud: Add Requires A Teleportation Tricks Tricks Roll (-½). Total cost: 11 points.

FLOAT LIKE A TELEPORTER, STING LIKE A BEE

Effect: Stretching 8"
Target: Self
Duration: Instant
Range: Self
END Cost: 5
Teleportation Tricks Roll Penalty: -5

Description: The character has mastered the ability to teleport to a target within 8", strike, and teleport right back to where he was before the target has a chance to respond. (Another possible special effect is that the teleporter opens up a "mini-gate" linking himself and his target, punches the target through the gate, and then shuts the gate.) Alternately, the character could teleport to some object within 8", pick it up, and teleport back to where he was standing.

Game Information: *Stretching 8", Does Not Cross Intervening Space (+¼) (50 Active Points); No Noncombat Stretching (-¼), No Velocity Damage (-¼), Instant (-½). Total cost: 25 points*

Options:

1) Long Combat Teleport: Increase to 12" Stretching. 75 Active Points; total cost 37 points.

2) Short Combat Teleport: Decrease to 4" Stretching. 25 Active Points; total cost 12 points.

3) Easy Combat Teleport: Add Reduced Endurance (0 END; +½). 70 Active Points; total cost 35 points.

SPACE-TIME SPIKE

Effect: Suppress Teleportation 12d6
Target: One character
Duration: Constant
Range: 300"
END Cost: 6
Teleportation Tricks Roll Penalty: -6

Description: The character's control over the mechanisms and/or energies of teleportation allow him to interfere with other characters' ability to Teleport.

Game Information: *Suppress Teleportation 12d6. Total cost: 60 points.*

Options:

1) Strong Spike: Increase to Suppress Teleportation 15d6. Total cost: 75 points.

2) Weak Spike: Decrease to Suppress Teleportation 9d6. Total cost: 45 points.

3) Short-Range Spike: The character can only affect teleporters close to him. Add Limited Range (20"; -¼). 60 Active Points; total cost 48 points.

4) Variant Spike: This form of Spike doesn't require constant maintenance, but wears off fairly quickly. Change to Drain Teleportation 4d6, Ranged (+½). Total cost: 60 points.

5) Skillful Spike: Add Requires A Teleportation Tricks Roll (-½). 60 Active Points; total cost 40 points.

TELEPORTATION BOXING

Effect: Energy Blast 6d6
Target: 6" Radius
Duration: Instant
Range: See text
END Cost: 7
Teleportation Tricks Roll Penalty: -7

Description: The character teleports in and around a group of people, briefly appearing next to each one he's fighting to punch, kick, or otherwise smash him, never staying in one place long enough for anyone to block his attack or strike back. When it's all done, the character teleports right back to where he was when he began the attack.

Game Information: *Energy Blast 6d6, Area Of Effect (6" Radius; +1¼), Selective (+¼) (75 Active Points); Extra Time (Full Phase; -½), Limited Range (center of Area must be within the character's Half Move using Teleportation at Combat velocity; -¼). Total cost: 43 points.*

Options:

1) Tougher Punches, Stronger Kicks: Increase to Energy Blast 8d6 and Area Of Effect (8" Radius). 100 Active Points; total cost 57 points.

2) Punier Punches, Weaker Kicks: Decrease to Energy Blast 5d6. Total cost: 62 Active Points; total cost 35 points.

3) I'll Just Be Going Now...: Instead of having to Teleport back to where he was standing when he started the attack, the character can Teleport himself somewhere else within 5" of the center of the Area, provided that location is within the range of his Combat move with Teleportation of the point where he began the attack. Character also buys Reflex Teleportation (see below).

4) Wide-Area Boxing: Increase to Area Of Effect (12" Radius; +1½). 82 Active Points; total cost 47 points.

5) Close-In Boxing: Decrease to Area Of Effect (3" Radius; +1). 67 Active Points; total cost 38 points.

TELEPORTATION BY

Effect: Energy Blast 6d6, Indirect, Trigger (by Teleporting)
Target: One character
Duration: Instant
Range: Limited Range (see text)
END Cost: 8
Teleportation Tricks Roll Penalty: -8

Description: Ordinarily characters can't perform Move Bys/Throughs with Teleportation. A character with this power has perfected the trick of Teleporting from one point to another and in the process "stopping" in mid-Teleportation just long enough to punch a single target. To other characters he seems to manifest just for a split-second and hit the target, then vanishes again and appears at his Teleportation destination. The target has to be in roughly a straight line between the Teleporter's starting and ending hexes.

Game Information: *Energy Blast 6d6, Indirect (can hit target from any angle; +¾), Trigger (when using Teleportation and chooses to, activating Trigger takes no time, Trigger immediately automatically resets; +1) (82 Active Points); Limited Range (target must be somewhere between character's starting hex and destination hex, see text; -¼), Target Must Be In Proper Position (see text; -½). Total cost: 47 points.*

Options:

1) Strong Teleportation By: Increase to Energy Blast 8d6. 110 Active Points; total cost 63 points.

2) Weak Teleportation By: Decrease to Energy Blast 4d6. 55 Active Points; total cost 31 points.

3) Skillful Teleportation By: Add Requires A Teleportation Tricks Roll (-½). Total cost: 36 points.

TRADING SPACES

Effect: Teleportation 15", Usable As Attack plus Teleportation 15", both Only To Trade Places
Target: Self and one other character
Duration: Instant
Range: 15"
END Cost: 10
Teleportation Tricks Roll Penalty: -10

Description: The character teleports a target to his own location, and himself to the target's location. While this "translocation" power has a wide variety of uses, in combat it's most often used when something bad is about to happen to the character — he "trades places" with the target right before the "something" occurs, thus escaping harm by putting his enemy in harm's way.

With the GM's permission, this power may be used to switch the places of two targets at range using Rapid Fire.

Game Information: *Teleportation 15", Usable As Attack (does not affect characters with teleportation or dimensional powers; +1), Limited Range (15"; +¼) (67 Active Points); Only To Trade Places (-1) (total cost: 33 points)* ***plus*** *Teleportation 15" (30 Active Points); Only To Trade Places (-1), Linked (-½) (total cost: 12 points). 75 + 30 = 105 Active Points; total cost 33 + 12 = 45 points.*

Options:

1) Long Trade I: Increase both powers to Teleportation 30" and Limited Range to (30"; +¼). 130 + 60 = 210 Active Points; total cost 67 + 24 = 91 points.

2) Long Trade II: The character can trade position with virtually anyone he can see. Add MegaScale (1" = 1 km; +¼) to both the inches and the Range of the first power and the inches of the second power. 82 + 37 = 127 Active Points; total cost 41 + 16 = 57 points.

3) Position Trading: The character and target not only exchange places, but also physical poses and even velocity. Add No Relative Velocity and Position Shift to both powers. 101 + 45 = 146 Active Points; total cost 50 + 18 = 68 points.

4) Easy Trade: The switch takes relatively little energy. Add Reduced Endurance (½ END; +¼) to both powers. 75 + 37 = 119 Active Points; total cost 37 + 15 = 52 points.

TRANSLOCATING PUNCH

Effect: Teleport 10", Usable As Attack, Trigger
Target: One character
Duration: Instant
Range: Touch
END Cost: 5
Teleportation Tricks Roll Penalty: -5

Description: The character has mastered the ability to teleport a target away immediately after striking him. When the target hits someone with a HTH attack (such as a punch or kick) he may, if he wishes, aport that person up to 10" away in any direction. The aportation occurs before the determination and occurrence of Knockback (if any), and so may enhance the Knockback effect in some way.

Game Information: *Teleport 10", Usable As Attack (+1), Trigger (when character succeeds with a HTH Combat attack and chooses to Teleport target, activating Trigger takes no time, Trigger requires a Zero Phase Action to reset; +¾) (55 Active Points); No Noncombat Teleport (-¼). Total cost: 44 points.*

Options:

1) Longer Translocating Punch: Increase to Teleportation 15". 82 Active Points; total cost 66 points.

2) Shorter Translocating Punch: Decrease to Teleportation 5". 27 Active Points; total cost 22 points.

3) Easy Translocating Punch: Add Reduced Endurance (0 END; +½). 65 Active Points; total cost 52 points.

WARP PRISON

Effect: Entangle 6d6, 6 DEF
Target: One character
Duration: Instant
Range: 300"
END Cost: 6
Dimensional Travel Tricks Roll Penalty: -6

Description: The character can trap a target in a "teleportation field" that prevents him from leaving a particular spot unless he (or someone else) can apply enough physical force to break the field. Until the field breaks, any effort the victim makes to move outside the area simply teleports him right back inside.

Game Information: *Entangle 6d6, 6 DEF (60 Active Points); Cannot Form Barriers (-¼), Vulnerable (teleportation or dimensional attacks; -¼). Total cost: 40 points.*

Options:

1) Stronger Prison: Increase to Entangle 8d6, 8 DEF. 80 Active Points; total cost 53 points.

2) Weaker Prison: Decrease to Entangle 4d6, 4 DEF. 40 Active Points; total cost 27 points.

3) Warp Prison Variant: This form of teleportation field is harder to damage, but once damaged is more easily broken. Change to Entangle 4d6, 8 DEF. 60 Active Points; total cost 40 points.

4) Precise Prison: The character can create a trap wherever he wants, even bypassing walls and other obstacles in his way. Decrease to Entangle 5d6, 5 DEF and add Indirect (+½). 75 Active Points; total cost 50 points.

5) Large Prison: The character can create a warp space big enough to trap many people. Decrease to Entangle 4d6, 4 DEF and add Area Of Effect (4" Radius; +1). 80 Active Points; total cost 53 points.

DEFENSIVE POWERS

APORTATION POINT DEFENSE

Effect: Missile Deflection (all physical attacks)
Target: Self
Duration: Constant
Range: Self
END Cost: 1
Teleportation Tricks Roll Penalty: -1

Description: The character reflexively aports physical missiles away so that they don't hit him.

Game Information: *Missile Deflection (all physical missiles) (15 Active Points); Costs Endurance (-½). Total cost: 10 points.*

Options:

1) Ranged Point Defense: The character can use his aportive powers to defend other people as well. Add Ranged (+1). 30 Active Points; total cost 20 points.

2) Aportation Point Offense: Instead of merely sending a missile away, the character aports it so that it will hit someone else. Add Reflection (any target). 45 Active Points; total cost 30 points.

BLINK TELEPORTATION

Effect: +8 DCV
Target: Self
Duration: Constant
Range: Self
END Cost: 4
Teleportation Tricks Roll Penalty: -4

Description: The character can reflexively teleport himself out of harm's way. This makes it much harder for an attacker to strike him successfully; many attacks that would otherwise hit him miss because he winks out of existence right before they hit him, then reappears a micro-second later.

Game Information: *+8 DCV (40 Active Points); Costs Endurance (-½). Total cost: 27 points.*

COHERENT FORM

Effect: Armor (30 PD/0 ED), Only Versus Misteleportation Damage
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Teleportation Tricks Roll Penalty: N/A

Description: According to the rules on pages 41 and 218, a character who accidentally Teleports into a solid object can suffer severe injury — and no defense applies. However, if the GM wishes, he can allow characters with Teleportation Powers to buy this power as a specific defense that applies only against damage incurred by rolling on the Teleportation Damage Table.

Game Information: *Armor (30 PD/0 ED) (45 Active Points); Only Versus Misteleportation Damage (-2). Total cost: 15 points.*

PROTECTIVE APORT FIELD

Effect: Force Field (20 PD/10 ED), Only Versus Ranged Attacks
Target: Self
Duration: Constant
Range: Self
END Cost: 3
Teleportation Tricks Roll Penalty: -3

Description: The character can maintain around his body a field of "teleportation energy" that aports damaging substances and phenomena — bullets, energy bolts, thrown rocks, you name it — partly or wholly away from him so that they don't hurt him (or hurt him less than they otherwise would). The field's more effective against physical attacks.

Game Information: *Force Field (20 PD/10 ED) (30 Active Points); Only Works Against Limited Type Of Attack (ranged attacks; -¼). Total cost: 24 points.*

Options:

1) Strong Field: Increase to Force Field (25 PD/15 ED). 40 Active Points; total cost 32 points.

2) Weak Field: Decrease to Force Field (15 PD/5 ED). 20 Active Points; total cost 16 points.

PROTECTIVE APORT WALL

Effect: Force Wall (8 PD/8 ED), Only Versus Ranged Attacks
Target: Self
Duration: Constant
Range: Self
END Cost: 3
Teleportation Tricks Roll Penalty: -3

Description: This is a wall-shaped field similar to the Protective Aport Field (see above).

Game Information: *Force Wall (8 PD/8 ED) (40 Active Points); Only Works Against Limited Type Of Attack (ranged attacks; -¼). Total cost: 32 points.*

Options:

1) Strong Wall: Increase to Force Wall (12 PD/12 ED). 60 Active Points; total cost 48 points.

2) Weak Wall: Decrease to Force Wall (6 PD/6 ED). 30 Active Points; total cost 24 points.

3) Longer Wall: Increase to Force Wall (8 PD/8 ED, up to 5" long and 2" tall) and add Cannot Englobe (-¼). 50 Active Points; total cost 33 points.

RETURN TO SENDER

Effect: Teleportation 10", Trigger (when Thrown or Knocked Back)
Target: Self
Duration: Instant
Range: Self
END Cost: 3
Teleportation Tricks Roll Penalty: -5

Description: This form of defensive teleportation activates automatically whenever another person Throws the character or does Knockback to him. It Teleports him to any place of his choice with 10" of the hex into which he was Thrown or Knocked Back; this may even put him in a tactically advantageous position (such as right behind his attacker). In doing so it instantly re-orients him, allowing him to get back to his feet without wasting any time.

Game Information: *Teleportation 10", Position Shift, Trigger (when Thrown or Knocked Back, activating Trigger takes no time, Trigger automatically immediately resets; +1). Total cost: 50 points.*

Options:

1) Farther Return: Increase to Teleportation 20". Total cost: 90 points.

2) Shorter Return: Decrease to Teleportation 5". Total cost: 30 points.

3) Easy Return: Add Reduced Endurance (0 END; +½). Total cost: 62 points.

4) Restricted Return: This form of Return To Sender only compensates for the Throw or Knockback — it returns him to the hex he was in when attacked. Change Trigger to (returns character to starting hex when he's Thrown or Knocked Back, Trigger automatically immediately resets; +1). Total cost: 50 points.

5) Velocity Cancellation: The character's Teleportation is powerful enough to counteract the force of the Throw or Knockback, which usually means he won't take any damage from it. This could potentially be a powerful effect with significant game implications, so characters must have the GM's permission to take this power. Add No Relative Velocity. Total cost: 70 points.

MOVEMENT POWERS

REFLEX TELEPORTATION

Effect: Teleportation 5", Trigger (after Teleporting or using a Teleportation Trick)
Target: Self
Duration: Constant
Range: Self
END Cost: 2
Teleportation Tricks Roll Penalty: -2

Description: To give himself some extra combat flexibility, the teleporter has learned how to activate a short-range Teleport at the end of other uses of Teleportation or various Teleportation tricks. This is particularly handy for (a) getting away from opponents in HTH Combat range, and (b) not having to return to the character's starting hex with powers like Teleportation Boxing.

Game Information: *Teleportation 5", Trigger (whenever character wants to after after Teleporting or using a Teleportation Trick, activating Trigger takes no time, Trigger immediately automatically resets; +1). Total cost: 20 points.*

Options:

1) Strong Reflex Teleport: Increase to Teleportation 10". Total cost: 40 points.

2) Weak Reflex Teleport: Decrease to Teleportation 3". Total cost: 12 points.

3) Skillful Reflex Teleport: Add Requires A Teleportation Tricks Roll (-½). 20 Active Points; total cost 13 points.

4) Easy Reflex Teleport: Add Reduced Endurance (½ END; +¼). Total cost: 22 points.

5) Tireless Reflex Teleport: Add Reduced Endurance (0 END; +½). Total cost: 25 points.

SENSORY POWERS

TELEPORTATION SENSE

Effect: Clairsentience (Sight Group)
Target: Self
Duration: Instant
Range: 1,600"/100,000 km
END Cost: 4
Teleportation Tricks Roll Penalty: N/A

Description: The character has an innate sense for where he can teleport to, thus ensuring that he teleports safely.

Game Information:

Cost	Power
27	*Teleportation Sense:* Multipower, 67-point reserve, all Only To Perceive Teleportation Locations (-1), Instant (-½)
2u	1) *Short-Range Sense:* Clairsentience (Sight Group), Targeting, 16x Range (1,600"); Only To Perceive Teleportation Locations (-1), Instant (-½)
3u	2) *Long-Range Sense:* Clairsentience (Sight Group), Targeting, MegaScale (1" = 1,000 km, can scale down to 1" = 1 km; +1¼); Only To Perceive Teleportation Locations (-1), Instant (-½)

Total cost: 32 points.

TELEPORTATION VIEWPOINTS

Effect: Clairsentience (Sight Group)
Target: Self
Duration: Instant
Range: 100"
END Cost: 2
Teleportation Tricks Roll Penalty: -2

Description: If the speedster wants to get a clearer view of, or better angle of perception on, something far away, he teleports up to 100" closer, takes a look, and then returns to where he was standing a split-second ago. To other people it doesn't even appear as if he's moved it all. (Alternately, the teleporter may open tiny viewport-like "gates" that teleport the light from distant locations to his eyes so he can see what's happening there.)

Game Information: *Clairsentience (Sight Group) (20 Active Points); Instant (-½). Total cost: 13 points.*

Options:

1) Strong Viewpoints: Increase to x8 Range. 35 Active Points; total cost 23 points.

2) From Many Viewpoints: The teleporter can Teleport so quickly that he can look at the same thing from multiple angles, or at several different things. Add Multiple Perception Points (8 points). 35 Active Points; total cost 23 points.

3) Skillful Viewpoints: Add Requires A Teleportation Tricks Roll (-½). Total cost: 10 points.



MISCELLANEOUS POWERS

CHEATING APORTATION

Effect: Gambling (Card Games, Dice Games, Board Games) (INT Roll +5)
Target: Self
Duration: Constant
Range: Self
END Cost: 2
Teleportation Tricks Roll Penalty: -2

Description: The character knows how to use short-range aportation to re-arrange cards, dice, or game pieces so that he can easily win games of chance.

You can use this power as a template for creating many others with a similar special effect. For example, a teleporter might have a high Fast Draw roll defined as aporting his weapon into his hand.

Game Information: *Gambling (Card Games, Dice Games, Board Games) (INT Roll +5) (16 Active Points); Costs Endurance (-½). Total cost: 11 points.*

Options:

1) Strong Cheating: Increase to INT Roll +8. Total cost: 22 Active Points; total cost 15 points.

2) Weak Cheating: Decrease to INT Roll +3. Total cost: 12 Active Points; total cost 8 points.

3) Skillful Cheating: Add Requires A Teleportation Tricks Roll (-½). Total cost: 8 points.

COME TO ME

Effect: Summon 350-point character
Target: One character
Duration: Instant
Range: Self
END Cost: 19
Teleportation Tricks Roll Penalty: -19

Description: The character can teleport a specific individual to himself from any location — even other planes of existence.

To use this power, a character must prepare by memorizing the target's "teleportation signature" — his distinctive physical attributes (exact dimensions, molecular vibrations, spiritual "color," or the like). This takes time, and requires the character with the power to be in the target's presence and have the target's consent. Once the character has made the necessary preparations, he can teleport the character to him quickly. The power only works on one specific person; to use it on other people, the character has to buy it again.

This write-up assumes the target is built on no more than 350 Character Points. You can adjust the target's cost up or down by altering the cost of the power.

Game Information: *Summon one 350-point character, Loyal (+½), Specific Being (+1), Delayed Effect (+¼) (192 Active Points); Concentration (0 DCV throughout; totally unaware of nearby events; -1½), Extra Time (1 Minute; -1½). Total cost: 48 points.*

TIME POWERS



Time Powers represent a character's ability to travel through and manipulate time. This is a common special effect for speedsters because by slowing down time as it pertains to others, or speeding time up as it pertains to himself, a character can make himself seem to be moving at incredible speeds. He's not — he's moving at normal speeds — but relative to others his movements seem superhumanly fast.

The ability to speed things up, slow them down, and even stop time serves can also explain many other powers and abilities. Not all of these are necessarily appropriate for a "pure" speedster, but they can make for interesting new aspects to an otherwise predictable character type. But such abilities can give a character great power combined with great flexibility, so GMs may want to evaluate characters with chronal powers carefully before allowing them into the game.

Characters with Time Powers might also want to look at the Speedster Powers and Dimensional Travel Powers earlier in this chapter, or the Precognition Powers sections of *The UNTIL Superpowers Databases,* for other ideas for powers for chronomanipulator characters. For example, a chronomanipulator might buy Hyperspeed Cramming (page 102) defined as putting himself in a bubble of "fast time" so he can read more quickly, or Me First! (page 103) to represent how he shifts himself forward in time a split-second so he can act before anyone else.

OFFENSIVE POWERS

AGE MANIPULATION

Effect: Major Transform 8d6 (aging)
Target: One character
Duration: Instant
Range: 750"
END Cost: 15
Time Manipulation Tricks Roll Penalty: -15

Description: The character can advance a person backward or forward through time, making him into a younger or older version of himself. This may cause related changes as well; for example, a mutant whose powers manifested during puberty loses those powers if he's regressed to age 5, and a person aged to the point of senility probably loses most (if not all) of his abilities.

Game Information: *Major Transform 8d6 (anything into older/younger/newer version of itself; heals via the application of any chronal manipulation power), Improved Result Group (+¼). Total cost: 150 points.*

Options:

1) Weak Age Manipulation: Decrease to Major Transform 4d6. Total cost: 75 points.

2) Ongoing Age Manipulation: The character can keep accelerating/reversing the effects of time on the subject as long as he (the character) continues to pay END. Decrease to Major Transform 3d6 and add Continuous (+1). Total cost: 101 points.

3) Age Manipulation Touch: The character must touch the target to reverse or accelerate the target's flow of time. Add No Range (-½). 150 Active Points; total cost 100 points.

4) Aging Field: The character can alter the age of multiple objects within an area. He must apply the same effect (accelerating or reversing the flow of time) to all affected objects. Decrease to Major Transform 3d6 and add Area Of Effect (6" Radius; +1), Selective (+¼). Total cost: 112 points.



FAST TIME BUBBLE

Effect: Aid SPD 5d6, Costs Recipient END
Target: One character
Duration: Instant
Range: 250"
END Cost: 0
Time Manipulation Tricks Roll Penalty: -7

Description: The character can put himself or another person in a bubble of fast time, thus making it look and act as if the subject is moving in "fast forward" while the rest of the world moves at normal speed. This tires the subject out quickly; he must spend 2 END per point of SPD gained per Phase (every Phase, not just the extra ones) while the Aid remains in effect.

Game Information: *Aid SPD 5d6, Ranged (+½) (75 Active Points); Recipient Must Spend 2 END Per Point Of Extra SPD Gained Per Phase While Aid Remains In Effect (-½). Total cost: 50 points.*

Options:

1) Faster Time Bubble: Increase to Aid SPD 7d6. 105 Active Points; total cost 70 points.

2) Slower Fast Time Bubble: Decrease to Aid SPD 3d6. 45 Active Points; total cost 30 points.

3) Fast Time Touch: The character must touch the subject to fast-forward him. Remove Ranged (-½). 50 Active Points; total cost 33 points.

4) Tiring Fast Time Bubble: The character must exert himself to maintain the fast time effect. If he uses the power on himself, he has to pay the standard END cost *and* the cost indicated by the Limitation on the power. Add Costs Endurance (-½). Total cost: 37 points.

5) Fast Time Field: The character can make multiple people move faster. Decrease to Aid SPD 3d6 and add Area Of Effect (5" Radius; +1), Selective (+¼). 82 Active Points; total cost 55 points.

NO SLEEP 'TIL BROOKLYN

Effect: Energy Blast 8d6, NND
Target: One character
Duration: Instant
Range: 400"
END Cost: 8
Time Manipulation Tricks Roll Penalty: -8

Description: The character rapidly accelerates the target through time for a day or more, until the target is too sleepy to stay awake.

Game Information: *Energy Blast 8d6, NND (defense is temporal/dimensional manipulation powers or Life Support [Diminished Sleep]; +1). Total cost: 80 points.*

Options:

1) Just Sleepy: Decrease to Energy Blast 6d6. Total cost: 60 points.

2) The Yawns: Decrease to Energy Blast 4d6. Total cost: 40 points.

3) Go To Sleep: The character has to touch the target to make him fall asleep. Add No Range (-½). Total cost: 53 points.

4) Contagious Yawns: The character can make everyone in a given area sleepy. Decrease to Energy Blast 5d6 and add Area Of Effect (5" Radius; +1). Total cost: 75 points.

THE ROUNDHOUSE OUT OF TIME

Effect: HA +4d6, Time Delay
Target: One character
Duration: Instant
Range: Touch
END Cost: 2
Time Manipulation Tricks Roll Penalty: -2

Description: The character "reaches through" time to punch an opponent seconds, days, even years later. He decides when the punch will land at the time he throws it through time... and at the specified point in time, the target receives a sock in the jaw.

Game Information: *HA +4d6, Time Delay (+¼) (25 Active Points); Hand-To-Hand Attack (-½). Total cost: 17 points.*

Options:

1) Strong Punch: Increase to HA +6d6. 37 Active Points; total cost 25 points.

2) Weak Punch: Decrease to HA +2d6. 12 Active Points; total cost 8 points.

3) Skillful Punch: Add Requires A Time Manipulation Tricks Roll (-½). Total cost: 12 points.

4) Long-Range Punch: The character isn't limited to hitting people through time at HTH Combat range. Instead he can stop time, move up to someone, hit through time to strike that person at some specified point, then move back to his starting position. Change to Energy Blast 6d6, Time Delay (+¼). Total cost: 37 points.

SLOW TIME BUBBLE

Effect: Drain SPD 5d6
Target: One character
Duration: Instant
Range: 250"
END Cost: 7
Time Manipulation Tricks Roll Penalty: -7

Description: The character can put another person in a bubble of slow time, thus making the subject look and act as if he is moving in "slow motion" while the rest of the world moves at normal speed.

Game Information: *Drain SPD 5d6, Ranged (+½). Total cost: 75 points.*

Options:

1) Snail Time: Increase to Drain SPD 7d6. Total cost: 105 points.

2) Not So Slow Time: Decrease to Drain SPD 3d6. Total cost: 45 points.

3) Lasting Slowness: Decrease to Drain SPD 4d6 and add Delayed Return Rate (points return at the rate of 5 per Minute; +¼). Total cost: 70 points.

4) Slowness Zone: The character can make everyone in an area move more slowly. Decrease to Drain SPD 3d6 and add Area Of Effect (5" Radius; +1), Selective (+¼). Total cost: 82 points.

5) Slow Touch: The character must touch the target to slow down time around him. Remove No Range (-½). Total cost: 50 points.

STAND THERE WHILE I HIT YOU

Effect: HA +6d6
Target: One character
Duration: Instant
Range: Touch
END Cost: 3
Time Manipulation Tricks Roll Penalty: -3

Description: The character speeds up time around himself so he can punch a target dozens, hundreds, or even thousands of times in a split-second. From the character's perspective, it's as if the target has stopped moving and can't do anything but stand there and take it.

Game Information: *HA +6d6 (30 Active Points); Hand-To-Hand Attack (-½). Total cost: 20 points.*

Options:

1) More Punches: Increase to HA +8d6. 40 Active Points; total cost 27 points.

2) Fewer Punches: Decrease to HA +4d6. 20 Active Points; total cost 13 points.

3) Skillful Punch: The character has to use this power just right or it doesn't work. Add Requires A Time Tricks Roll (-½). Total cost: 15 points.

STOP TIME

Effect: Extra-Dimensional Movement (stop time)
Target: Self
Duration: Constant
Range: No Range
END Cost: 4
Time Manipulation Tricks Roll Penalty: -4

Description: The character can stop time, "freezing" everyone and everything in place (even "stopping" energy such as gravity or fire). He himself remains immune to this effect, and can take whatever actions he wants to.

Obviously this power has *significant* potential for unbalancing the campaign, particularly given its low cost. It requires a great deal of common sense interpretation by the GM, and responsibility on the part of the player, so GMs should evaluate it *carefully* before allowing it in play. In most cases it works better as a "plot device" or NPC's power than as an ability possessed by PCs.

See also the optional Speed Zone rules on pages 251-61 for another take on the subject of time stoppage. Simply redefine the "Speed Zone" as "Stopping Time," and adjust the Speed Zone Powers (page 106) to suit by removing or adding Power Modifiers as necessary.

Game Information: *Extra-Dimensional Movement ("travel" to the "dimension" where time is stopped for everyone but the character, to any point in that "dimension" corresponding to his current location in normal space-time). Total cost: 40 points.*

Options:

1) Time Manipulation: The character can do more than just stop time — he can make it run backwards and forwards. This power presents even greater possibilities for abuse than Stop Time, and requires greater oversight by the GM. Add related group of dimensions (various points in time). Total cost: 45 points.

TEMPORAL ACCELERATION

Effect: RKA 1d6, NND, Does BODY
Target: One character
Duration: Constant
Range: 300"
END Cost: 6
Time Manipulation Tricks Roll Penalty: -6

Description: The character accelerates a person through time so rapidly that the victim ages, withers, and eventually dies/collapses.

At the GM's option, characters can also use this power on objects, though that creates some game balance considerations because few (if any) nonliving objects have Life Support (Longevity). If so, the GM may assign some long-lasting objects, like rocks, Life Support for purposes of this power, or increase the amount of BODY damage needed to "destroy" an object via aging.

Game Information: *RKA 1d6, NND (defense is temporal/dimensional manipulation powers or Life Support [Longevity]; +1), Does BODY (+1), Continuous (+1). Total cost: 60 points.*

Options:

1) Faster Acceleration: Increase to RKA 2d6. Total cost: 120 points.

2) Slower Acceleration: Decrease to RKA ½d6. Total cost: 40 points.

3) Acceleration Field: The character can age everyone and everything in a 6" radius area. Add Area Of Effect (6" Radius; +1). Total cost: 75 points.

4) Acceleration Touch: The character has to touch someone to age him. Add No Range (-½). Total cost: 40 points.

TEMPORAL AMBUSH

Effect: Energy Blast 8d6, RKA 2d6, Energy Blast 6d6, all Indirect
Target: One character
Duration: Instant
Range: 300"/225"/410"
END Cost: 6/4/13
Time Manipulation Tricks Roll Penalty: -6/-4/-13

Description: The character stops time throughout reality, puts a big physical object (like a rock) over his target's head, slightly re-directs an attack or moving object, or otherwise puts his target in harm's way. Then he returns to where he was standing and starts time again. The rock falls (or the like), hurting the target. To the target and everyone else, it's as if the rock appeared out of nowhere and fell on him!

The *Redirected Attack* slot is unusual and requires a bit of explanation. It allows a character to "freeze" someone (the "puppet") in time, slightly redirect the angle of their attack so they hit someone else, and then start time again. The puppet has his normal range when firing, to a maximum of 410" from the character. The character's control isn't absolute, so he may not be able to make the puppet use the attack at full power or access the Advantages applied to it. In game terms, he's limited to the dice and level of Variable Advantages bought for the attack, regardless of how powerful the attack itself might be; if the attack has no Advantages, the character cannot apply one, if it has multiple Advantages, he can choose which one to use. The attack could come from any direction (based on where the puppet is located during the Segment when the character uses this power), so this power includes the *Indirect* Advantage at the +¾ level.

This power is bought with Energy Blast, since that's the most common power used to build Ranged attacks in most campaigns. The GM must decide whether the character can use this power with non-EB attacks (*e.g.,* weapons built with RKA), or must buy the ability as a separate Power Framework with various slots for the different types of attacks his foes might have. In any event, a character can't use this power with attacks that don't involve powers similar to Energy Blast (such as Drain, Entangle, or Flash).

Because causing a puppet to make an attack may use up Charges or END, this power includes a Linked Drain. The effect on END or an Endurance Reserve is as normal under the rules. To determine the effect on Charges, use the rules on pages 112-13 of *The HERO System 5th Edition, Revised* rulebook.

Game Information:

Cost	Power
127	*Temporal Ambush:* Multipower, 127-point reserve
3u	1) *Blunt Objects Over The Head:* Energy Blast 8d6, Indirect (always from above target; +¼); OIF (heavy blunt objects of opportunity; -½)
2u	2) *Sharp/Pointed Objects Over The Head:* RKA 2d6, Indirect (always from above target;

+¼); OIF (heavy sharp objects of opportunity; -½)

10u 3) *Redirected Attack:* Energy Blast 6d6, Indirect (based on location of character whose attack character redirects; +¾), Variable Advantage (+½ Advantages, reduced by¼ since character usually has little or no control over the Advantages he can use; +¾), Variable Special Effects (+¼); Can Only Do Maximum Of 6d6 And One +½ Advantage Regardless Of Attack's Actual Power (-0) **plus** Drain Attack Powers 3d6, Charges or END one at a time (+¼), Limited Range (20"; +¼); Only Removes 1 Charge Or Enough END For One Shot (-½), Linked (-½), Character Recovers Lost END Through Both Post-Segment 12 Recoveries And Standard Drain Return (-0)

Total cost: 142 points.

Options:

1) Simpler Temporal Ambush: The character can just drop objects on time-stopped targets, not redirect attacks. Decrease Multipower reserve to 50 points, apply OIF (-½) to it, and get rid of the third slot. Total cost: 38 points.

TEMPORAL DISHARMONY

Effect: Energy Blast 4d6, NND
Target: One character
Duration: Constant
Range: 300"
END Cost: 6
Time Manipulation Tricks Roll Penalty: -6

Description: The character "jerks" the target backward and forward through time, stressing the target's system to the point where he passes out.

Game Information: *Energy Blast 4d6, NND (defense is temporal/dimensional manipulation powers or Life Support [Longevity]; +1), Continuous (+1). Total cost: 60 points.*

Options:

1) Greater Disharmony: Increase to Energy Blast 6d6. Total cost: 90 points.

2) Lesser Disharmony: Decrease to Energy Blast 2d6. Total cost: 30 points.

3) Group Disharmony: The character can expose multiple people in the same area to this effect. Decrease to Energy Blast 3d6 and add Area Of Effect (5" Radius; +1). Total cost: 60 points.

4) Disharmony Touch: The character must touch the target to affect him with this power. Add No Range (-½). Total cost: 40 points.

DEFENSIVE POWERS

FOREWARNED IS FOREDEFENDED

Effect: +5 DCV
Target: Self
Duration: Instant
Range: Self
END Cost: 0
Time Manipulation Tricks Roll Penalty: -2

Description: The character glances forward in time a second or two to see what's going to happen. This gives him a good chance of avoiding any attacks made against him. The effect only lasts for about a second (one Phase), since events change so rapidly that what the character sees one second may not apply in later seconds.

Game Information: *+5 DCV (25 Active Points); Instant (-½). Total cost: 17 points.*

Options:

1) Better View: Increase to +8 DCV. 40 Active Points; total cost 27 points.

2) Worse View: Decrease to +3 DCV. 15 Active Points; total cost 10 points.

3) Danger Avoidance: The character's ability to see forthcoming dangers is what lets him avoid them. Add Requires A Danger Sense Roll (-½). Total cost: 12 points.

TEMPORAL POINT DEFENSE

Effect: Missile Deflection (physical missiles)
Target: Self
Duration: Constant
Range: Self
END Cost: 1
Time Manipulation Tricks Roll Penalty: -1

Description: The character intercepts incoming physical missiles and instantly ages them until they disintegrate.

Game Information: *Missile Deflection (all physical missiles) (15 Active Points); Costs Endurance (-½). Total cost: 10 points.*

Options:

1) Strong Defense: Character also buys +5 with Missile Deflection (total cost: 10 points). Total cost: 20 points.

2) Ranged Defense: Add Ranged (+1). 30 Active Points; total cost 20 points.

TIME SHIFT FIELD

Effect: Force Field (24 PD/24 ED), Hardened
Target: Self
Duration: Constant
Range: Self
END Cost: 6
Time Manipulation Tricks Roll Penalty: -6

Description: The character surrounds himself with a time manipulation field and advances time within the field by a microsecond. The temporal barrier thus created provides protection against attacks. Only strong attacks can overwhelm the time differential horizon and injure the character.

Game Information: *Force Field (24 PD/24 ED), Hardened (+¼). Total cost: 60 points.*

Options:

1) Strong Time Shift Field: Increase to Force Field (30 PD/30 ED). Total cost: 75 points.

2) Weak Time Shift Field: Decrease to Force Field (18 PD/18 ED). Total cost: 45 points.

3) Expanded Time Shift Field: The time shift effect protects the character from just about any form of attack. Change to Force Field (15 PD/15 ED/Mental Defense 15/Power Defense 15). Total cost: 75 points.

TIME SHIFT WALL

Effect: Force Wall (10 PD/10 ED; 5" long and 2" tall), Hardened, Restricted Shape
Target: Varies
Duration: Constant
Range: 375"
END Cost: 7
Time Manipulation Tricks Roll Penalty: -7

Description: This is an expanded version of a Time Shift Field (see above). The character can even use it to trap other people in the shifted area.

Game Information: *Force Wall (10 PD/10 ED; 5" long and 2" tall), Hardened (+¼) (75 Active Points); Restricted Shape (ends must always join, and character cannot open top or bottom of wall; -¼). Total cost: 60 points.*

Options:

1) Strong Time Shift Wall: Increase to Force Wall (14 PD/14 ED; 5" long and 2" tall). 100 Active Points; total cost 80 points.

2) Weak Time Shift Wall: Decrease to Force Wall (8 PD/8 ED; 5" long and 2" tall). 62 Active Points; total cost 50 points.

3) Expanded Time Shift Wall: The time shift effect protects anyone inside the field from just about any form of attack. Change to Force Wall (9 PD/9 ED/Power Defense 6; 5" long and 2" tall), Opaque (Sight Group). 100 Active Points; total cost 80 points.

MOVEMENT POWERS

RAPID TRANSIT

Effect: Teleportation 30", No Noncombat Multiple
Target: Self
Duration: Instant
Range: Self
END Cost: 6
Time Manipulation Tricks Roll Penalty: -6

Description: The character stops time throughout reality, walks up to 30" from where he started, and then starts time again. (Although he must cross the intervening space, this isn't taken as a Limitation because he has all the time he needs to avoid any obstacles.) To others, he seems to have vanished from his starting point and reappeared instantly at his destination.

Game Information: *Teleportation 30" (60 Active Points); No Noncombat Multiple (-¼). Total cost: 48 points.*

Options:

1) Really Rapid Transit: Increase to Teleportation 40". 80 Active Points; total cost 64 points.

2) Slower Transit: Decrease to Teleportation 20". 40 Active Points; total cost 32 points.

3) Walkin' To Jerusalem: The character stops time throughout reality, walks across Earth to get to wherever he wants to go, and then re-starts time. If he wants to cross the ocean, he selectively reverses time around Earth until he reaches the point where the continents are joined together, walks to where he wants to be, and then fast-forwards time back to the present day. Decrease to Teleportation 10", remove No Noncombat Multiple, and add MegaScale (1" = 1,000 km, can scale down to 1" = 1 km; +1¼). Total cost: 45 points.

TIMEGATE

Effect: Extra-Dimensional Movement, Gate
Target: One Hex
Duration: Constant
Range: No Range
END Cost: 20
Time Manipulation Tricks Roll Penalty: -20

Description: The character opens up a portal through the time-stream that anyone can move through. People can travel either way through the portal, or fire attacks through it.

Game Information: *Extra-Dimensional Movement (any point in the past or the future, cannot physically travel between locations), Area Of Effect (One Hex; +½), Continuous (+1), Usable On Others (+¼), Reduced Endurance (½ END; +¼) (201 Active Points); Gate (-½). Total cost: 134 points.*

Options:

1) Increased Capacity: The timegate can handle loads of up to 1,600 kg. Add x16 Increased Mass. 261 Active Points; total cost 174 points.

2) Increased Size: Like Increased Capacity, but the timegate can also handle extra-large objects or persons. Increase to x16 Increased Mass, and Area Of Effect (22" Radius; +1). 304 Active Points; total cost 203 points.

3) Effortless Gate: Increase to Reduced Endurance (0 END; +½). 218 Active points; total cost 145 points.

4) Tiring Gate: Remove Reduced Endurance (+¼). 184 Active Points; total cost 123 points.

5) Restricted Gate: The character's timegate only leads to a specific time period. Change to Extra-Dimensional Movement (any single point in time, cannot physically travel between locations). 120 Active Points; total cost 80 points.

TIME TRAVEL

Effect: Extra-Dimensional Movement (time travel)
Target: Self
Duration: Constant
Range: Self
END Cost: 7
Time Manipulation Tricks Roll Penalty: -7

Description: The character can travel through time, instantly reaching any date he desires. Like the Stop Time power, this power can cause significant problems in the game, and requires a lot of reasonable interpretation by the GM.

Game Information: *Extra-Dimensional Movement (any date in history or the future, cannot physically travel between locations). Total cost: 67 points.*

Options:

1) Restricted Time Travel: The character can only time travel within a specific time period (such as only during his lifetime, only in the twentieth century, or only to any May 22nd throughout time). Total cost: 45 points.

2) Want To Visit 1536?: The character can take several friends along with him through time. Add x8 Increased Weight. Total cost: 82 points.

3) Time Shift Touch: The character can, by touching another character, send him through time against his will. Add Usable As Attack (defense is Extra-Dimensional Movement, Teleportation, time-manipulation powers, or Power Defense; +1). Total cost: 134 points.

SENSORY POWERS

CHRONOSENSE

Effect: Detect Time, Discriminatory, Analyze
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Time Manipulation Tricks Roll Penalty: -2

Description: The character has an absolutely precise sense of time, even more accurate than Absolute Time Sense.

Game Information: *Detect Time (INT +10) (no Sense Group), Discriminatory, Analyze. Total cost: 23 points.*

FORESIGHT

Effect: Danger Sense
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Time Manipulation Tricks Roll Penalty: -3

Description: By maintaining a partial glimpse into the future of the immediate vicinity, the character can perceive (and hopefully avoid) dangers before they occur.

Game Information: *Danger Sense (immediate vicinity, out of combat, Sense) INT +6. Total cost: 33 points.*

LOOK AROUND

Effect: Increased Arc Of Perception (360 Degrees) for Sight Group
Target: Self
Duration: Instant
Range: Self
END Cost: 1
Time Manipulation Tricks Roll Penalty: -1

Description: The character stops time around himself just long enough to look around in all directions and see what's going on.

Game Information: *Increased Arc Of Perception (360 Degrees) for Sight Group (10 Active Points); Costs Endurance (-½), Instant (-½). Total cost: 5 points.*

SUMMARIZE TIMELINE

Effect: Detect Differences In Timeline From True Timeline And Other Timelines; Retrocognitive Clairsentience
Target: Self
Duration: Persistent/Constant
Range: Self/300"
END Cost: 0/6
Time Manipulation Tricks Roll Penalty: -4/-6

Description: The character's travels through time frequently take him to alternate timelines where history ran differently, or put him in a position where actions he or other people take could alter the timeline. Unlike most characters, who remain blissfully unaware of the changes to history, the character knows exactly what the differences are from one timeline to another, how they diverge from the "real" timeline, and where and what exactly caused the divergence. "In this timeline, they never discovered yeast, so now giant Klick-Klacks rule from their secret room at the planet's core."

Game Information:

Cost	Power
37	*Summarize Timeline:* Detect Differences In Timeline From True Timeline And Other Timelines (INT Roll +5) (no Sense Group), Discriminatory, Analyze, Dimensional (through/around/across Time), Range, Sense
20	*Summarize Timeline:* Clairsentience (Sight and Hearing Groups), Retrocognition, Dimensional (through/around/across Time) (60 Active Points); Retrocognition Only (-1), Only To Perceive Points Of Difference Between Timelines And Their Causes (-1)

Total cost: 57 points.

TIMEVIEW

Effect: Clairsentience (Sight and Hearing Groups), Precognition, Retrocognition
Target: Self
Duration: Constant
Range: No Range
END Cost: 7
Time Manipulation Tricks Roll Penalty: -7

Description: The character's ability to manipulate time allows him to "fast forward" or "replay" events in his mind's eye, thus giving him a crystal-clear view of the future and the past.

Game Information: *Clairsentience (Sight and Hearing Groups), Precognition, Retrocognition (70 Active Points); Precognition And Retrocognition Only (-1), No Range (-½). Total cost: 28 points.*

MISCELLANEOUS POWERS

BEST POSSIBLE FUTURE

Effect: +2 Overall Skill Levels
Target: Self
Duration: Persistent
Range: Self
END Cost: 4
Time Manipulation Tricks Roll Penalty: -2

Description: A character with this power can, whenever he chooses, stop time for half a second, scan forward into the timestream to evaluate the possible futures branching out from his current point in time, and choose the best one for him — thus making it more likely he'll succeed at tasks and actions he undertakes.

Game Information: *+2 Overall Skill Levels (20 Active Points); Extra Time (Half Phase; -½), Costs Endurance (-½), Increased Endurance Cost (x2 END; -½). Total cost: 8 points.*

Options:

1) Accurate Futurescanning: Increase to +4 Overall Levels. 40 Active Points; total cost 16 points.

2) Vague Futurescanning: Decrease to +1 Overall Level. 10 Active Points; total cost 4 points.

3) Future Imperfect: As one thing improves, another must worsen for chronal balance to be maintained. While the timeline the character chooses is of greatest benefit to him, it's not quite so good for someone else. One of the character's friends in the vicinity (or, if there's no friend, a random person other than someone opposing the character) suffers problems at the same time the character's chances for success improve. Add Side Effect (someone in the environment other than the character or his enemies suffers -3 to one roll, chosen by the GM, always occurs; -½). Total cost: 7 points.

FUTURE ASSISTANCE

Effect: Aid Endurance 4d6
Target: Self
Duration: Instant
Range: Self
END Cost: 0
Time Manipulation Tricks Roll Penalty: -4

Description: The character can call upon the vigor and energy of his future self to help him in the present. This increases his END, making it easier for him to keep using powers, or to Push his powers. However, in essence he is burning his total life-force more quickly, which shortens his lifespan: he loses one month of life for every 1d6 of Aid he uses!

In game terms, the loss of lifespan is a Side Effect with a value of -0 — rarely, if ever, does a character's lifespan come into play in game terms. If the GM believes the Side Effect could seriously imperil a character during the game, he should increase the value of the Side Effect accordingly.

As an additional Side Effect, the GM may occasionally subject the character to a Drain END 4d6, reflecting the fact that his past self just drew upon him for extra power. If the GM plans to do this frequently, he should grant the character a -½ Side Effect for it.

Game Information: *Aid Endurance 4d6 (40 Active Points); Self Only (-½), Side Effect (each 1d6 of Aid used removes one month from the character's lifespan; -0). Total cost: 27 points.*

FUTURE SELF

Effect: Duplication (create one 350-point Duplicate)
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Time Manipulation Tricks Roll Penalty: N/A

Description: The character can summon one of his future selves to assist him in the present day. When he no longer needs help, the character returns his future self to its normal time-frame. The character cannot control exactly when his future self comes from, though it's far enough in the future that he will never be in a situation in which he reaches the future self's normal time-frame in his own timeframe.

Although highly useful, this power has two significant drawbacks. First, from the point in time at which he begins to use the power, the character is subject to suddenly vanishing without warning and re-appearing in his past to help his "past self." This could cause major problems if the character vanishes in the middle of a crisis, or during a date! Second, if one of his future selves is killed, the character has just prematurely ended his own life. He himself goes on living, but he knows that one day he will "vanish" and never re-appear... because he was killed in the past.

Game Information: *Duplication (create one 350-point Duplicate), Easy Recombination (Zero Phase Action at full DCV) (80 Active Points); Side Effects (may periodically "vanish" in the future as he's called back to help his past self, the GM determines where and when this happens; -0). Total cost: 80 points.*

Options:

1) Eight Futures: The character can summon up to eight future selves, for a total of nine of him existing in the same timeframe. Total cost: 95 points.

2) Tiring Summoning I: Summoning a future self strains the character's body. Add Costs Endurance (to activate; -¼). 80 Active Points; total cost 64 points.

3) Tiring Summoning II: As Tiring Duplication I, but the character must pay END to maintain the "temporal retrieval" effect. If he ever runs out of END, the Duplicate vanishes, and the character cannot summon another future self for one day. Add Costs Endurance (throughout; -½). 80 Active Points; total cost 53 points.

GONE OUT FOR FOOD

Effect: Life Support (Diminished Eating: No Need To Eat)
Target: Up to 8 persons
Duration: 1 Continuing Charge for 1 Day
Range: Self
END Cost: 0
Time Manipulation Tricks Roll Penalty: -1

Description: The character stops time throughout reality, walks to whatever restaurant he feels like eating at, starts time in that one area so he can get something to eat, then reverses time and walks back to where he was. He often brings food back to his friends, keeping it in a stop time bubble so it remains fresh. "Hey, great burgers, where'd you get 'em?" "California, 1973."

Game Information: *Life Support (Diminished Eating: No Need To Eat), Usable Simultaneously (up to 8 people at once; +1), 1 Continuing Charge lasting for 1 Day (+0). Total cost: 6 points.*

Options:

1) Variant Gone Out For Food: Rather than using Life Support, you can define this power as Transforming air into food. Change to: Major Transform 2d6 (air into food), Improved Results Group (any type of food; +¼). Total cost: 37 points.

OUTSIDE OF TIME

Effect: Life Support (Longevity: Immortality)
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Time Manipulation Tricks Roll Penalty: N/A

Description: The character's chronal powers essentially place him "outside" the time-stream, making him ageless.

Game Information: *Life Support (Longevity: Immortality). Total cost: 5 points.*

RAPID-TIME HEALING

Effect: Simplified Healing 6d6
Target: One character
Duration: Instant
Range: Touch
END Cost: 6
Time Manipulation Tricks Roll Penalty: -6

Description: The character places an injury in a bubble of "fast time" so that it heals in seconds.

Game Information: *Simplified Healing 6d6. Total cost: 60 points.*

Options:

1) Really Rapid-Time Healing: Increase to Simplified Healing 9d6. Total cost: 90 points.

2) Slower Rapid-Time Healing: Decrease to Simplified Healing 4d6. Total cost: 40 points.

TUNNELING POWERS



Tunneling Powers are abilities associated with a character's power to burrow through the ground (and sometimes other substances) at tremendous speeds. Compared to Running, Flight, or Teleportation, this tends to be a fairly limited way to travel, so it's not a common choice for most speedster characters. On the other hand it does offer some measure of stealth and surprise (since other characters often can't see the speedster coming through the ground), and may represent the character's connection with earth and rock generally. (See the *Earth And Stone Powers* sections of *The UNTIL Superpowers Databases* for potentially related powers characters could buy.)

BASIC POWER

SUPER-TUNNELING

Effect: Tunneling 8" through 8 DEF material
Target: Self
Duration: Constant
Range: Self
END Cost: 4
Tunneling Tricks Roll Penalty: -4

Description: The character can dig tunnels through the earth with tremendous speed. He can use the same ability to "dig" or tear through walls and like structures.

Game Information: *Tunneling 8" through 8 DEF material. Total cost: 40 points.*

Options:

1) Faster Tunneling: Increase to Tunneling 10" through 10 DEF material. Total cost: 50 points.

2) Really Fast Tunneling I: Increase to Tunneling 20" through 20 DEF material. Total cost: 100 points.

3) Really Fast Tunneling II: Add x32 Noncombat. Total cost: 60 points.

4) Slower Tunneling: Decrease to Tunneling 6" through 6 DEF material. Total cost: 30 points.

5) True Tunneling: The character can also fill in the tunnels he creates behind him. Add Fill In. Total cost: 50 points.

6) Penetrating Tunneling: The character isn't any faster, but he can burrow through stronger materials. Change to Tunneling 8" through 15 DEF material. Total cost: 61 points.

7) Extreme Tunneling I: The character can reach top speed much faster than other tunnelers. Add Rapid Noncombat Movement (+¼). Total cost: 50 points.

8) Extreme Tunneling II: The character can accelerate and decelerate much faster than other tunnelers. Add Combat Acceleration/Deceleration (+¼). Total cost: 50 points.

9) Extreme Tunneling III: The character's acceleration and deceleration are practically instantaneous. Add Noncombat Acceleration/Deceleration (+1). Total cost: 80 points.

10) Earthen Super-Tunneling: The character's ability to Tunnel only works in earth and stone; he cannot affect building walls or the like. Add Limited Medium (earth/stone; -½). Total cost: 27 points.

11) Easy Tunneling: Add Reduced Endurance (½ END; +¼). Total cost: 50 points.

12) Tireless Tunneling: Add Reduced Endurance (0 END; +½). Total cost: 60 points.

OFFENSIVE POWERS

BURIED ALIVE

Effect: Tunneling 6" through 6 DEF materials, Usable As Attack
Target: One character
Duration: Instant
Range: 500"
END Cost: 10
Tunneling Tricks Roll Penalty: -10

Description: The character can move over to a target, grab him, burrow down into the earth with him, leave him there, fill in the tunnel, and return to where he was standing when he started... all in the space of a second! It takes most victims a while to dig themselves free.

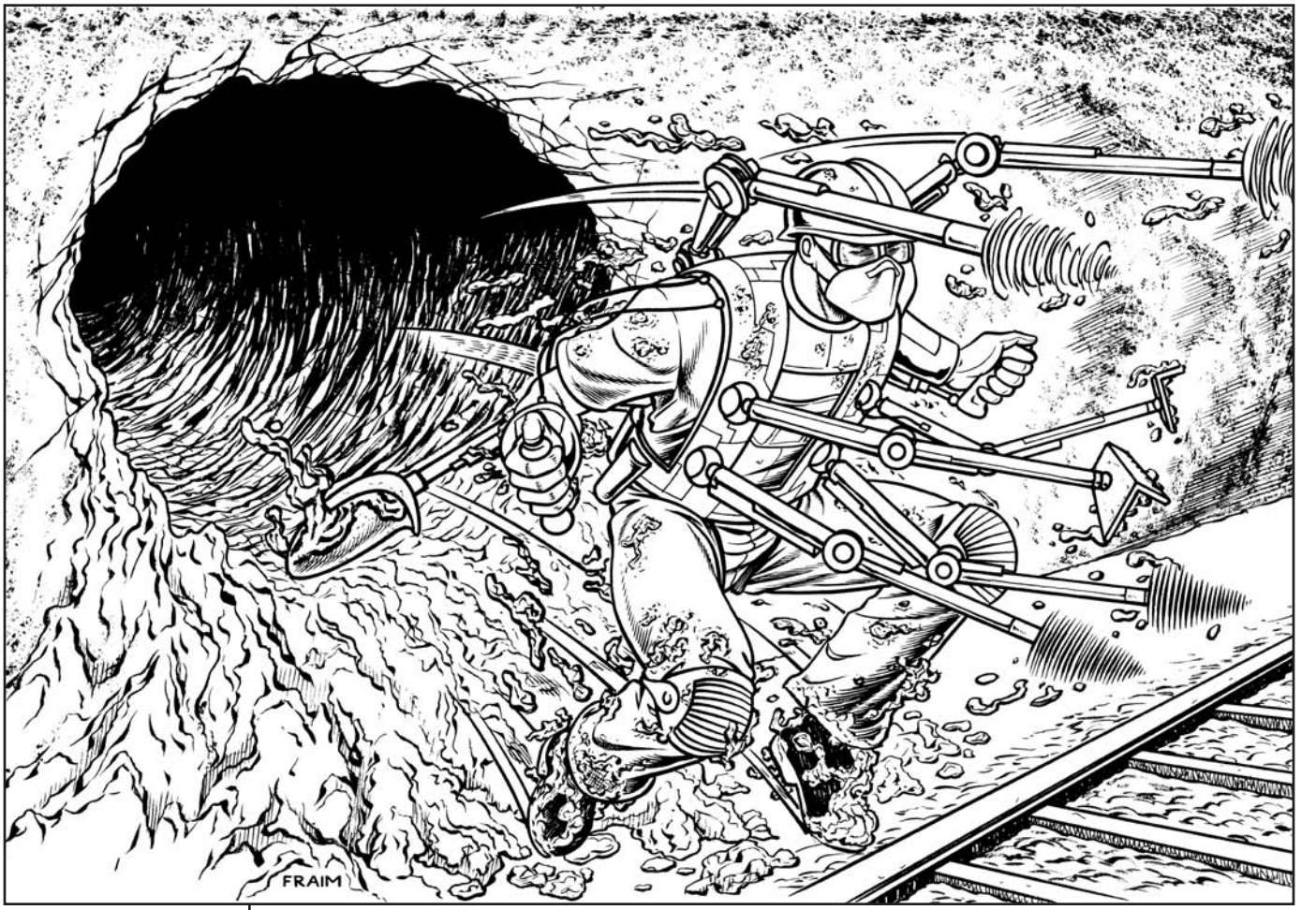
Game Information: *Tunneling 6" through 6 DEF materials, Fill In, Usable As Attack (defense is Tunneling, Desolidification, or Teleportation; +1), Ranged (+½) (100 Active Points); Must Pass Through Intervening Space (-¼). Total cost: 80 points.*

Options:

1) Strong Burial: Increase to Tunneling 8" through 8 DEF materials. 125 Active Points; total cost 100 points.

2) Weak Burial: Decrease to Tunneling 4" through 4 DEF materials. 75 Active Points; total cost 60 points.

3) Deep Burial: This power uses the precision Tunneling rules (page 46) to make sure the target's buried deep in the earth. Change to Tunneling 40"



through DEF 3 materials. 247 Active Points; total cost 198 points.

4) Skillful Burial: Add Requires A Tunneling Tricks Roll (-½). Total cost: 43 points.

QUAKE CREATION

Effect: Energy Blast 8d6, Explosion
Target: 8" Radius
Duration: Instant
Range: 300"
END Cost: 6
Tunneling Tricks Roll Penalty: -6

Description: The character tunnels at tremendous speed through an area in such a way that he causes shockwaves or a sort of intense mini-earthquake that can injure anyone standing on the ground.

Game Information: *Energy Blast 8d6, Explosion (+½) (60 Active Points); Only Affects Targets On The Ground (-¼), Extra Time (Full Phase; -½), Only Does Knockdown, Not Knockback (-0), Must Pass Through Intervening Space (-¼). Total cost: 30 points.*

Options:

1) Strong Quake: Increase to Energy Blast 10d6. 75 Active Points; total cost 37 points.

2) Weak Quake: Decrease to Energy Blast 6d6. 45 Active Points; total cost 22 points.

3) Bigger Quake: Increase to Explosion (-1 DC/2"; +¾). 70 Active Points; total cost 35 points.

4) Localized Quake: The character can only cause quakes where he's standing. Add Personal Immunity (+¼) and No Range (-½). 70 Active Points; total cost 28 points.

5) Devastating Quake: The character can create earthquakes measuring up to about 6.0 on the Richter scale, potentially causing tremendous damage over an enormous area. The damage can affect the ground-floor interiors of buildings and the like because it's fully Indirect. Change to Energy Blast 6d6, Explosion (+½), MegaArea (1" = 1 km wide and broad; +¼), Indirect (+¾), Personal Immunity (+¼) (82 Active Points); No Range (-½), Only Affects Targets On The Ground (-¼), Extra Time (1 Minute; -1½), Only Does Knockdown, Not Knockback (-0), Must Pass Through Intervening Space (-¼). Total cost: 23 points.

DEFENSIVE POWERS

CREATE EMBANKMENT

Effect: Entangle 3d6, 6 DEF, Only To Form Barriers
Target: Special
Duration: Instant
Range: No Range
END Cost: 4
Tunneling Tricks Roll Penalty: -4

Description: Using his amazing speed with digging, the character can create hex-high embankments and walls roughly 3" long in a single second.

Game Information: *Entangle 3d6, 6 DEF (45 Active Points); Only To Form Barriers (-1), No Range (-½). Total cost: 18 points.*

Options:

1) Strong Embankments: Increase to Entangle 6d6, 6 DEF. 60 Active Points; total cost 24 points.

2) Weak Embankments: Decrease to Entangle 3d6, 3 DEF. 30 Active Points; total cost 12 points.

3) Long Embankments: This version of the power uses the *Longer Wall* Adder from page 114 of *Fantasy Hero* to allow the tunneler to erect much longer embankments. Add Longer Wall (+10" length for walls). 65 Active Points; total cost 26 points.

4) Skillful Embankments: Add Requires A Tunneling Tricks Roll (-½). Total cost: 15 points.

MOVEMENT POWERS

EARTH PASSAGE

Effect: Desolidification, Only To Move Through The Earth
Target: Self
Duration: Constant
Range: Self
END Cost: 4
Tunneling Tricks Roll Penalty: -4

Description: The character's so precise and swift a tunneler that when he's done filling in his tunnels behind him, no one can even tell the earth was disturbed.

Game Information: *Desolidification (affected by any attack (40 Active Points); Only To Move Through The Earth (-1), Does Not Protect Against Damage (-1). Total cost: 13 points.*

Options:

1) Easy Passage: Add Reduced Endurance (½ END; +¼). 50 Active Points; total cost 17 points.

2) Tireless Passage: Add Reduced Endurance (0 END; +½). 60 Active Points; total cost 20 points.

3) Skillful Power: Add Requires A Tunneling Tricks Roll (-½). Total cost: 11 points.

SENSORY POWERS

SEE THROUGH THE EARTH

Effect: N-Ray Perception, Only To See Through Earth/Stone
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Tunneling Tricks Roll Penalty: -1

Description: The character can see through earth and stone as easily as normal people see through the air.

Game Information: *N-Ray Perception (Sight Group) (10 Active Points); Only To See Through Earth/Stone (-½). Total cost: 7 points.*

Options:

1) Restricted Perception: The character's ability to see through earth and stone only extends for a short distance. Add Limited Range (25"; -¼). Total cost: 6 points.

2) Tiring Earthsight: The character's ability to see through earth and stone does not function at all times; he must activate it when he wants to use it. Add Costs Endurance (-½). Total cost: 5 points.

SENSE VIBRATIONS

Effect: Detect Physical Vibrations
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Tunneling Tricks Roll Penalty: -2

Description: The character can sense vibrations and tremors in the earth, making it possible for him to track the movements of people even if he's blinded.

Game Information: *Detect Physical Vibrations (INT Roll) (Touch Group), Discriminatory, Range, Targeting (30 Active Points); Only When In Contact With The Ground (-¼). Total cost: 24 points.*

MISCELLANEOUS POWERS

TUNNEL BREATHING

Effect: Life Support (Self-Contained Breathing)
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Tunneling Tricks Roll Penalty: N/A

Description: The character never has to worry about running out of air when he's burrowing through the earth, no matter how deep he goes or how small his tunnel.

Game Information: *Life Support (Self-Contained Breathing). Total cost: 10 points.*

VIBRATION POWERS



This category of speedster powers covers abilities involving control over vibrations, vibratory energy, and the like. Put another way, it features powers in which a speedster moves his body, or some part of it, back and forth rapidly to achieve a particular effect. Examples include vibrating the body to "phase out" of reality enough to walk through solid objects, or grabbing hold of a solid object and shaking it to pieces. Many of the Speedster Powers on pages 61-106 could easily be adapted to this special effect by changing their description.

Some of the powers described below involve projecting vibrations/vibratory energy, or controlling it at a distance. For some speedsters, these powers may not be appropriate, but they're included here for the sake of completeness and to provide ideas about expanding speedsters' capabilities.

For many types of Vibration Powers, the Limitation *Does Not Work In A Vacuum* (-¼) may be appropriate — the vibration pulses need a medium to propagate through, such as air or water. You can easily add this to any of the powers below, if desired.

OFFENSIVE POWERS

THE BLENDER

Effect: Drain DEX 4d6
Target: One character
Duration: Instant
Range: Touch
END Cost: 6
Speedster Tricks Roll Penalty: -6

Description: The character grabs a target and shakes him so badly he gets sick and dizzy.

Game Information: *Drain DEX and CON 4d6, two Characteristics simultaneously (+½). Total cost: 60 points.*

Options:

1) Strong Blender: Increase to Drain DEX and CON 6d6. Total cost: 90 points.

2) Weak Blender: Decrease to Drain DEX and CON 3d6. Total cost: 45 points.

3) Skillful Blender: The character has to do the spin just right or it doesn't work. Add Requires A Speedster Tricks Roll (-½). 60 Active Points; total cost 40 points.

4) Long-Lasting Blender: The effects of being shaken last for a while. Add Delayed Return Rate (points return at the rate of 5 per Minute; +¼). Total cost: 70 points.

6) Stunning Blender I: Instead of making a character sick and dizzy, being shaken weakens him and knocks him out. Change to: Energy Blast 6d6, NND (defense is Power Defense; +1) (60 Active Points); No Range (-½). Total cost: 40 points.

7) Stunning Blender II: Decrease to Drain 3d6 and change to four Characteristics simultaneously (DEX, CON, END, and STUN; +1). Total cost: 60 points.

8) Damaging Blender: Sudden, intense shaking can cause serious injuries to a target. Change to Energy Blast 12d6 (60 Active Points); No Range (-½). Total cost: 40 points.

9) Deadly Blender: Like Damaging Blender, but even more likely to inflict serious injury or to damage objects. Change to RKA 3d6 (45 Active Points); No Range (-½). Total cost: 30 points.

BURN MY WAY OUT

Effect: RKA 3d6, Only Works Against Restraints
Target: One restraint (see text)
Duration: Instant
Range: No Range
END Cost: 4
Speedster Tricks Roll Penalty: -4

Description: If the speedster's tied up, chained, or otherwise restrained, he can vibrate at hypervelocity, generating enough friction or vibrations to burn his way out or shatter the restraints. If the "restraint" is a character who's Grabbed him, the Grabber has the option of (a) letting the speedster go as an Action which takes no time (and thus taking no damage) or (b) maintaining the Grab but suffering the damage.

Game Information: *RKA 3d6 (45 Active Points); No Range (-½), Only Works Against Restraints (-1¼), No Knockback (-¼). Total cost: 15 points.*

Options:

1) Strong Burn: Increase to RKA 4d6. 60 Active Points; total cost 20 points.

2) Weak Burn: Decrease to RKA 2d6. 30 Active Points; total cost 10 points.

3) Skillful Burn: Add Requires A Speedster Tricks Roll (-½). Total cost: 13 points.

GYROSCOPIC INTERFERENCE

Effect: Drain DEX 6d6, Only Versus Gyroscopes
Target: One "character"
Duration: Instant
Range: 450"
END Cost: 9
Speedster Tricks Roll Penalty: -9

Description: The character's vibratory pulses play hob with gyroscopes (and similar devices), making it impossible for people and devices who rely on them to function properly. Vehicles such as spacecraft, submarines, and airplanes typically have gyroscopes; so might many robots or mechanized weapons. The GM determines whether this power can affect any given person or object.

Game Information: *Drain DEX 6d6, Ranged (+½) (90 Active Points); Only Versus Gyroscope-Based DEX (-1½). Total cost: 36 points.*

Options:

1) Weak Interference: Decrease to Drain DEX 4d6. 60 Active Points; total cost 24 points.

2) Interference Touch: The character has to touch a gyroscope-based device to interfere with it. Remove Ranged (+½). 60 Active Points; total cost 24 points.

3) Skillful Interference: Add Requires A Speedster Tricks Roll (-½). Total cost: 30 points.

QUAKE BLAST

Effect: Energy Blast 8d6, Explosion
Target: 8" radius
Duration: Instant
Range: 300"
END Cost: 6
Speedster Tricks Roll Penalty: -6

Description: The character projects a wave of vibratory energy into the ground, causing a sort of intense mini-earthquake that can injure anyone standing on the ground.

Game Information: *Energy Blast 8d6, Explosion (+½) (60 Active Points); Only Affects Targets On The Ground (-¼), Extra Time (Full Phase; -½), Only Does Knockdown, Not Knockback (-0). Total cost: 34 points.*

Options:

1) Strong Quake: Increase to Energy Blast 10d6. 75 Active Points; total cost 43 points.

2) Weak Quake: Decrease to Energy Blast 6d6. 45 Active Points; total cost 26 points.

3) Bigger Quake: Increase to Explosion (-1 DC/2"; +¾). 70 Active Points; total cost 40 points.

4) Localized Quake: The character can only cause quakes where he's standing. Add Personal Immunity (+¼) and No Range (-½). 70 Active Points; total cost 31 points.

5) Devastating Quake: The character can create earthquakes measuring up to about 6.0 on the Richter scale, potentially causing tremendous damage over an enormous area. The damage can affect the ground-floor interiors of buildings and the like because it's fully Indirect. Change to Energy Blast 6d6, Explosion (+½), MegaArea (1" = 1 km wide and broad; +¼), Indirect (+¾), Personal Immunity (+¼) (82 Active Points); No Range (-½), Only Affects Targets On The Ground (-¼), Extra Time (1 Minute; -1½), Only Does Knockdown, Not Knockback (-0). Total cost: 25 points.

QUAKE CANCELLATION

Effect: Telekinesis (40 STR), Only To Stop Earthquakes
Target: 7 km Radius
Duration: Constant
Range: No Range
END Cost: 13
Speedster Tricks Roll Penalty: -13

Description: The character's control over vibratory and seismic forces allows him to absorb or cancel the energy of an earthquake, stopping it in midshake or preventing it from happening in the first place. This only works on real earthquakes, not powers like Shockwave or Quake Blast.

In game terms, an earthquake counts as Telekinesis that damages objects on the ground over a wide area; typically, an earthquake has 5 points of STR per 1.0 rating on the Richter scale. Thus, a 5.0 Richter quake has Telekinesis (25 STR). The quake applies over an area of effect, and can damage anything on the ground (including the ground floors of buildings and their contents, which may lead to further damage if the building collapses or the like). See *Champions,* pages 122-23, for an example earthquake.

To cancel or negate a quake, the character has to be on the ground where the quake is occurring. He matches his Quake Cancellation power against the quake's STR in a Strength Versus Strength Contest. If the character wins, he stops the quake from occurring in the area affected by his power (if the quake is larger than that, the effect continues, unabated, in hexes the character cannot cover). If the quake wins, it happens as normal, though the GM may, in his discretion, reduce its effect thanks to the character's efforts (the character's STR may reduce the quake's STR on a 1-for-1 point basis, or maybe every BODY the character got on his STR Roll reduces the quake's STR by some amount).

Game Information: *Telekinesis (40 STR), Area Of Effect (7" Radius; +1), MegaArea (each hex is 1 km wide and deep; +¼) (135 Active Points); No Range (-½), Only To Stop Earthquakes (-1½). Total cost: 45 points.*

Options:

1) Strong Quake Cancellation: Increase to Telekinesis (50 STR) and MegaArea Of Effect to 9 km Radius. 169 Active Points; total cost 56 points.

2) Weak Quake Cancellation: Decrease to Telekinesis (30 STR) and MegaArea Of Effect to 6 km Radius. 101 Active Points; total cost 34 points.

3) Large Quake Cancellation: Increase MegaArea Of Effect to 90 km Radius (+½ for MegaScale). 150 Active Points; total cost 50 points.



SHAKEN APART

Effect: Dispel Technological Object 16d6
Target: One object
Duration: Instant
Range: 300"
END Cost: 6
Speedster Tricks Roll Penalty: -6

Description: Many technological devices, such as powered armor suits, computers, and guns, have delicate parts and/or rigid materials that do not withstand prolonged, severe shaking very well. By directing his vibro-blasts at such objects, the character can literally shake them apart.

Game Information: *Dispel Technological Object 16d6, any one Technological Object power one at a time (+¼). Total cost: 60 points.*

Options:

1) Strong Shaking: Increase to Dispel Technological Object 20d6. Total cost: 75 points.

2) Weak Shaking: Decrease to Dispel Technological Object 12d6. Total cost: 45 points.

3) Improved Shaking I: Decrease to Dispel Technological Object 14d6 and increase to any two Technological Object powers simultaneously (+½). Total cost: 63 points.

4) Improved Shaking II: Decrease to Dispel Technological Object 12d6 and increase to any four Technological Object powers simultaneously (+1). Total cost: 72 points.

5) Improved Shaking III: Decrease to Dispel Technological Object 10d6 and increase to all Technological Object powers simultaneously (+2). Total cost: 90 points.

6) Enhanced Shaking: If the character can see a technological device, he can shake it apart, regardless of intervening barriers such as windows. Decrease to Dispel Technological Object 14d6 and add Indirect (+½). Total cost: 73 points.

VERTIGO GENERATION

Effect: Drain DEX 4d6
Target: One character
Duration: Instant
Range: 200"
END Cost: 6
Speedster Tricks Roll Penalty: -6

Description: The character's vibro-energy plays havoc with inner ears, gyroscopes, and the like, causing characters to lose their perspective on "up" and "down," and become so disoriented and dizzy that they can't stand or hold on to objects.

Game Information: *Drain DEX 4d6, Ranged (+½). Total cost: 60 points.*

Options:

1) High Vertigo: Increase to Drain DEX 5d6. Total cost: 75 points.

2) Low Vertigo: Decrease to Drain DEX 3d6. Total cost: 45 points.

3) Vertigo Sickness: The loss of vertigo also makes the targets sick and nauseous. Decrease to Drain 3d6 and add both DEX and CON simultaneously (+½). Total cost: 60 points.

4) Someone Make The Floor Stop Spinning...: The vertigo takes a while to wear off. Decrease to Drain DEX 3d6 and add Delayed Return Rate (points return at the rate of 5 per 5 Minutes; +½). Total cost: 60 points.

5) Group Vertigo: The character can make everyone in a wide area around him lose his balance. Decrease to Drain DEX 3d6 and add Area Of Effect (8" Radius; +1¼) and Personal Immunity (+¼), and remove Ranged (+½). Total cost: 75 points.

VIBRO-BLAST

Effect: Energy Blast 8d6
Target: One character
Duration: Instant
Range: 200"
END Cost: 4
Speedster Tricks Roll Penalty: -4

Description: The character can project a blast of vibratory energy powerful enough to knock a target's fillings loose.

Game Information: *Energy Blast 8d6. Total cost: 40 points.*

Options:

1) Strong Vibro-Blast: Increase to Energy Blast 12d6. Total cost: 60 points.

2) Weak Vibro-Blast: Decrease to Energy Blast 6d6. Total cost: 30 points.

3) Pulse Vibro-Blast: The character emits his Vibro-Blast in pulses, allowing him to hit one target multiple times or several targets one time each. Add Autofire (5 shots; +½). Total cost: 60 points.

4) Push Vibro-Blast: The effect of the character's Vibro-Blast tends to knock targets for a loop. Add Double Knockback (+¾). Total cost: 70 points.

5) All Shook Up: The character's Vibro-Blast violently shakes the target, which tends to cause sickness and unconsciousness. Decrease to Energy Blast 6d6 and add NND (defense is vibratory powers, sonic powers, or a PD Force Field; +1). Total cost: 60 points.

6) Wide Vibro-Blast: The character's Vibro-Blast covers a wide swath, allowing him to hit multiple targets easily in the right circumstances. Decrease to Energy Blast 7d6 and add Area Of Effect (14" Line; +1) and No Range (-½). 70 Active Points; total cost 47 points.

7) Cone Vibro-Blast: The character's vibratory pulses cover a cone-shaped area in front of him. Decrease to Energy Blast 7d6 and add Area Of Effect (8" Cone; +1) and No Range (-½). 70 Active Points; total cost 47 points.

8) Tremor-Blast: The character's Vibro-Blast is particularly effective against characters and targets made of rigid, inflexible materials, such as rock/stone, glass/crystal, and some metals. Add Energy Blast +6d6 (30 Active Points); Only Versus Rigid, Inflexible Materials (-1) (total cost: 15 points). 40 + 30 = 70 Active Points; total cost 40 + 15 = 55 points.

9) Vibratory Shield: Anyone who Grabs the character (or is Grabbed by him) suffers an unavoidable pummelling due to the vibration of the character's body. Decrease to Energy Blast 6d6 and add Continuous (+1) and Damage Shield (+½). Total cost: 75 points.

10) Stunning Vibro-Blast: The effects of being vibro-blasted tend to weaken targets, even knock them out, but inflict no lasting harm. Change to to Energy Blast 4d6, AVLD (defense is Power Defense; +1½). Total cost: 50 points.

11) Easy Vibro-Blast: Add Reduced Endurance (½ END; +¼). Total cost: 50 points.

12) Tireless Vibro-Blast: Add Reduced Endurance (0 END; +½). Total cost: 60 points.

VIBRATING PALM

Effect: RKA 2d6, Penetrating
Target: One character
Duration: Instant
Range: No Range
END Cost: 4
Speedster Tricks Roll Penalty: -4

Description: The speedster strikes a target with his palm while vibrating it at a deadly frequency. The strike transfers the vibration into the victim, fatally disrupting his bodily organs and metabolism. In the case of objects, the vibrations shake and shatter them instead of disrupting them internally.

Game Information: *RKA 2d6, Penetrating (+½) (45 Active Points); No Range (-½), No Knockback (-¼). Total cost: 26 points.*

Options:

1) Deadlier Vibrations: Increase to RKA 3d6. 67 Active Points; total cost 38 points.

2) Weaker Vibrations: Decrease to RKA 1d6. 22 Active Points; total cost 13 points.

3) Skillful Vibrations: Add Requires A Speedster Tricks Roll (-½). Total cost: 20 points.

4) Piercing Vibrations: The deadly vibrations can easily penetrate rigid defenses such as metal or ceramic armor, stony skin, or the like. Character also buys Armor Piercing (+½) for Vibrating Palm (22 Active Points); Only Versus Rigid Defenses (-1). Total cost 11 points; total cost for overall power 37 points.

5) Lingering Vibrations: The vibrations continue to hurt the target as long as the character maintains them (*i.e.,* pays the END needed to keep them going). Add Continuous (+1). 75 Active Points; total cost 43 points.

6) Wide Vibrations: Instead of just using his hand, the character vibrates his whole body, sending out pulses of vibratory energy that can shatter solid objects and liquefy internal organs. Add Area Of Effect (One Hex Doubled; +¾). 67 Active Points; total cost 38 points.

VIBRO-SHIELD

Effect: Energy Blast 6d6, Damage Shield
Target: One character
Duration: Constant
Range: No Range
END Cost: 7
Speedster Tricks Roll Penalty: -7

Description: This power allows a character to vibrate his body with such speed and force that he can inflict injuries on opponents and damage objects just by touching them.

Game Information: *Energy Blast 6d6, Continuous (+1), Damage Shield (+½). Total cost: 75 points.*

Options:

1) Strong Vibro-Shield: Increase to Energy Blast 8d6. Total cost: 100 points.

2) Weak Vibro-Shield: Decrease to Energy Blast 4d6. Total cost: 50 points.

3) Easy Vibro-Shield: Add Reduced Endurance (½ END; +¼). Total cost: 82 points.

4) Tireless Vibro-Shield: Add Reduced Endurance (0 END; +½). Total cost: 90 points.

5) Skillful Vibro-Shield: Add Requires A Speedster Tricks Roll (-½). 75 Active Points; total cost 50 points.

VOICE NEGATION

Effect: Drain Voice Powers 4d6 plus Darkness to Hearing Group 1" radius
Target: One character
Duration: Instant
Range: 25"
END Cost: 6
Speedster Tricks Roll Penalty: -6

Description: The character uses focused vibro-pulses to interfere with a target's throat and larynx, making it impossible for the target to speak or use voice-based powers (including many sonic powers and any power with the Incantations Limitation).

Game Information: *Drain Voice Powers 4d6, any one Voice power at a time (+¼), Limited Range (25"; +¼) (total cost: 60 points)* ***plus*** *Darkness to Hearing Group 1" radius (5 Active Points); Only Affects One Person (-½), Only Prevents Speech, Not Hearing (-1), Instant (-½) (total cost: 2 points). 60 + 5 = 75 Active Points; total cost 60 + 2 = 62 points.*

Options:

1) Strong Negation: Increase to Drain Voice Powers 6d6. 90 + 5 = 95 Active Points; total cost 90 + 2 = 92 points.

2) Weak Negation: Decrease to Drain Voice Powers 3d6. 45 + 5 = 50 Active Points; total cost 45 + 2 = 47 points.

3) Expanded Negation: Add all Voice Powers simultaneously (+2). 30 + 5 = 135 Active Points; total cost 130 + 2 = 132 points.

4) Voice Negation Variant: Change Drain Voice Powers 4d6 to Suppress Voice Powers 8d6 and add Limited Range (-¼). 50 + 5 = 55 Active Points; total cost 40 + 2 = 42 points.

STATIC ELECTRICITY TOUCH

Effect: Energy Blast 8d6, Extra Time (Full Phase)
Target: One character
Duration: Instant
Range: Touch
END Cost: 4
Speedster Tricks Roll Penalty: -4

Description: The character vibrates his feet at super-fast speeds to build up a massive charge of static electricity, then discharges it into a target by touching him.

Game Information: *Energy Blast 8d6 (40 Active Points); Extra Time (Full Phase; -½), No Range (-½). Total cost: 20 points.*

Options:

1) Strong Touch: Increase to Energy Blast 12d6. 60 Active Points; total cost 30 points.

2) Weak Touch: Decrease to Energy Blast 6d6. 30 Active Points; total cost 15 points.

3) Skillful Touch: Add Requires A Speedster Tricks Roll (-½). Total cost: 16 points.

DEFENSIVE POWERS

BLINK VIBRO-PHASING

Effect: +6 DCV
Target: Self
Duration: Constant
Range: Self
END Cost: 3
Speedster Tricks Roll Penalty: -3

Description: The character can reflexively vibrate himself out of phase with reality, making it much harder for an attacker to strike him successfully. Many attacks that would otherwise hit him miss because he vibrates out of phase right before they hit him, then returns to a solid state a micro-second later.

Game Information: *+6 DCV (30 Active Points); Costs Endurance (-½), Does Not Work While Density Increase Or Desolidification Are Active (-1), Does Not Work Against Affects Desolidified Attacks (-¼). Total cost: 11 points.*

Options:

1) Strong Blink Vibro-Phasing: Increase to +8 DCV. 40 Active Points; total cost 14 points.

2) Weak Blink Vibro-Phasing: Decrease to +4 DCV. 20 Active Points; total cost 7 points.

BLUR

Effect: +4 DCV
Target: Self
Duration: Constant
Range: Self
END Cost: 2
Speedster Tricks Roll Penalty: -2

Description: The character vibrates constantly, blurring his form and position and thus making himself harder to target accurately.

Game Information: *+4 DCV (20 Active Points); Costs Endurance (-½). Total cost: 13 points.*

Options:

1) Incredibly Blurry: Increase to +6 DCV. 30 Active Points; total cost 20 points.

2) Mildly Blurry: Decrease to +2 DCV. 10 Active Points; total cost 7 points.

3) Blurry Butterfingers: While blurring his form, the character has trouble holding onto things because his hands vibrate. Add Side Effect (-2 to all DEX Rolls to hold onto things and for related purposes, always occurs; -½). Total cost: 10 points.

BLURRED DEFENSES

Effect: Lack Of Weakness (-10) for Normal and Resistant Defenses
Target: Self
Duration: Constant
Range: Self
END Cost: 2
Speedster Tricks Roll Penalty: -2

Description: The character's vibrations cause his body to blur enough that opponents have a hard time getting a clear enough view of his defenses to find weaknesses in them.

Game Information: *Lack Of Weakness (-10) for Normal and Resistant Defenses (20 Active Points); Costs Endurance (-½). Total cost: 13 points.*

Options:

1) Greater Blurring: Increase to Lack Of Weakness (-15). 30 Active Points; total cost 20 points.

2) Lesser Blurring: Decrease to Lack Of Weakness (-5). 10 Active Points; total cost 7 points.

3) Easy Blurring: Replace Costs Endurance (-½) with Nonpersistent (-¼). Total cost: 16 points.

4) Unstoppable Blurring: Remove Costs Endurance (-½) and add Inherent (+¼). Total cost: 25 points.

5) Tiring Blurring: Add Increased Endurance Cost (x2 END; -½). Total cost: 10 points.

SEMI-SOLID FORM

Effect: Physical and Energy Damage Reduction, Resistant, 50%
Target: Self
Duration: Constant
Range: Self
END Cost: 6
Speedster Tricks Roll Penalty: -6

Description: The character vibrates in such a way that decreases his density to the point where he's only semi-solid. He can still affect other people and pick up objects, but he's sufficiently out of phase with reality that attacks cause him little harm.

Game Information: *Physical and Energy Damage Reduction, Resistant, 50% (30 + 30 = 60 Active Points); Costs Endurance (-½). Total cost: 20 + 20 = 40 points.*

Options:

1) On The Edge Of Intangible: Increase to Physical and Energy Damage Reduction, Resistant, 75%. 60 + 60 = 120 Active Points; total cost 40 + 40 = 80 points.

2) Skillful Vibrating: Add Requires A Speedster Tricks Roll (-½). Total cost: 15 + 15 = 30 points.

SHAKEOUT

Effect: +40 STR, Only To Escape Entangles/Grabs
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Speedster Tricks Roll Penalty: -6

Description: The character can vibrate himself so violently that he breaks or slips out of Entangles and Grabs with ease.

Game Information: *+40 STR, Reduced Endurance (0 END; +½) (60 Active Points); Only To Escape Entangles And Grabs (-1½). Total cost: 24 points.*

Options:

1) Improved Shakeout: Increase to +60 STR. 90 Active Points; total cost 36 points.

2) Weak Shakeout: Decrease to +30 STR. 45 Active Points; total cost 18 points.

3) Skillful Shakeout: Add Requires A Speedster Tricks Roll (-½). Total cost: 20 points.



Whirlwind Powers, Page 172

VIBRO-FIELD

Effect: Force Field (15 PD/15 ED)
Target: Self
Duration: Constant
Range: Self
END Cost: 3
Speedster Tricks Roll Penalty: -3

Description: The character can establish a field of vibro-energy that protects his body by shaking apart or deflecting physical missiles and disrupting energy attacks.

Game Information: *Force Field (15 PD/15 ED). Total cost: 30 points.*

Options:

1) Strong Field: Increase to Force Field (20 PD/20 ED). Total cost: 40 points.

2) Weak Field: Decrease to Force Field (12 PD/12 ED). Total cost: 24 points.

3) Tougher Field: Add Hardened (+¼). Total cost: 37 points.

4) Missile-Resistant Field: The character's Vibro-Field offers greater protection against physical attacks than energy ones. Change to Force Field (18 PD/12 ED). Total cost: 30 points.

5) Countervibrations: The character's Vibro-Field counteracts the effects of vibration- or sonic-based attacks. Add Force Field (+0 PD/+10 ED) (10 Active Points); Only Works Against Limited Type Of Attack (sonic and vibratory; -½) (total cost: 7 points). 30 + 10 = 40 Active Points; total cost 30 + 7 = 37 points.

MOVEMENT POWERS

VIBRO-TUNNELING

Effect: Tunneling 5" through DEF 8 materials
Target: Self
Duration: Constant
Range: Self
END Cost: 3
Speedster Tricks Roll Penalty: -3

Description: The character uses his control over vibratory and seismic phenomena to dig tunnels through the ground.

Game Information: *Tunneling 5" through DEF 8 materials. Total cost: 34 points.*

Options:

1) Faster Tunneling: Tunneling 8" through DEF 10 materials. Total cost: 46 points.

2) Slower Tunneling: Tunneling 3" through DEF 5 materials. Total cost: 21 points.

VIBRO-GLIDING

Effect: Running +15"
Target: Self
Duration: Constant
Range: Self
END Cost: 3
Speedster Tricks Roll Penalty: -3

Description: The character's feet vibrate as he moves, allowing him to "skate" along virtually any surface far faster than most people can run.

Game Information: *Running +15". Total cost: 30 points.*

Options:

1) Faster Vibro-Gliding: Increase to Running +20". Total cost: 40 points.

2) Slower Vibro-Gliding: Decrease to Running +10". Total cost: 20 points.

3) Vibro-Gliding Variant: This form of the power is built with Gliding, with the GM's permission for the Gliding to exceed the character's inches of Running. This costs the character fewer points, and prevents him from leaving tracks as he moves, but makes him less maneuverable because he has a Turn Mode. Change to Gliding 20" (20 Active Points); Ground Gliding (-¼). Total cost: 16 points.

SENSORY POWERS

AUGMENTED TOUCH

Effect: Various Enhanced Senses
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Speedster Tricks Roll Penalty: -1

Description: The character's sensitivity to vibrations, and ability to use them in "radar"-like fashion at extremely short ranges, enhances his sense of touch.

Game Information:

Cost	Powers
3	*Augmented Touch:* +3 PER with Normal Touch
5	*Augmented Touch:* Discriminatory for Normal Touch

VIBRO-SENSE

Effect: Detect Physical Vibrations
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Speedster Tricks Roll Penalty: -2

Description: The character can sense vibrations and tremors in the earth, making it possible for him to track the movements of people even if he's blinded.

Game Information: *Detect Physical Vibrations (INT Roll) (Touch Group), Discriminatory, Range, Targeting (30 Active Points); Only When In Contact With The Ground (-¼). Total cost: 24 points.*

Options:

1) Wide-Band Vibro-Sense: The character can perceive tremors all around him, not just in one direction. Add Increased Arc Of Perception (360 Degrees). 35 Active Points; total cost 28 points.

2) Precise Vibro-Sense: The character's perception of vibrations and tremors is so acute he can garner enormous amounts of information from them. Add Analyze. 35 Active Points; total cost 28 points.

MISCELLANEOUS POWERS

VIBRO-PHASING

Effect: Desolidification
Target: Self
Duration: Constant
Range: Self
END Cost: 4
Speedster Tricks Roll Penalty: -4

Description: The character vibrates his body in such a way that he can pass through solid objects like walls, or allow most attacks to pass harmless through him.

For many related abilities that vibrating characters could purchase, see the *Density Alteration Powers* sections of *The UNTIL Superpowers Databases* or the *Intangibility Powers* section of *The Ultimate Metamorph.*

Game Information: *Desolidification (affected by sonic-, vibration-, and air-based attacks). Total cost: 40 points.*

Options:

1) Easy Vibro-Phasing: Add Reduced Endurance (½ END; +¼). Total cost: 50 points.

2) Tireless Vibro-Phasing: Add Reduced Endurance (0 END; +½). Total cost: 60 points.

3) Skillful Vibro-Phasing: Add Requires A Speedster Tricks Roll (-½). 40 Active Points; total cost 27 points.

4) Double Vibro-Phasing: The character can vibrate someone else along with him, allowing them to become intangible, too — as long as they remain in contact with him. Add Usable Simultaneously (Carried; +½). Total cost: 60 points.

WHIRLING POWERS



The following powers are all appropriate for a character whose abilities derive from the fact that he can spin his body at tremendous speeds, as if he were a "human top" or "human cyclone." Many of the Speedster Powers on pages 61-106, such as the Dizzying Spins, would also be logical purchases for this sort of character.

OFFENSIVE POWERS

CAN'T HOLD ME

Effect: +40 STR, Only To Escape Entangles/Grabs
Target: Self
Duration: Persistent
Range: Self
END Cost: 4
Speedster Tricks Roll Penalty: -4

Description: The speedster spins in place with such speed and force that it's difficult for other characters to hold him or bonds to restrain him. In short, he can escape from Entangles and Grabs with ease.

Game Information: *+40 STR (40 Active Points); Only To Escape Entangles And Grabs (-1½). Total cost: 16 points.*

Options:

1) Improved Spinning: Increase to +60 STR. 60 Active Points; total cost 24 points.

2) Weak Spinning: Decrease to +30 STR. 30 Active Points; total cost 12 points.

3) Skillful Spinning: Add Requires A Speedster Tricks Roll (-½). Total cost: 13 points.

DEADLY G FORCE

Effect: RKA 1d6, NND, Does BODY, Must Follow Grab
Target: One character
Duration: Constant
Range: No Range
END Cost: 6
Speedster Tricks Roll Penalty: -6

Description: After grabbing someone, the character spins at such high velocity that he subjects the victim to intense G (gravity) forces — intense enough to kill, if maintained long enough. If the victim breaks free from the Grab, the Killing Attack immediately ceases to affect him, but at the GM's option he suffers 2d6 inches of Knockback in a random direction.

Game Information: *RKA 1d6, NND (defense is Life Support: Safe Environment [Immune to High Pressure]; +1), Does BODY (+1), Continuous (+1) (60 Active Points); Must Follow Grab (-½), No Range (-½). Total cost: 30 points.*

Options:

1) Strong G Force: Increase to RKA 2d6. 120 Active Points; total cost 60 points.

2) Weak G Force: Decrease to RKA ½d6. 40 Active Points; total cost 20 points.

3) Skillful G Force: Add Requires A Speedster Tricks Roll (-½). Total cost: 24 points.

PROPELLER WHIRL

Effect: Telekinesis (30 STR), Only To Push Target Away; Succor Movement 4d6; both OIF (propeller-like object of opportunity)
Target: One character/one moving character/vehicle
Duration: Constant
Range: 20"/No Range
END Cost: 4/2
Speedster Tricks Roll Penalty: -4/-2

Description: If he has access to a propeller or propeller-like object, the character can hold it above his head as he spins, point his body in the right direction, and create enough wind to blow a single person (or like object around) or give a boost to a moving vehicle (or sometimes person). The trick to using this power is that the character has to be "pointed" in the right direction, which isn't always possible.

Game Information:

Cost	Power
30	*Propeller Whirl:* Multipower, 45-point reserve; all OIF (propeller-like object of opportunity)
2u	1) *Propeller Blast:* Telekinesis (30 STR); OIF (propeller-like object of opportunity; -½), Affects Whole Object (-¼), Only To Push Target Away (-½), Only Versus Targets Character Can "Point" Himself Towards (*i.e.,* typically only targets directly above the character; -½)
1u	2) *Propeller Propulsion:* Succor Movement Powers 4d6, any appropriate Movement Power at once (typically Running/Ground Movement, Swimming, or Flight; +¼); OIF (propeller-like object of opportunity; -½), Character Must Be On Vehicle/Person And

Able To "Point" Himself In The Right Direction (-½)

Total cost: 33 points.

Options:

1) Strong Propeller: Increase Multipower reserve to 60 points, Slot #1 to Telekinesis (40 STR), and Slot #2 to Succor Movement Powers 6d6. Total cost: 45 points.

2) Weak Propeller: Decrease to Multipower reserve to 30 points, Slot #1 to Telekinesis (20 STR), and Slot #2 to Succor Movement Powers 2d6. Total cost: 22 points.

3) Skillful Propeller: Add Requires A Speedster Tricks Roll (-½) to both slots. Total cost: 24 points.

WHIRLWIND PUNCH

Effect: HA +6d6
Target: 2" (One Hex Doubled)
Duration: Instant
Range: Touch
END Cost: 6
Speedster Tricks Roll Penalty: -6

Description: As the character spins, he holds out his fists so that he "punches" anyone standing in his hex or the "ring" of hexes surrounding it. In the interest of common sense and dramatic sense, the GM may forbid a character to use this attack on targets standing beyond his arm's reach (such as people on the outer edge of the ring of hexes).

Game Information: *HA +6d6, Area Of Effect (One Hex Doubled; +¾), Personal Immunity (+¼) (60 Active Points); Hand-To-Hand Attack (-½). Total cost: 40 points.*

Options:

1) Strong Punch: Increase to HA +8d6. 80 Active Points; total cost 53 points.

2) Weak Punch: Decrease to HA +4d6. 40 Active Points; total cost 27 points.

3) Round And Round He Goes....: The character spins so quickly he can hit each of the targets surrounding him multiple times. Decrease to HA +4d6 and add Autofire (3 shots; +1¼). 65 Active Points; total cost 43 points.

4) Skillful Punch: Add Requires A Speedster Tricks Roll (-½). Total cost: 30 points.

WHIRLWIND THROW

Effect: +30 STR, Only For Throwing
Target: One character
Duration: Instant
Range: Touch
END Cost: 3
Speedster Tricks Roll Penalty: -3

Description: After he grabs a person or object, the character can whirl around at great speed and then let go of the character, throwing him much farther and harder than he otherwise could thanks to momentum.

Game Information: *+30 STR (30 Active Points); Extra Time (Full Phase; -½), Only For Throwing (-½), Must Follow Grab (-½). Total cost: 12 points.*

Options:

1) Strong Throw: Increase to +40 STR. 40 Active Points; total cost 16 points.

2) Weak Throw: Decrease to +20 STR. 20 Active Points; total cost 8 points.

3) Skillful Throw: Add Requires A Speedster Tricks Roll (-½). Total cost: 10 points.

DEFENSIVE POWERS

SPINNING DODGE

Effect: +6 DCV, Only While Moving
Target: Self
Duration: Constant
Range: Self
END Cost: 3
Speedster Tricks Roll Penalty: -3

Description: As long as the character keeps moving, it's very difficult for attackers to draw a bead on him or clearly discern the outlines of his body.

Game Information: *+6 DCV (30 Active Points); Costs Endurance (-½), Only Works If Character Moved At Least 1" Using Whirlwind Travel In His Most Recent Phase (-½). Total cost: 15 points.*

Options:

1) Strong Dodge: Increase to +8 DCV. 40 Active Points; total cost 20 points.

2) Weak Dodge: Decrease to +4 DCV. 20 Active Points; total cost 10 points.

3) Skillful Dodge: Add Requires A Speedster Tricks Roll (-½). Total cost: 12 points.

MOVEMENT POWERS

WHIRLWIND DRILL

Effect: Tunneling 4" through DEF 10 material, Only Straight Down
Target: Self
Duration: Constant
Range: Self
END Cost: 4
Speedster Tricks Roll Penalty: -4

Description: The character spins himself at high velocity while pointing his feet downward. This turns him into a "human drill," able to create a hole downward through earth and rock. He can only drill straight down, though — and after digging the hole has to climb out it normally.

Game Information: *Tunneling 4" through DEF 10 material (38 Active Points); Only Straight Down (-½). Total cost: 25 points.*

Options:

1) Faster Drill: Increase to Tunneling 6". 42 Active Points; total cost 28 points.

2) Slower Drill: Decrease to Tunneling 2". 34 Active Points; total cost 23 points.

3) Tougher Drill: Increase to DEF 15 material. 53 Active Points; total cost 35 points.

4) Skillful Drill: Add Requires A Speedster Tricks Roll (-½). Total cost: 19 points.

WHIRLWIND TRAVEL

Effect: Running +12"
Target: Self
Duration: Constant
Range: Self
END Cost: 2
Speedster Tricks Roll Penalty: -2

Description: By slight changes of body orientation, the character can move across the ground at high speed when spinning.

Game Information: *Running +12". Total cost: 24 points.*

Options:

1) Faster Travel: Increase to Running +16". Total cost: 32 points.

2) Slower Travel: Decrease to Running +8". Total cost: 16 points.

3) Skillful Travel: Add Requires A Speedster Tricks Roll (-½). 24 Active Points; total cost 16 points.

SENSORY POWERS

WHIRLWIND VISION

Effect: Increased Arc of Perception (360 Degrees) for Sight Group
Target: Self
Duration: Constant
Range: Self
END Cost: 0
Speedster Tricks Roll Penalty: -1

Description: When spinning, the character is able to easily see around himself in all directions.

Game Information: *Increased Arc of Perception (360 Degrees) for Sight Group (10 Active Points); Only When Using Another Whirling Power (-¼). Total cost: 8 points.*

Options:

1) Constant Whirlwind Vision: The character constantly whirls around so fast that no one can see him do it — but that in effect lets him look all around himself all the time. Remove Only When Using Another Whirling Power (-¼). Total cost: 10 points.

2) Skillful Whirlwind Vision: Add Requires A Speedster Tricks Roll (-½). Total cost: 6 points.

chapter three:









SPEEDSTERS GENRE BY GENRE

CHAMPIONS

Speedsters, particularly the classic "moves so fast he can run on water and do things in the blink of an eye" type like DC Comics's Flash, are more common in the Comic Book Superheroes genre than any other. In a comic book, you can have virtually unrestricted amounts and types of movement, and it's at those incredibly fast velocities that most speedster tricks become feasible. In addition to the speedsters presented here (two old favorites revised, plus three new ones), you can find plenty of others in *Conquerors, Killers, And Crooks* and other *Champions* supplements.



CHESHIRE CAT

Val	Char	Cost	Roll	Notes
30	STR	20	15-	Lift 1,600 kg; 6d6 [3]
27	DEX	51	14-	OCV: 9/DCV: 9
25	CON	30	14-	
13	BODY	6	12-	
13	INT	3	12-	PER Roll 12-
11	EGO	2	11-	ECV: 4
20	PRE	10	13-	PRE Attack: 4d6
14	COM	2	12-	
14	PD	8		Total: 17 PD (3 rPD)
14	ED	9		Total: 17 ED (3 rED)
6	SPD	23		Phases: 2, 4, 6, 8, 10, 12
11	REC	0		
50	END	0		
41	STUN	0	**Total Characteristics Cost: 164**	

Movement: Running: 10"/20"
Leaping: 10"/20"
Teleportation: 15"/30"

Cost	Powers	END
31	*Teleportation Powers:* Elemental Control, 62-point powers	
31	1) *Teleporting:* Teleportation 25", Reduced Endurance (½ END; +¼)	2
79	2) *Teleport Gate:* Teleportation 10", x16 Noncombat, x8 Mass, Area Of Effect (One Hex; +½), Continuous (+1), Usable By Others (+½); Gate (-½)	14
34	3) *Teleportation Boxing:* Energy Blast 8d6, Area Of Effect (5" Radius; +1), Selective (+¼); Extra Time (Full Phase; -½), Limited Range (center of Area must be within the character's Half Move using Teleportation at Combat velocity; -¼)	9
15	4) *Float Like A Teleporter, Sting Like A Bee:* Stretching 10", Does Not Cross Intervening Space (+¼); No Noncombat Stretching (-¼), No Velocity Damage (-¼), Instant (-½)	6

Martial Arts: Aikijutsu

	Maneuver	OCV	DCV	Notes
4	Dodge	—	+5	Dodge all attacks, Abort
4	Escape	+0	+0	55 STR vs. Grabs
3	Hold	-1	-1	Grab Two Limbs, 50 STR for holding on
4	Joint Lock/Throw		+1	+0 Grab One Limb; 2d6 NND (1); Target Falls
5	Redirect	+1	+3	Block, Abort

5	Strike	+1	+3	8d6 Strike
3	Throw	+0	+1	8d6 + v/5; Target Falls

8 +2 Damage Classes (already added in)

10 *Billy Club:* Multipower, 20-point reserve; all OAF (-1)
1u 1) *Striking:* HA +4d6; OAF (-1), Hand-To-Hand Attack (-½) 2
1u 2) *Blocking:* Missile Deflection (all Ranged attacks) 0
8 *Strong Runner:* Running +4" (10" total) 1
4 *Strong Leaper:* Leaping +4" (10" forward, 5" upward) 1
27 *Teleportation Sense:* Multipower, 67-point reserve, all Only To Perceive Teleportation Locations (-1), Instant (-½)
2u 1) *Short-Range Sense:* Clairsentience (Sight Group), Targeting, 16x Range (1,600"); Only To Perceive Teleportation Locations (-1), Instant (-½)
3u 2) *Long-Range Sense:* Clairsentience (Sight Group), Targeting, MegaScale (1" = 1,000 km, can scale down to 1" = 1 km; +1¼); Only To Perceive Teleportation Locations (-1), Instant (-½)

Talents

6 Combat Luck (3 PD/3 ED)

Skills

20 +4 HTH
13 *Defensive Teleportation:* +4 DCV; Costs Endurance (-½) 2
3 Acrobatics 14-
3 Breakfall 14-
1 KS: Hockey 8-
2 KS: The Superhuman World 11-
2 PS: Nuclear Technician 11-
3 Stealth 14-
3 Teamwork 14-

Total Powers & Skills Cost: 338
Total Cost: 502

200+ Disadvantages

25 Hunted: PRIMUS 8- (Mo Pow, NCI, Capture)
25 Hunted: Justice Squadron 8- (Mo Pow, NCI, Capture)
20 Psychological Limitation: Code Versus Killing (Common, Total)
15 Psychological Limitation: Greedy (Common, Strong)
5 Rivalry: Professional (with other superpowered martial artists, to prove his superiority)
15 Social Limitation: Public Identity (Robert Johanssen) (Frequently, Major)
15 Susceptibility: to being Teleported, takes 3d6 damage instantly (Uncommon)
182 Experience Points

Total Disadvantage Points: 502

Description: This is an expanded and improved version of Cheshire Cat; you can read about his background on pages 85-86 of *Conquerors, Killers, And Crooks.* It could represent what the Cat would look like after earning 124 Experience Points, or it might be the starting version for high-powered *Champions* campaigns.

KINETIK

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [1]
30	DEX	60	15-	OCV: 10/DCV: 10
23	CON	26	14-	
10	BODY	0	11-	
18	INT	8	13-	PER Roll 13-
14	EGO	8	12-	ECV: 5
12	PRE	2	11-	PRE Attack: 2d6
10	COM	0	11-	
9	PD	6	Total: 25 PD (16 rPD)	
8	ED	3	Total: 24 ED (16 rED)	
10	SPD	60	Phases: 2, 3, 4, 5, 6, 8, 9, 10, 11, 12	
8	REC	0		
50	END	2		
30	STUN	0	**Total Characteristic Cost: 180**	

Movement: Running: 6"/12"
"Flight:" 30"/480"
Mega"Flight:" 1-30 km/Phase

Cost	Powers	END
75	*Super-Running:* Multipower, 94-point reserve; all Only In Contact With A Surface (-¼)	
7u	1) *Hyper-Running:* Flight 30", x16 Noncombat, No Turn Mode (+¼); Only In Contact With A Surface (-¼)	9
7u	2) *Overdrive Running:* Flight 30", No Turn Mode (+¼), MegaScale (1"=1 km; +¼); Only In Contact With A Surface (-¼)	9
75	*Speedster Tricks:* Multipower, 75-point reserve	
6u	1) *Vibro-grip:* HKA 2d6 (2d6+1 with STR), Penetrating (+½), Reduced Endurance (0 END; +½)	0
3u	2) *Supersonic Finger-Snap:* Energy Blast 6d6, NND (defense is Life Support [Safe Environment: High Pressure] or armored head-covering; +1); No Range (-½), Gestures (must hold hand near target's ear; -¼)	6
6u	3) *Dizzying Spin:* Drain DEX and CON 5d6, DEX and CON simultaneously (+½); Requires A DEX Roll (-¼)	7
2u	4) *Let's Wrap This Up:* Entangle 6d6, up to 6 DEF; OIF (appropriate materials of opportunity; -½), No Range (-½), Extra Time (at least a Full Phase, and often longer, depending on how long it takes to get the materials; -½), Defense Depends On Materials Used (-½), Cannot Form Barriers (-¼)	6
5u	5) *Some Disassembly Required:* Dispel Technological Object 20d6, any one Technological Object power one at a time (+¼); No Range (-½)	7
4u	6) *Sonic Boom Attack:* Energy Blast 6d6, Area Of Effect (6" Radius; +1¼); Must Pass Through Intervening Space (-¼), Does Not Work In A Vacuum (-¼)	7
2u	7) *Supersonic Thunderclap:* Hearing Group Flash 8d6, Explosion (-1d6/1"; +½), Hole In The Middle (the one hex the character is standing in when he uses the power; +¼), Does Knockback (+¼); Extra Time (Full Phase; -½), No Range (-½), Restrainable (-½)	5
4u	8) *Vacuum Attack:* Energy Blast 6d6, NND (defense is Life Support [Self-Contained Breathing]; +1), Reduced Endurance (½ END; +¼); Must Pass Through Intervening Space (-¼), No Range (-½)	3
6u	9) *Whirlwind Arms:* Energy Blast 8d6, Double Knockback (+¾); Limited Range (5"; -¼)	7
3u	10) *Fast Work:* Change Environment 8" radius (clean, do chores and tasks, and so forth), Varying Effect (+½)	3
6u	11) *High-Velocity Phasing:* Desolidification (affected by sonic-, vibration-, and air-based attacks), Reduced Endurance (0 END; +½)	0

Martial Arts: Speedster Martial Arts

Maneuver	OCV	DCV	Notes
5 Flying Dodge	—	+4	Dodge, Abort, FMove
5 Flying Grab	-2	-1	Grab 2 Limbs, 40 STR, FMove
5 Passing Disarm	-1	-1	Disarm, 40 STR, FMove
5 Passing Strike	+1	0	6d6 + v/5, FMove
5 Passing Throw	0	0	6d6 + v/5, Target Falls, FMove
5 Rapid Punch	+1	-2	10d6 Strike

12 +3 Damage Classes (already added in)

29	*Protective Aura:* Force Field (10 PD/ 14 ED), Reduced Endurance (0 END; +½); Only When Moving (-¼)	0
12	*Protective Suit:* Armor (6 PD/6 ED); OIF (-½)	0

Talents

3 Lightning Calculator
4 Speed Reading (x10)

Skills

3 Breakfall 15-
2 CK: Millennium City 11-
2 KS: General Knowledge And Trivia 11-
3 Power: Speedster Tricks 15-
2 PS: Crossword Puzzles 11-
2 PS: Scientist 11-
3 Sleight Of Hand 15-
3 Scientist
2 1) SS: Biochemistry 13-
2 2) SS: Microbiology 13-
2 3) SS: Physics 13-

Total Powers & Skills Cost: 327
Total Cost: 507



200+ Disadvantages

30 DNPC: Joyce, Ronnie, and Phillip (three younger siblings) 11- (Incompetents; Unaware of character's Social Limitation: Secret Identity)
5 Hunted: The New Purple Gang 8- (Less Pow, Capture/Kill)
20 Hunted: VIPER 8- (Mo Pow, NCI, Capture/Kill)
20 Psychological Limitation: Code Versus Killing (Common, Total)
15 Psychological Limitation: Overconfidence (Very Common, Moderate)
15 Psychological Limitation: Very Aware Of His Public Perception As A Black Superhero (Common, Strong)
15 Social Limitation: Secret Identity (Brendan Grant) (Frequently, Major)
20 Vulnerability: 2 x STUN from Chemical Attacks (Common)
10 Vulnerability: 1½ x BODY from Chemical Attacks (Common)
157 Experience Points

Total Disadvantage Points: 507

Description: This is an improved version of Kinetik; you can read about his background on pages 81-82 of *Champions Universe.* Over the past several years he's gained a lot of experience using his powers to fight crime, making him a much tougher opponent.

In early 2006, Kinetik accepted a longstanding offer and joined the Champions as their sixth member. He's enjoying the increased prestige and access to crimefighting resources; his teammates, in turn, really appreciate the added tactical and non-combat flexibility he brings to the team. All six members have put in long hours training, integrating Kinetik's powers and combat style into the team's "playbook."

EL SALTO PLOT SEEDS

One of the heroes makes a joking, snide reference to El Salto in a TV interview. Boiling mad over this insult, El Salto takes it upon himself to make the character's life a living hell.

Deciding that it's time to even the odds, El Salto hires Wayland Talos to build him a raygun that inflicts dwarfism on other people — in other words, it shrinks them down to his size and condition. Now he can prove who's the best without the heroes having the unfair advantage of size!

After stealing what he thinks is an ordinary (but valuable!) piece of jewelry, El Salto discovers that the object gives him Ultimate Cosmic Power. Can the heroes save the world from the horror of God-Emperor El Salto the First??!?!

EL SALTO

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [1]
20	DEX	30	13-	OCV: 7/DCV: 7
20	CON	20	13-	
10	BODY	0	11-	
15	INT	5	12-	PER Roll 12-
10	EGO	0	11-	ECV: 3
15	PRE	5	12-	PRE Attack: 3d6
10	COM	0	11-	
6	PD	3		Total: 14 PD (8 rPD)
4	ED	0		Total: 12 ED (8 rED)
6	SPD	30		Phases: 2, 4, 8, 10, 12
7	REC	0		
40	END	0		
40	STUN	12		**Total Characteristics Cost: 110**

Movement: Running: 4"/8"
Leaping: 29"/58"

Cost	Powers	END
3	*Strong Leaper:* Leaping +3" (6" forward, 3" upward)	1
2	*Acrobatic Leaper:* Leaping +3" (9" forward, 5" upward); Requires An Acrobatics Roll (-½)	1
13	*Springboots:* Leaping +20" (29" forward, 15" upward); OIF (-½)	2
9	*Re-Bound:* Leaping 5", Trigger (whenever character wants to after performing a Full Move Leap, activating Trigger takes no time, resetting Trigger is a Zero Phase Action; +¾)	9
17	*Bounce-Kick:* HA +6d6; Hand-To-Hand Attack (-½), Only When Moving (-¼)	3
48	*Pinball Attack:* Energy Blast 8d6, Area Of Effect (12" Radius; +1½), Selective (+¼), Reduced Endurance (½ END; +¼); No Range (-½), Only Works In Enclosed Spaces (-½), Requires A Leaping Tricks Roll (-½)	5
16	*Armored Costume:* Armor (8 PD/8 ED); OIF (-½)	0
-4	*Short Legs:* Running -2" (4" total)	

Skills

20	+4 HTH
20	*Hard To Hit:* +4 DCV
9	+3 with Acrobatics, Breakfall, and Contortionist
3	Acrobatics 13-
3	Breakfall 13-
3	Climbing 13-
1	Computer Programming 8-
3	Contortionist 13-
1	Electronics 8-
2	Language: English (fluent conversation; Spanish is Native)
3	Lockpicking 13-
13	Power: Leaping Tricks 18-
3	Security Systems 12-
7	Stealth 15-
3	Streetwise 12-

Total Powers & Skills Cost: 198
Total Cost: 308

200+ Disadvantages

15	Enraged: if insulted, belittled, mocked, or made to look the fool (Common), go 11-, recover 14-
20	Hunted: The Millennium City Police Department 8- (Mo Pow, NCI, Capture)
5	Physical Limitation: Small (only 4'2") (Infrequently, Slightly Impairing)
15	Psychological Limitation: Greedy (Common, Strong)
10	Psychological Limitation: Thinks He's God's Gift To Women And Offers Them Every Opportunity To Show Their Appreciation (Common, Moderate)
5	Rivalry: Professional (with any other leaping-oriented character, to prove he's better)
15	Social Limitation: Secret Identity (Roberto Olivares) (Frequently, Major)
23	Experience Points

Total Disadvantage Points: 308

Background/History: It's not easy growing up... when you don't grow up. Robert Olivares was born with dwarfism, attaining a final adult height of only 4'2". As a little person he was made fun of and had trouble finding work. But despite his condition he was deft and agile, and in time his general bitterness about society and desire for the finer things in life drove him to crime. It turned out he was quite good at it, and he became highly sought after in the underworld for his ability to fit into small spaces and containers.

But he wasn't satisfied. He felt others still looked down on him because of his size. He couldn't even aspire to the top position in his profession — cat burglar — because of all the climbing involved, which he had difficulty with. One day he was hit by an epiphany. He didn't have to be able to *climb* up to places he wanted to rob. With the right technology he could *leap* there.

Inspired by this idea, he began training hard, practicing acrobatic maneuvers. When not exercising he was working on a special set of "springboots" that could give him the power to leap tremendous distances. When the boots were done, he started training again, combining his acrobatic prowess with his enhanced leaping power. When he felt the time had come, he christened himself *El Salto* ("the Leapfrog") and set out to prove that he was as good as any full-sized thief.

Personality/Motivation: El Salto has developed a (humorously) inflated sense of self-worth to compensate for his physical shortcomings. In his mind, he's the smartest, cleverest, and especially the handsomest guy around, and anyone who doesn't realize it is a fool. He particularly thinks that women should realize what a "catch" he is, and flirts outrageously at every opportunity (even in mid-combat).

El Salto is justifiably proud of his leaping abilities, and if he encounters other leapers usually challenges them to a "duel" or contest. He's even prouder of his large, luxuriant moustache, and anyone who insults it risks his wrath (increase his Enraged "go" roll to 14- when his moustache is involved).

Quote: "Do not theenk that because I am short of stature that I am small in all ways, señorita. Come, let us stop this fooleesh fighteeng and find better uses for our time toogaither...."

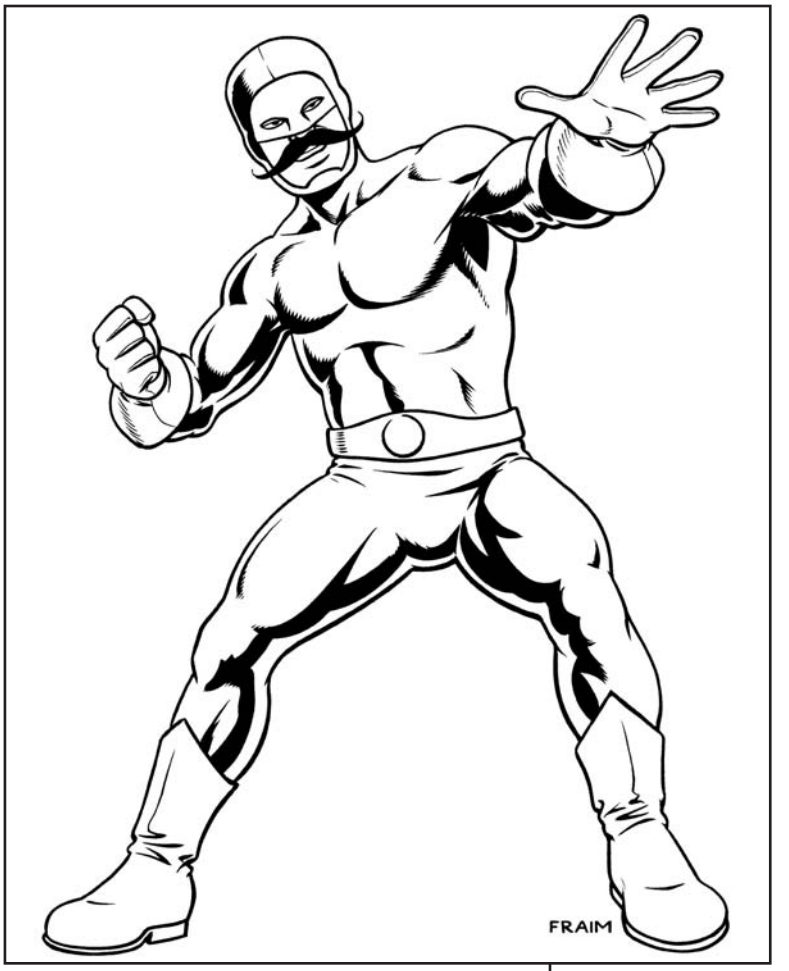
Powers/Tactics: El Salto isn't a powerful combatant, and he knows it. He prefers to avoid fights altogether, but if he can't he relies on his mobility and agility in combat. He keeps most (if not all) of his Combat Skill Levels in DCV and relies on Move Bys/Throughs and his Pinball Attack to hurt his foes while staying on the move.

Campaign Use: El Salto is mostly a humorous character, intended as comedy relief and as an NPC who will simultaneously make the heroes groan and chuckle. Play him to the outrageous hilt, having him flirt non-stop with female PCs, mock male PCs, and enjoy the hell out of himself as he commits crimes. Use an exaggerated Mexican accent and over-the-top cheesy dialogue.

If for some strange reason you want to make El Salto tougher, give him even more inches of Leaping, perhaps a few more "leaping tricks" from Chapter Two, or a Ranged weapon of some sort. You could also build a "Leaping Martial Arts" package for him. To weaken him, remove his Skill Levels and Combat Skill Levels with HTH Combat.

El Salto doesn't Hunt heroes. He sometimes pursues female PCs, but combat isn't exactly what he has in mind.

Appearance: El Salto is a Mexican man who stands a mere 4'2" tall, but from his air of superiority you'd think he was a giant. His costume is a green full bodystocking that covers him from head to toe (though it leaves his face exposed so everyone can see his moustache), plus yellow boots, belt, gloves, and domino mask. He has a large, luxuriant moustache of which he's inordinately proud, and speaks English with an outrageous Mexican accent.



MANTARA PLOT SEEDS

Mantara decides to abandon the ocean for a while to try out the Great Lakes, especially around Millennium City. How will the PCs react to the new wave of maritime crime... and how will Mantara be prepared for them when they come after her?

Mantara discovers that an unscrupulous corporation is dumping toxic waste into the ocean, and the waste is mutating sea creatures into horrible, gigantic monsters. She develops a device to take control of the creatures and begins using them to commit crimes. After the PCs catch up with her and defeat her and her monstrous menagerie, she offers to tell them about the corporation and help them expose its wrongdoing in exchange for clemency.

Mantara teams up with VIPER to build the biggest, baddest, most heavily-armed super-submarine yet to take control of the undersea world and destroy UNTIL's sub, the *Aegir.* Can the PCs find out about the plot in time to stop it? And just what would convince Mantara to join forces with the snakes anyway?

MANTARA

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [1]
18	DEX	24	13-	OCV: 6/DCV: 6
18	CON	16	13-	
10	BODY	0	11-	
13	INT	3	12-	PER Roll 12-
10	EGO	0	11-	ECV: 3
15	PRE	5	12-	PRE Attack: 3d6
16	COM	3	12-	
6	PD	3		Total: 21 PD (15 rPD)
5	ED	1		Total: 20 ED (15 rED)
5	SPD	22		Phases: 3, 5, 8, 10, 12
7	REC	0		
36	END	0		
27	STUN	0		**Total Characteristics Cost: 82**

Movement: Running: 6"/12"
Swimming: 30/60"

Cost	Powers	END
3	*Skilled Swimmer:* Swimming +3" (5" total)	1
1	*Swimfins:* Swimming +2" (7" total); OAF (-1)	1
15	*Underwater Impeller:* Swimming +23" (30" total); OIF (-½), Only Works When Wearer Is Fully Underwater (-0), 1 Continuing Fuel Charge (1 Hour, Easy to refuel; -0)	[1cc]
7	*Skilled Diver:* Swimming +20"; Only To Dive Safely (-2)	2
50	*Gauntlet Water Cannons:* Multipower, 60-point reserve, 32 Charges (+¼) for entire reserve; all OIF (-½)	[32]
4u	1) *Water Blast:* Energy Blast 12d6; OIF (-½)	
4u	2) *Wide-Angle Water Blast:* Energy Blast 8d6, Area Of Effect (One Hex; +½); OIF (-½)	
1u	3) *Water Blast Punch:* HA +6d6; OIF (-½), Hand-To-Hand Attack (-½)	
5	*Gauntlet Water Cannons:* Another Gauntlet Water Cannon (total of 2)	[32]
37	*Mantara Armor:* Armor (15 PD/15 ED), Hardened (+¼); OIF (-½)	0
7	*Mantara Armor:* Life Support (Self-Contained Breathing); OIF (-½), 1 Continuing Fuel Charge (1 Day, Easy to refuel; -0)	[1cc]
2	*Mantara Armor:* Life Support (Safe Environments: Intense Cold, High Pressure); OIF (-½)	0
3	*Mantara Armor Helmet:* Sight Group Flash Defense (5 points); OIF (-½)	0
3	*Mantara Armor Helmet:* Hearing Group Flash Defense (5 points); OIF (-½)	0
3	*Mantara Armor Helmet:* Infrared Perception (Sight Group); OIF (-½)	0
3	*Mantara Armor Helmet:* Ultraviolet Perception (Sight Group); OIF (-½)	0
3	*Mantara Armor Helmet:* Nightvision; OIF (-½)	0
2	*Mantara Armor Helmet:* Ultrasonic Perception (Hearing Group); OIF (-½)	0
6	*Mantara Armor Helmet:* HRRP (Radio Group); OIF (-½), Affected As Sight And Hearing Groups As Well As Radio Group (-½)	0
7	*Mantara Armor Helmet:* +10 to PER Rolls with HRRP; OIF (-½)	0
23	*Armor Stealth Sonar Array:* Active Sonar (Hearing Group), Concealed (-5), Increased Arc Of Perception (360 Degrees), Telescopic (+20 PER versus Range Modifier); OIF (-½)	0

Talents

3 Environmental Movement: Aquatic Movement (no penalties in the water)

Skills

9 +3 with Gauntlet Water Cannons
6 +3 OCV with Move By

1 Electronics 8-
2 KS: World Watercraft 11-
1 Mechanics 8-
2 Navigation (Marine) 12-
2 SS: Marine Biology 11-
2 SS: Oceanography 11-
3 Seduction 12-
3 Stealth 13-

Total Powers & Skills Cost: 223
Total Cost: 305

200+ Disadvantages

20 Hunted: US Navy 8- (Mo Pow, NCI, Capture)
20 Hunted: British Navy 8- (Mo Pow, NCI, Capture)
15 Psychological Limitation: Self-Centered And Greedy (Common, Strong)
15 Psychological Limitation: Competitive (Common, Strong)
15 Psychological Limitation: Vengeful (Common, Strong)
15 Social Limitation: Secret Identity (Steffanie Landers) (Frequently, Major)
5 Experience Points

Total Disadvantage Points: 305

Background/History: Steffanie Landers was once a highly-ranked competitive swimmer and diver looking forward to a promising career in either marine biology or marine engineering. A driven woman, she pushed herself harder and harder to qualify for the Olympics... and failed. Refusing to accept that she just wasn't quite good enough, she became bitter and angry, convinced she'd been cheated. She began taking it out on the judges and winning athletes by playing malicious pranks on them, pranks that soon escalated into vandalism and other crimes. Striking back made her feel good.

Then she miscalculated and killed one of them.

It wasn't supposed to happen that way. The garage door was supposed to slam down on the woman's *car hood,* not the roof of the car right over the front seat. All Steffanie wanted to do was terrify the woman and ruin her car, not kill her... but she had to admit she felt a sort of fiendish glee that the woman had gotten what she'd deserved. As she heard police

sirens approaching, Steffanie decided that if this was the hand fate had dealt her, she'd play it with relish.

She fled into hiding and began working. If she were going to be a criminal, she wouldn't become just *any* criminal — she wanted to stand out from the crowd, to make a name for herself, be flamboyant. She used her skills with underwater work and gadgetry to design and build her first Mantara armored suit and began committing crimes on and around major bodies of water. She discovered she got a real kick out of it, and that she was good at it. With several years in the supervillain business now under her belt, she's never looked back and has no plans to quit. If anything, she's looking for more impressive crimes to commit — it's time to move up to the "big leagues."

Personality/Motivation: Mantara was once a decent sort of woman, but losing out on her chance for fame and glory at the Olympics has made her self-centered and bitter. Now she only cares about herself and satisfying her own needs, whether that's for money, revenge, or something else.

Mantara still has a strong competitive streak, especially when it comes to swimming and other water sports. If she runs into someone who seems to be her match in the water, she'll become determined to prove that she's faster, more agile, or just plain better.

Quote: "You can't beat me — not anywhere, but especially not in the water."

Powers/Tactics: Mantara is most at home in the water. Heroes will rarely encounter her outside it, much less far from it — and in that case, she'll almost certainly flee for the nearest large body of water. She feels (and often rightly so) that her experience and abilities in the water give her an edge in combat, an edge she'd otherwise lack due to the fact that she doesn't have superpowers or extensive weaponry. In combat she relies on Move Bys for HTH Combat and her Gauntlet Water Cannons when she fights at Range. She has relatively little grasp of tactics, and if possible hires a group of SCUBA-equipped thugs to help fight her battles for her.

Campaign Use: Mantara is an example of a fairly low-level speedster. Her Swimming 30" is pretty fast, but only works in a limited environment, and she's only DEX 18, SPD 5. She shows how you can build a speedster — a movement-oriented character — without rising to the level of hypervelocity and speed tricks.

To make Mantara tougher, increase her SPD and DEX until she's more of a true speedster, or make her Mantara suit more like true powered armor — have it boost her STR and other Characteristics, build more weapons into it, and so on. You could also give her more weaponry, some Martial Arts, or other ways to attack. To weaken her, reduce her inches of Swimming.

Mantara doesn't usually Hunt heroes. She'd be most likely to if one of the PCs is an aquatic-themed character (especially a woman) and she wants to prove she's better than the PC.

Appearance: Out of her Mantara costume, Steffanie Landers is a beautiful woman with long blonde hair and blue eyes; she stands 5'11" tall and has a well-developed but athletic figure. Her Mantara armor adds two inches of height and completely conceals her features and her beauty. It's a glossy black with blue highlights at the joints; blue lines also mark out the gloves and boots. The helmet is much more form-fitting than that of a diving suit, and has one large eyepiece across the eyes. On her back there's a pack-like structure containing her underwater impeller and most of her oxygen supply.



VECTOR PLOT SEEDS

Vector issues an offer to the superhuman underworld: I'm selling insurance. You pay me $10 million per year, and if you're ever caught by the law, I'll break you out, even from Stronghold. The authorities are worried that some super-crooks might take him up on his offer, and they're honestly not sure they can keep him from fulfilling his promise. The PCs have to catch him and convince him to rescind the offer... but how?

Vector challenges a PC speedster to a race around the world, to be moderated by a panel of three people jointly chosen by the two of them. If the PC wins, Vector will supply them with some crucial piece of information they've been seeking. But if Vector wins, the PC and his team have to agree to leave him alone — not investigate, pursue, or interfere with him in any way — for two years from the date of the race. Will the PC do it?

Vector comes to the PCs with the wild claim that "aliens from the Speed Zone" are planning to manifest in the normal-speed world and conquer it. It sound ridiculous... but if it's true, the world is in serious danger. What do the heroes do?

VECTOR

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 [2]
36	DEX	78	16-	OCV: 12/DCV: 12
25	CON	30	14-	
13	BODY	6	12-	
15	INT	5	12-	PER Roll 12-
15	EGO	10	12-	ECV: 5
20	PRE	10	13-	PRE Attack: 4d6
14	COM	2	12-	
12	PD	8		Total: 12 PD (12 rPD)
12	ED	7		Total: 12 ED (12 rED)
10	SPD	54		Phases: 2, 3, 4, 5, 6, 8, 9, 10, 11, 12
20	REC	22		
120	END	35		
36	STUN	0		**Total Characteristics Cost: 277**

Movement: Running: 6"/12"
Flight: 30"/480"
MegaFlight: 30 km/Phase

Cost	Powers	END
131	*Hyper-Flight:* Multipower, 131-point reserve	
13u	1) *Super-Flight:* Flight 30", x16 Noncombat, No Turn Mode (+¼), Usable Underwater (+¼), Reduced Endurance (½ END; +¼)	6
12u	2) *Machspeed Flight:* Flight 30", MegaScale (1" = 1 km; +¼), No Turn Mode (+¼), Usable Underwater (+¼), Reduced Endurance (½ END; +¼)	6
200	*Speedster Tricks:* Variable Power Pool, 120 base + 60 control cost, Powers Can Be Changed As A Zero-Phase Action (+1); Only For Speedster Tricks (-½)	var
12	*Friction Resistance:* Damage Resistance (12 PD/12 ED)	0
45	*Femtospeed Perception:* Rapid (x1 quadrillion) for Normal Sight	0

Skills

12	+4 with Speedster Tricks
20	+4 DCV
10	+2 HTH
3	Acrobatics 16-
3	Breakfall 16-
3	Combat Piloting 16-
3	KS: The Superhuman World 12-
2	KS: The US Air Force 11-
3	KS: World Aircraft 12-
21	Power: Speedster Tricks 25-
3	Stealth 16-
3	TF: Combat Aircraft, Large Planes, Small Planes

Total Powers & Skills Cost: 499
Total Cost: 776

200+ Disadvantages

20	Hunted: UNTIL 8- (Mo Pow, NCI, Capture)
20	Hunted: PRIMUS 8- (Mo Pow, NCI, Capture)
20	Hunted: VIPER 8- (Mo Pow, NCI, Capture/Kill)
15	Psychological Limitation: Selfish; Looks Out For Number One (Common, Strong)
15	Psychological Limitation: Paranoid (Common, Strong)
15	Psychological Limitation: Flamboyant Showoff (Common, Strong)
5	Rivalry: Professional (with other speedsters, to prove himself the fastest)
466	Experience Points

Total Disadvantage Points: 776

Background/History: Leonard Winston was a top Air Force combat pilot — the one the brass called on to test all the latest designs and classified projects. Brash and outgoing, he was a poor choice for top secret work when it came to security concerns... but he got away with his attitude and lax approach to discipline because there was no one who could fly planes the way he could.

During one particularly tricky test flight, Winston encountered an unexpected stormfront — one that had come seemingly out of nowhere, developing with such speed he couldn't avoid it. Before he knew it he was in the thick of the clouds and battling the bucking winds for his life. Suddenly his whole world came apart in a blinding flare of light, power, and pain.

The Air Force lost Winston on its radar shortly after he entered the clouds, and when even his static-filled radio transmissions ceased and the plane didn't re-appear, it sent out search parties to look for the wreckage. Eventually it found the debris from the plane... but no Winston. Utterly baffled by the situation, the USAF wrote him off as "missing in action and presumed dead."

But unfortunately for America and the world, he wasn't dead. A few days later an ultra-fast flying supervillain, one of the swiftest ever recorded, committed over a dozen crimes in the Chicago area... in the space of about five seconds. He called himself Vector and wore a costume, but an advanced bank security camera got a good enough shot of him for the authorities to identify him as Leonard Winston. That wasn't enough for either PRIMUS or UNTIL to *catch* him, though — he's too quick for that. Ever since then he's been a major thorn in the side of the law, having committed dozens of crimes and gotten away scot-free, and perhaps dozens more no one knows about because he moves so quickly. Some officials consider him a major threat to world security due to his power level, though he has yet to show an interest in anything beyond ordinary crime.

Personality/Motivation: Vector's always been flamboyant — a showoff and thrillseeker with a justified confidence in his abilities. Becoming a superhuman has only made this tendency worse, particularly when he's around other speedsters; many villains don't like to work with him because they either (a) find his constant boasting and showing off annoying, (b) fear that his unprofessional attitude and

conduct will compromise the job, or (c) both.

Since gaing his powers, Winston's also become a lot more self-centered, to the point of abandoning allies who need help because helping them would inconvenience him or expose him to capture. He can act like a normal guy when he has to, and sometimes he even wants to, but when it comes right down to it all he cares about is himself.

But the accident that turned Leonard Winston into Vector did more than just exacerbate existing personality traits. It also made him edgy and paranoid — fearful that people are spying on him, out to get him, or hiding things from him. For example, it's commonly believed that he got his powers when the experimental plane he was flying was struck by a particularly powerful lightning bolt, and some analyses of data gathered on him remotely tend to support that theory. Vector used to believe it too, but in recent years he's begun to wonder. Could a simple lightning bolt *really* change him that way? And that storm came up on him *really* sudden. Could it have been... aliens? Is he a guinea pig for some experimental alien ray? If so, which aliens was it, and what do they really want with him? Thoughts like this often keep him up at night.

Quote: "Oh, sure, I do that and then you hit me from behind. You're going to have to think faster than that to catch the fastest man alive!"

Powers/Tactics: Capable of attaining speeds of nearly 2,000 miles per hour under combat conditions, and up to about 56,000 miles per hour when he wants to *really* move, Vector is one of the fastest beings on the planet — and he knows it. He takes full advantage of his speed in combat by running rings around his foes to show just how good he is. He likes to start with a flashy but not overly effective attack, such as a Multiple Move By powerful enough to Stun but not Knock Out his enemies. He follows that up with a Presence Attack, and if he still encounters resistance he opens up with everything he's got.

Vector burns END at a high rate — even if he does nothing but move every Phase, he spends 60 END a Turn — so keep a careful eye on his END. He often uses a Phase or two every Turn, especially in Segments 9 and 11, to take a Recovery. If he can, he buys the Speedster Tricks in his Power Pool with Reduced END to further cut down on END usage.

At times Vector uses his Flight to mimic Running — he moves along the ground in such a way that it looks like he's using his legs to move. He particularly enjoys using this trick on people he's never encountered before so he can see the looks on their faces when he suddenly soars into the sky.

Campaign Use: Vector is a classic speedster — incredibly fast and agile, highly experienced at using his super-speed in a wide variety of ways. He just flies instead of runs (most of the time). He should pose a challenge for your PCs all by himself (never mind when he's part of a team); if he's not that tough yet, beef him up until he is.

To make Vector more powerful, increase the size of his Variable Power Pool, increase his SPD right up to 12, give him more END or Combat Skill Levels, and/or let him buy some basic Speed Zone powers outside his VPP. To weaken him, reduce his VPP and SPD until he's a tough speedster for your campaign, but not necessarily the toughest.

Vector isn't much of a Hunter. He's got better things to do than chase after some slowpoke superhero — catching and humiliating guys like that is just too easy. But if someone made him mad enough, he might come looking for revenge, making full use of his powers to turn his enemy's life into a living hell.

Appearance: Leonard Winston is a black male who's six feet tall and weighs about 220 pounds with a firm, muscular build. He's bald and cleanshaven. As Vector he wears a skintight bodystocking in dull gold with no gloves. It ends at the neck, in turtleneck-like fashion; to conceal his identity he wears a sort of dull gold domino mask over his eyes. His boots have reinforced soles to withstand the friction he creates when he uses his flying powers to emulate running.



HEROIC GENRES

While speedsters are most common in *Champions* games — since, after all, that's where characters can obtain enough speed to *really* accomplish amazing things — they also exist in the Heroic genres. As discussed on page 6, in these genres they're mostly people with the ability to move in unusual ways, not characters who can move at super-speeds. For example, in many campaigns a character who can fly under his own power qualifies as unusual and special, and thus as a "speedster" even if he can't outrace jets. In some cases you can extend this to characters who are particularly nimble or agile, have especially fast reflexes, and the like.



DARK CHAMPIONS

BULLETHEAD

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 [4]
18	DEX	24	13-	OCV: 6/DCV: 6
18	CON	16	13-	
15	BODY	10	12-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
15	PRE	5	12-	PRE Attack: 3d6
8	COM	-1	11-	
8	PD	4		Total: 11 PD (3 rPD)
6	ED	2		Total: 9 ED (3 rED)
5	SPD	32		Phases: 3, 5, 8, 10, 12
10	REC	4		
50	END	7		
50	STUN	16		**Total Characteristics Cost: 129**

Movement: Running: 12"/24"
Swimming: 4"/12"

Cost	Powers	END
10	*The Pulverizer:* HA +3d6; Hand-To-Hand Attack (-½)	1
8	*Comin' Through, Pal!:* HA +4d6; Hand-To-Hand Attack (-½), Only With Move Through/By (-1)	2
16	*Really Fast:* Running +6" (12" total)	1
2	*Really Fast:* Swimming +2" (4" total)	1
	Talents	
6	Combat Luck (3 PD/3 ED)	
	Skills	
10	+2 HTH	
12	+4 with Move By, Move Through, and Grab By	
3	Climbing 13-	
1	KS: US Army 8-	
1	Lockpicking 8-	
1	Mechanics 8-	
3	Shadowing 11-	
3	Stealth 13-	
3	Streetwise 12-	
2	WF: Small Arms	

Total Powers & Skills Cost: 81
Total Cost: 210

100+ Disadvantages

20 Enraged: in combat (Common), go 11-, recover 11-
20 Enraged: when insulted, belittled, taunted, or mocked (Common), go 11-, recover 11-
10 Enraged: for no good reason whenever even trivial things don't go his way (Common), go 8-, recover 14-
20 Hunted: HCPD 8- (Mo Pow, NCI, Capture)
15 Psychological Limitation: Temperamental; Frustrated And Angry Much Of The Time (Common, Strong)
15 Social Limitation: Secret Identity (Mark Hauer) (Frequently, Major)
10 Social Limitation: Criminal Record (Frequently, Minor)

Total Disadvantage Points: 210

Background/History: Fed up with the lousy pay, lousy food, and lousy working conditions, Pvt. Mark Hauer volunteered for a "special medical experiment" in the hopes of getting the hell out of the Army early. It worked... but not the way he expected. The brass was conducting a secret project to try to create a soldier who could move fast and keep moving despite pain, fatigue, and lack of food. At first the drugs they gave Mark seemed to work; he became much stronger, tougher, and especially faster — not only could he run at much higher speeds than normal men, but his reaction time also improved (a side effect the scientists hadn't anticipated).

But then the problems began. First all of the hair on Mark's head fell out. Then he began suffering intense headaches, sometimes followed by epilepsy-like spasms. Soon the doctors realized his brain was swelling at an inexplicably fast rate. To save him, they had to remove a large part of his skull permanently, replacing it with a helmet-like metal plate. In time the swelling went down, and the plate was redesigned to mimic the contours of his real skull (the military even sprang for a special covering that looked and felt like flesh).

Unfortunately, while the physical effects ebbed, the psychological ones did not. Although the doctors saved Mark's life, they couldn't save his sanity — the swelling had caused neurological damage they couldn't reverse. He became more temperamental, more violent, angrier. One day one of the scientists accidentally knocked Mark's coffee cup off a table and broke it, and Mark just snapped. He went on a rampage that left three doctors dead, ten soldiers in the hospital, one experimental medical ward completely trashed, and him AWOL... for good. Abandoning the Army that had turned him into a "freak," he became the criminal known as Bullethead.

Personality/Motivation: The drug that stripped away Bullethead's hair also stripped away much of his sanity. He has so little control over his temper that nearly anything can anger him, even trivial frustrations that most people brush off easily. And when he gets mad, he usually gets violent, smashing whatever or whoever upset him. His hair-trigger temper has made it hard for him to get and keep jobs — a lot of other criminals won't work with him at all — but his strength, fighting skills, and willingness to take orders means that sooner or later another person in need of muscle always comes looking for him.

Quote: "Comin' through!"

Powers/Tactics: Bullethead is a HTH combatant who relies primarily on brute strength — his "Pulverizer" punch is enough to make most opponents see stars. But for someone his size (or any size) he's extremely agile and incredibly fast, both in terms of movement and reflexes. He specializes in Move Throughs and like attacks, always uttering his trademark phrase "Comin' through!" before plowing into someone. Most victims of his battering ram attacks end up as a pile of bruised flesh and broken bones lying on the floor moaning in pain. He's a good man for any job that involves breaking down doors or smashing through walls.

A lot of people think Bullethead is stupid. He's not, and in fact knows all sorts of useful little facts and Skills. He just prefers to follow orders rather than launch his own schemes, and favors a straightforward approach to combat instead of complex tactics or maneuvering.

Campaign Use: Although Bullethead has an extensive criminal record and can easily be identified by his fingerprints or DNA, the Army's taken pains to cover up his background to conceal its own malfeasance in creating him. Thus the HCPD doesn't know that his real name is Mark Hauer. On his records he's known as "John Doe (Bullethead)." Uncovering his real identity might be part of a plot or story arc involving him.

To make Bullethead tougher, give him more HA dice, both in general and with Move Throughs/Bys. More Combat Skill Levels would also do the trick. To weaken him, remove the Pulverizer HA and reduce his Running to 10".

Bullethead doesn't Hunt heroes unless ordered to, in which case he follows his orders. He's no cold-blooded killer, though, and won't work for villains who are.

Appearance: Bullethead is a large black male, 6'5" tall and weighing over 300 pounds of rock-solid muscle — he's so ripped he looks like a professional bodybuilder. He has absolutely no hair on his head, though his metal skullplate has a faux flesh covering so it seems normal (until someone touches it and feels that it's steel). He usually prefers undecorated Army green military fatigues, often with the shirt unbuttoned, but is willing to put on a costume if his employer insists (some, for example, dress him in professional wrestler-like leotards or trunks).

BULLETHEAD PLOT SEEDS

The Army brass who sponsored the illegal secret experiment that created Bullethead want him back so they can test him and figure out how to duplicate their success without the "rage" side effect. Since they can't reveal their connection to him, they decide to trick the heroes into doing their dirty work for them.

Mark Hauer's family approaches a PC who's known to be friendly or sympathetic to people who need help. The military keeps saying Mark's "missing in action," but stonewalls when asked for more information. Mark's parents and siblings desperately want to know what's really going on and ask the PC to investigate.

Bullethead's brain begins to swell again, making him even more temperamental. Is he going to die? Become stronger? Develop psionic powers? And what triggered the sudden change?

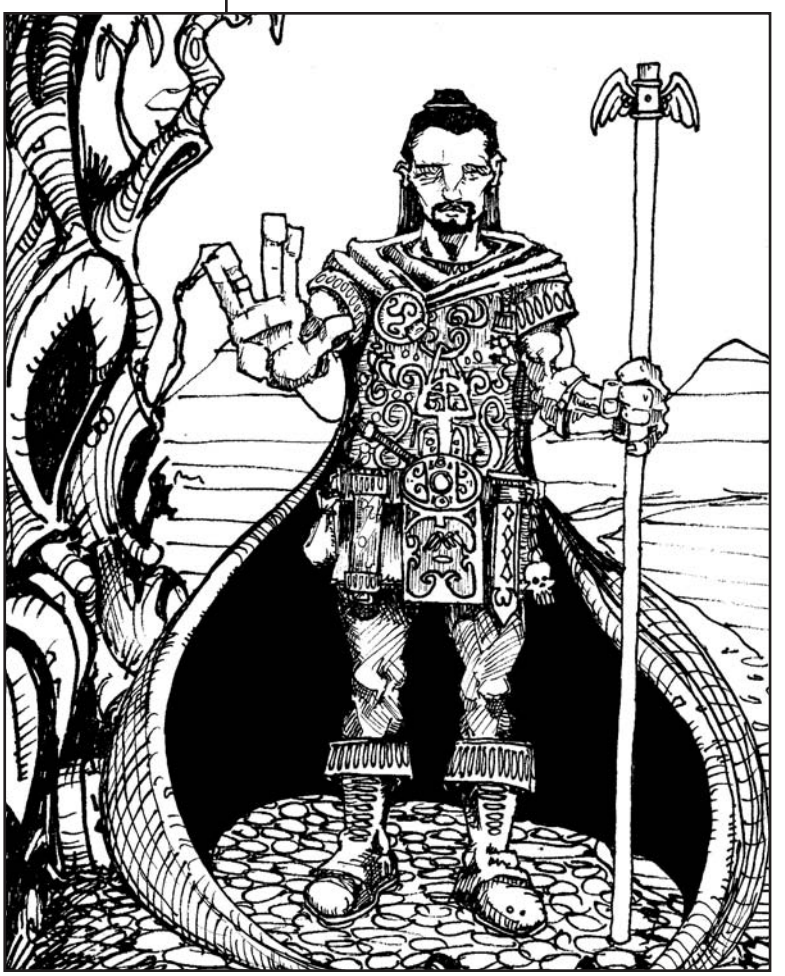
FANTASY HERO

TOVAR FARWALKER

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [2]
13	DEX	9	12-	OCV: 4/DCV: 4
13	CON	6	12-	
12	BODY	4	11-	
13	INT	3	12-	PER Roll 12-
10	EGO	0	11-	ECV: 3
15	PRE	5	12-	PRE Attack: 3d6
12	COM	1	11-	
4	PD	2		Total: 4 PD (0 rPD)
4	ED	1		Total: 4 ED (0 rED)
3	SPD	7		Phases: 4, 8, 12
5	REC	0		
26	END	0		
24	STUN	0		**Total Characteristics Cost: 38**

Movement: Running: 7"/14"
Swimming: 3"/6"

Cost	Spells	END
4	Cloudwalking	1
8	Fine Roads	4
8	Levitate Cargo	4
9	River Roads	0
7	Seven-League Steps	3
27	The Spell Of The Instant Step	7
7	Through The Mountains	3
2	Traveler's Mantle	0



Powers

2 *Practiced Hiker And Runner:* Running +1" (7" total) 1
1 *Strong Swimmer:* Swimming +1" (3" total) 1

Perks

2 Fringe Benefit: Membership (Journeyman in the Guild of Travellers)
5 Money: Well Off

Talents

3 Lightning Calculator

Skills

3 Bribery 12-
3 Bureaucratics 12-
3 AK: The Lands Of The Serriatic League 12-
2 CK: Bellisavius 11-
2 CK: Corvatton 11-
2 KS: The Guild Of Travel Mages 11-
2 KS: Travel Magic 11-
19 Power: Travel Magic 20-
3 Stealth 12-
1 Streetwise 8-
9 Trading 15-
2 WF: Blades, Staff

Total Powers & Skills Cost: 136
Total Cost: 174

75+ Disadvantages

5 Distinctive Features: Travel Mage Staff (Easily Concealed; Noticed And Recognizable)
15 Psychological Limitation: Ambitious; Driven To Achieve Profit And Prominence (Common, Strong)
5 Social Limitation: Obligated To The Guild Of Travellers (Occasionally, Minor)
5 Rivalry: Professional (with other merchants, especially Travellers, to find the best deals and make the highest profit)
69 Experience Points

Total Disadvantage Points: 174

Background/History: In lands of High Magic, those with a talent for spellcasting but who do not aspire to a life of dusty research or the heights of wizardly power sometimes find more mundane ways to profit from magery. One such group is the Guild of Travellers, an assemblage of merchant-mages who use their spells to make travel (and thus commerce) easier, quicker, and more profitable. A Traveller is half-trader, half-wizard, though he usually knows few (if any) spells that don't pertain to his job.

Tovar Farwalker is just such a mage, a journeyman in the Travellers. As a journeyman he's allowed to make trade expeditions unaccompanied and bargain and deal for himself, but he still ultimately answers to the Guild and must pay it a large percentage of his earnings. But he doesn't mind. The job suits him (and his wanderlust) perfectly. He's already earned some good money — and now that he's learned the first part of the rare and powerful Spell Of The Instant Step, he plans to make a *lot* more.

SUGGESTED EQUIPMENT

Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
Travel Mage's Staff	+0	—	4d6 N	—	—	10	
Dagger	+0	RBS	1d6-1	1d6-1	—	6	

Armor
None

Gear: Haversack for personal goods (spare clothing and such), tinderbox, rations bag (full), wineskin (full), waterskin (full)

Clothing: See Appearance

Personality/Motivation: Tovar is an intense, driven professional — the Fantasy equivalent of a hard-charging young Wall Street stockbroker or Washington attorney. He wants success, profit, and all the good things they bring, and he's willing to work hard to get them. He might also be willing to cut a few corners, here and there, or do things that his more ethical-minded brethren would find objectionable. He's not a criminal, but "grey" dealings aren't beyond him... if he thinks the money's worth the risk and he can get away with it.

Quote: "I can have your goods there in just two days. A wagon will take a week, at least — if the rains don't slow it down even more. All I want is a fair share of the profits... sixty percent."

Powers/Tactics: Tovar's no combatant, and he knows it. He's learned how to use both staff and blade so he can protect himself from ruffians on the road, but there's no profit in fighting. He'd rather use his spells to run away than expose himself to the possibility of getting cut, beaten, or robbed.

Campaign Use: Tovar is an example of the sorts of ways you can use magic in a High Fantasy game that don't involve blasting monsters and acquiring treasure. One of his deals might get him involved with the PCs, or he might use them as pawns in some semi-illicit scheme.

To make Tovar more powerful, buy him a few more traditional combat-oriented spells from *The Fantasy Hero Grimoire* so he can give a good account of himself in the sorts of situations PCs tend to get themselves in. To weaken him, reduce his Travel Magics roll so he has to take a lot of extra time with his spellcasting to ensure success.

Tovar doesn't Hunt characters; it's not profitable and too risky. But he can be tenacious when trying to run down a good deal or beat out a competitor.

Appearance: Tovar is a man of about average height and build in his mid-twenties. His hair is black and worn slightly long (he keeps it out of his eyes and face with a thin silver headband) and he has a black beard and moustache (which he often shaves off in the summer or when in hot climes). He wears typical sturdy traveling-clothes most of the time — well-made leather boots, breaches, and tunic, plus a hooded cloak appropriate to the location and season. He always has with him his Travel Mage staff, the badge of his position and the Focus for his spells. It's a shaft of blonde wood as tall as he is, shod with a silver band and topped by two small silver wings.

Tovar's Spells

Here are the full write-ups for Tovar's travel-spells:

CLOUDWALKING

Effect: Flight 6"
Target: Self
Casting Time: Half Phase
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: Self
Magic Roll Penalty: -1
END Cost: 1

Description: This spell allows the caster to step up off the ground and into the air, just as if the air were stairs and level ground. Thus he can easily bypass chasms, "walk" over mountain ranges, avoid muddy ground, and the like. However, storms or aerial predators may make life difficult for him at times.

Game Information: *Flight 6" (12 Active Points); OAF (Travel Mage's staff; -1), Gestures (-¼), Incantations (-¼), Requires A Travel Magics Roll (-½). Total cost: 4 points.*

FINE ROADS

Effect: Change Environment (make ground easy to travel on)
Target: 4 km Line
Casting Time: 1 Minute (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: 1 Hour
Range: No Range
Magic Roll Penalty: -4
END Cost: 4

Description: Often a Travel Mage needs to have a caravan of goods accompany him, and that means it has to be able to travel quickly so he's not slowed down too much. If the Travel Mage had to settle for the normal roads — rutted, muddy, badly maintained — that would be a problem. But with this spell a Travel Mage can make the roads perfect for traveling. For an hour, a stretch of road up to 4 kilometers long and 10 meters wide becomes firm and flat (*i.e.,* as easy to travel on as possible for a wagon or riding animal, without altering the topography of the land). Rutted roads become smooth, soft or muddy ground becomes firm, and travel almost becomes a pleasure.

Game Information: *Change Environment 4" Line (+0) (make ground easy to travel on), MegaScale (each 1" is 5 meters wide and 1*

TOVAR FARWALKER PLOT SEEDS

Tovar has a line on a *really* good deal... but it requires him to travel through some very dangerous territory. He hires the PCs as bodyguards to accompany him.

Tovar convinces one or more PCs to invest in a large trade caravan he plans to lead across the Desolation of Varthax and into the gold-rich lands beyond. But when he's months overdue to return, the PCs begin to suspect that something's going on. Was the caravan lost or robbed, or is it Tovar who's done the robbing?

As part of his trials to become a Master Travel Mage, the Guild assigns Tovar to take control and shepherd to completion a large and complex trade deal. However, the Guild has a major competitor also trying to get this deal. One way to slow his competitors down is to give them an enemy to contend with, so Tovar tricks the PCs into attacking them. What happens if (when) the heroes discover they're being played for fools?

km long; +¼), Long-Lasting (effect lasts for 1 Day) (44 Active Points); OAF (Travel Mage's staff; -1), Extra Time (1 Minute to cast; -¾), Gestures (throughout casting; -½), Incantations (throughout casting; -½), No Range (-½), Requires A Travel Magics Roll (-½), Spell (-½). Total cost: 8 points.

LEVITATE CARGO

Effect: Telekinesis (30 STR), Affects Whole Object, Only To Carry Burdens
Target: Special
Casting Time: 1 Turn
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: No Range
Magic Roll Penalty: -4
END Cost: 4

Description: Sometimes it doesn't do a Travel Mage much good to travel quickly if he can't carry a large amount of cargo with him to trade when he gets where he's going. A Travel Mage who knows this spell doesn't have that dilemma; it allows him to levitate cargo weighing up to 1,200 kg and "carry" it along with him as he walks or flies.

Game Information: *Telekinesis (30 STR) (45 Active Points); OAF (Travel Mage's staff; -1), Affects Whole Object (-¼), Extra Time (1 Turn to cast; -¾), Gestures (throughout casting; -½), Incantations (throughout casting; -½), No Range (-½), Only To Carry Burdens (-½), Requires A Travel Magics Roll (-½). Total cost: 8 points.*

RIVER ROADS

Effect: Flight 6", Usable By Other, Only In Contact With Level Water
Target: One character
Casting Time: Half Phase
Casting Procedures: Focus, Gestures, Incantations
Duration: Uncontrolled (1 Hour, +1 Hour per point by which caster makes his Travel Magics roll)
Range: Self/Touch
Magic Roll Penalty: -3
END Cost: 0

Description: This spell makes a river as good as a road, since it lets the person it's cast upon walk on water. He can't walk up waterfalls or the like; the water has to be reasonably "flat." If the water's too rough, he may not be able to make any progress at all. A person under the effects of the spell has to keep moving; he can't stop ("hover") or rest on the water, or he falls in and the spell ends. The spell's effects automatically end after a few hours.

Game Information: *Flight 6", Reduced Endurance (0 END; +½), Persistent (need not maintain LOS to recipient after spell is cast; +½) Uncontrolled (1 Hour, +1 Hour per point by which caster makes his Travel Magics roll; +½) (30 Active Points); OAF (Travel Mage's staff; -1), Gestures (-¼), Incantations (-¼), Only In Contact With Level Water (-½), Requires A Travel Magics Roll (-½). Total cost: 9 points.*

SEVEN-LEAGUE STEPS

Effect: MegaScale (1 league) for Running 7" and for Normal Sight
Target: Self
Casting Time: 1 Turn
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: Self
Magic Roll Penalty: -3
END Cost: 3

Description: Folktales often talk about magical boots that let the wearer stride seven leagues in a single step. A mage who knows this spell can do that regardless of what footgear he's wearing!

This spell assumes the caster has Running 7", to make it match the legends about seven-league boots. You should rewrite it and adjust the cost for other amounts of Running.

Some Travel Mages are said to know a version of this spell that can be cast on others. In game terms, such a spell would have Usable By Other, Reduced Endurance (0 END), Persistent, and Uncontrolled (to establish a set duration).

Game Information: *MegaScale (1 league; +½) for Running 7", Continuous (+1) (14 Active Points); OAF (Travel Mage's staff; -1), Extra Time (1 Turn to cast; -¾), Gestures (-¼), Incantations (-¼), Requires A Travel Magics Roll (-½) (total cost: 4 points)* ***plus*** *MegaScale (1 league; +½) for Normal Sight (12 Active Points); OAF (Travel Mage's staff; -1), Extra Time (1 Turn to cast; -¾), Gestures (-¼), Incantations (-¼), Requires A Travel Magics Roll (-½) (total cost: 3 points). Total cost: 7 points.*

THE SPELL OF THE INSTANT STEP

Effect: Teleportation 20", Teleportation 10" MegaScale
Target: Self
Casting Time: Half Phase/Full Phase
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: Self
Magic Roll Penalty: -7/-6
END Cost: 7/6

Description: One of the rarest and most prized Travel Mage spells, the Instant Step allows the caster to travel from one point to another in the blink of an eye. With practice, the mage learns how to cross hundreds of leagues at a time. (In game terms, many Travel Mages start by buying the first slot on its own, then later spend Experience Points to expand the spell into a Multipower. That's what Tovar has done — he paid 25 points for just Slot #1.)

Game Information:

Cost	Power
23	*The Spell Of The Instant Step:* Multipower, 70-point reserve; all OAF (Travel Mage's staff; -1), Gestures (-¼), Incantations (-¼), Requires A Travel Magics Roll (-½)
2u	1) *Short Step:* Teleportation 20", x64 Non-

combat, x2 Increased Mass; OAF (Travel Mage's staff; -1), Gestures (-¼), Incantations (-¼), Requires A Travel Magics Roll (-½)

2u 2) *Long Step:* Teleportation 10", x2 Increased Mass, MegaScale (1" = 100 leagues, can scale down to 1" = 1 km; +1¼); OAF (Travel Mage's staff; -1), Gestures (-¼), Incantations (-¼), Requires A Travel Magics Roll (-½)

Total cost: 27 points.

THROUGH THE MOUNTAINS

Effect: Tunneling 6" through DEF 6 materials
Target: Self
Casting Time: Full Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: Self
Magic Roll Penalty: -3
END Cost: 3

Description: A Travel Mage with this spell doesn't have to worry about whether the passes are filled with snow, nor does he need Cloudwalking spell to go over the icy peaks — he can literally travel through the mountains by digging! The spell clears out a 1" wide tunnel he can use, and that others can use after him (thus, Travel Mages are often hired by cities and military commanders to use this spell to dig permanent accessways through mountainous areas). However, because the Travel Mage can't see through earth and rock, his tunnel may not be as straight or level as he'd like.

Game Information: *Tunneling 6" through DEF 6 materials (30 Active Points); OAF (Travel Mage's staff; -1), Extra Time (Full Phase to cast and to use; -½), Gestures (throughout; -½), Incantations (throughout; -½), Requires A Travel Magics Roll (-½). Total cost: 7 points.*

TRAVELER'S MANTLE

Effect: Life Support (Safe Environments: Intense Cold, Intense Heat) plus Force Field (2 PD), Only To Keep Rain From Touching The Character
Target: Self One character
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Uncontrolled (12 Hours)
Range: Self
Magic Roll Penalty: -1
END Cost: 1

Description: Travel Mages often have to venture out onto the road when it's freezing cold, swelteringly hot, pouring rain, or snowing hard. With this spell protecting them, it feels just like a pleasant spring day. It not only shields them from extremes of temperature, it prevents them from getting wetted by rain, snow, sleet, puddle-splashes, and similar forms of precipitation. (The mage can still voluntarily touch liquids to drink or wash his hands, and the spell confers no protection from the impact of hail or the like).

Game Information: *Life Support (Safe Environments: Intense Cold, Intense Heat) (4 Active Points), Uncontrolled (lasts for 12 Hours; +0); OAF (Travel Mage's staff; -1), Gestures (-¼), Incantations (-¼), Requires A Travel Magics Roll (-½) (total cost: 1 point)* ***plus*** *Force Field (2 PD), Reduced Endurance (0 END; +½), Persistent (+½), Uncontrolled (lasts for 12 Hours; +½) (5 Active Points); OAF (Travel Mage's staff; -1), Gestures (-¼), Incantations (-¼), Requires A Travel Magics Roll (-½), Only To Keep Rain From Touching The Character (-2) (total cost: 1 point). Total cost: 2 points.*

WINGED FOLK

Val	Char	Cost	Roll	Notes
12	STR	2	11-	Lift 133 kg; 2d6 [2]
13	DEX	9	12-	OCV: 4/DCV: 4
12	CON	4	11-	
10	BODY	0	11-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
10	PRE	0	11-	PRE Attack: 2d6
10	COM	0	11-	
4	PD	2		Total: 4 PD (0 rPD)
3	ED	1		Total: 3 ED (0 rED)
3	SPD	7		Phases: 4, 8, 12
5	REC	2		
24	END	0		
22	STUN	0	**Total Characteristics Cost: 27**	

Movement: Running: 6"/12"
Flight: 10"/20"
Gliding: 10"/20"

Cost	Powers	END
17	*Wings:* Flight 10", Usable As Gliding (+¼); Restrainable (-½)	2
2	*Strong Eyes:* +1 to PER Rolls with Sight Group	0
6	*Strong Eyes:* +4 versus Range Modifier with Sight Group	0



Skills

3 Stealth 12-
2 Survival (one environment) 11-
4 WF: Common Melee Weapons, Common Missile Weapons

Total Powers & Skills Cost: 34
Total Cost: 61

75+ Disadvantages

None

Total Disadvantage Points: 0

Ecology: The Winged Folk are winged humanoids. They eat and breed the same as other humanoids, though their hunting methods are a little different because they have the advantage of flight. They usually live in families, clans, or small communities in isolated areas. They prefer to make their homes on mesas, cliffsides, in the tops of enormous trees, and other places they can easily get to but most of their enemies can't.

Personality/Motivation: Normal sentient humanoid motivations. Winged Folk tend to prefer open, airy spaces and enjoy heights. They find enclosed or cramped surroundings uncomfortable, and are prone to outright claustrophobia.

Powers/Tactics: Winged Folk warriors prefer to fight from the air using bows, crossbows, spears, and as a last resort short swords to strike at their enemies. Many also learn the use of the net or the lasso, since either weapon can kill a flying foe by snaring his wings so that he plummets to the ground.

Campaign Use: This character sheet represents a typical competent member of the Winged Folk that the PCs might encounter in a situation where you need a character sheet (*i.e.,* combat or the like). You can customize it by applying one of the templates from pages 116-18 of *Monsters, Minions, And Marauders,* such as Chieftain or Fighter. Lesser Winged Folk — traders, the young, most females, the elderly — would of course have slightly lower Characteristics, no WFs, and so forth.

Appearance: The Winged Folk apparently descend from an avian species, since they have short, blunt beaks on their faces, large, bird-like eyes, and toenails that tend to be long and thick (though they're not strong enough to be used as claws). However, unlike other avianoid species their wings aren't attached to their arms, but instead grow out of their shoulderblades as two separate, distinct limbs. Those who dwell in warm climates usually wear only a loincloth or tunic, plus sandals; Winged Folk from colder lands wear boots and correspondingly more clothing. They have bare skin and hair on their heads and bodies like mammals, but their wings are feathered. The color of a Winged Folk's wing-feathers is a mark of beauty (or lack thereof) with black, gold, and white all considered particularly attractive, and most shades of brown as homely.

HORROR HERO

BURROWING HORROR

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [3]
15	DEX	15	12-	OCV: 5/DCV: 5
20	CON	20	13-	
13	BODY	6	12-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
20	PRE	10	13-	PRE Attack: 4d6
4	COM	-3	10-	
8	PD	5		Total: 8 PD (4 rPD)
6	ED	2		Total: 6 ED (4 rED)
3	SPD	5		Phases: 4, 8, 12
7	REC	0		
40	END	0		
31	STUN	0		**Total Characteristics Cost: 53**

Movement: Running: 6"/12"
Swimming: 4"/8"
Tunneling: 6"/12"

Cost	Powers	END
15	*Bite:* HKA 1d6 (2d6 with STR)	1
5	*Lunge:* Stretching 2"; Instant (-½), Always Direct (-¼), No Noncombat Stretching (-¼)	1
4	*Leathery Skin:* Damage Resistance (4 PD/4 ED)	0
4	*Heavy:* Knockback Resistance -2"	0
20	*Swift Burrowing:* Tunneling 6" through DEF 6 materials; Only Through Earth/Rock (-½)	3
2	*Good Swimmer:* Swimming +2" (4" total)	1
6	*Burrower Senses:* +2 PER with all Sense Groups except Sight Group	0
35	*Sense Vibrations:* Detect Physical Vibrations 11- (Touch Group), Discriminatory, Analyze, Range, Targeting	0
	Skills	
10	+2 HTH	
3	Stealth 12-	

Total Powers & Skills Cost: 104
Total Cost: 157

75+	Disadvantages
15	Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing)
15	Physical Limitation: Poor Eyesight, suffers -2 to all Sight PER Rolls (Frequently, Greatly Impairing)
5	Physical Limitation: Reduced Leap, cannot leap (Infrequently, Slightly Impairing)
15	Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
5	Physical Limitation: Large (4m; -2 DCV, +2 to PER Rolls to perceive) (Infrequently, Slightly Impairing)
27	Experience Points

Total Disadvantage Points: 157

Ecology: The burrowing horror lives underground. It can tunnel through the ground as quickly as a man can run on the surface. A ravening carnivore, it eats just about anything, but prefers the taste of human flesh to other meats. It frequently lurks around lonely country towns, summer camps full of sexually precocious teenagers, and other locations where it can keep its prey isolated and afraid as it picks people off one by one — it seems to feed as much on the terror it creates as on the flesh itself.

Sometimes burrowing horrors are solitary, but they've been known to group together in nests when there's enough prey to support them all (or at mating time). Often the first sign a community has that it's been infested with burrowing horrors is a single worm. It's only after that one's killed and the townsfolk think they're safe that the other horrors are aroused to feed....

Personality/Motivation: Normal animal motivations, though as mentioned above burrowing horrors seem to thrive on causing fear, and often plan their attacks accordingly.

Powers/Tactics: A burrowing horror is a vicious fighter that uses its mouthful of large, sharp teeth to inflict deadly wounds. It prefers to attack from ambush, lurking just below the surface and waiting until it feels the vibrations of prey walking above. Then it lunges out, grabs the target, and drags him screaming down into its network of cramped tunnels to feast.

If confronted, a burrowing horror is surprisingly fast and agile and fights tenaciously. It can lunge, projecting the forward part of its body 2" toward its prey, as a surprise attack. Another favorite tactic is to perform a Grab by wrapping its body around a target, then bite the helpless victim to death.

Campaign Use: The burrowing horror is intended as the centerpiece in a *Horror Hero* story. The heroes find themselves trapped in some isolated locale where it's difficult, if not impossible, to get up off the ground for long periods of time. They have to find a way to fight off the voracious predators before they, the NPCs trapped along with them, and the beautiful love interest are all dragged down into the depths of the earth to become tasty meat snacks.

Appearance: A burrowing horror is an enormous worm-like creature about the size of a man. Unlike an earthworm, it doesn't appear segmented, but has a solid skin and body more like that of an eel or scaleless serpent. Its skin is usually a disgusting shade of red-brown that reminds many people of raw liver, but some are redder or a dark verging into black. Its mouth contains several rows of long, sharp, jagged teeth that it uses both to burrow and eat.

KAGAMISHOKI PLOT SEEDS

The classic Kagamishoki plot: the Mirror Demon takes an interest in one of the PCs for some reason and begins to bedevil him. The characters' reflection mysteriously changes when he looks in the mirror, he sees things in mirrors that aren't there, and so on. It's demonic psychological guerrilla warfare — can the hero hold out until he deduces what's going on and can confront Kagamishoki directly?

An anonymous benefactor sends the heroes a large, elaborately-framed, beautiful antique mirror "to repay you for your hard work and sacrifices." The donor is actually a pawn of Kagamishoki's, who wants to spy on the heroes and attack them when they're at their weakest.

A Japanese wizard traps Kagamishoki in a magic cube that's mirrored on the inside so the Mirror Demon can't get away — whenever he tries to Teleport out, the mirror on the opposite face of the cube pulls him right back into the tiny prison. He's now selling the cube at a mystic underworld auction to whoever would like a strange, but highly effective, assassin....

NINJA HERO

KAGAMISHOKI
The Mirror Demon

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [3]
24	DEX	42	14-	OCV: 8/DCV: 8
23	CON	26	14-	
15	BODY	10	12-	
20	INT	10	13-	PER Roll 13-
20	EGO	20	13-	ECV: 7
25	PRE	15	14-	PRE Attack: 5d6
16	COM	3	12-	
15	PD	12		Total: 15 PD (15 rPD)
15	ED	10		Total: 15 ED (15 rED)
7	SPD	36		Phases: 2, 4, 6, 7, 9, 11, 12
12	REC	8		
46	END	0		
45	STUN	10		**Total Characteristics Cost: 207** (+81 with NCM)

Movement: Running: 15"/30"
Teleportation: 30"/60"
MegaTeleportation: 1-1,000 km

Cost	Powers	END
30	*Step Through The Mirror:* Multipower, 75-point reserve; all OIF (any mirror of opportunity; -½), Only Through Mirrors (-1)	
3u	1) *Short Step:* Teleportation 30", Reduced Endurance (½ END; +¼)	3
2u	2) *Long Step:* Teleportation 10", MegaScale (1" = 100 km, can scale down to 1" = 1 km; +1)	4
10	*Mirror Powers:* Elemental Control, 30-point powers; all OIF (any mirror of opportunity; -½)	
6	1) *Mirrorsight:* Clairsentience (Sight Group), x4 Range; OIF (any mirror of opportunity; -½), Only Through Mirrors (-1)	3
10	2) *Step Into The Mirror:* Invisibility to Sight Group (fringe effect is seeing Kagamishoki in a nearby mirror), Reduced Endurance (0 END; +½); OIF (only works when Kagamishoki is near to a mirror that can show his fringe effect; -½)	0
30	3) *Shattered Reflection, Shattered Life:* RKA 2d6, Area Of Effect (One Hex Accurate; +½), Line Of Sight (+½), Penetrating (+½); OIF (any mirror of opportunity, -½), Requires A DEX Roll (must catch target's reflection in the mirror and then smash that mirror, -½)	7
14	4) *Reflected Forces:* Missile Deflection and Reflection (any target), all Ranged attacks; OIF (any mirror of opportunity, -½), Costs Endurance (-½), Requires A DEX Roll (must "catch" attack's reflection in mirror and deflect/reflect it; -½)	5
7	5) *The Mirror's Curse:* Sight Group Flash 6d6; OIF (any mirror of opportunity, -½), Requires A DEX Roll (must "catch" nearby light in mirror and reflect it into target's eyes; -½)	3
8	6) *False Reflections:* Images to Sight Group, -7 to PER Rolls; OIF (any mirror of opportunity, -½), Only Through Mirrors (Kagamishoki can only change the appearance of reflections in mirrors; -½)	3

Martial Arts: Aikijutsu

Maneuver	OCV	DCV	Notes
4 Dodge	—	+5	Dodge all attacks, Abort
4 Escape	+0	+0	50 STR vs. Grabs
4 Extend Ki	+0	+0	50 STR to resist Shove; Block, Abort
3 Hold	-1	-1	Grab Two Limbs, 45 STR for holding on
5 Joint Break	-1	-2	Grab One Limb; HKA 1d6+1 (2d6+1 with STR), Disable
4 Joint Lock/ Throw	+1	+0	Grab One Limb; 3d6 NND(1); Target Falls
5 Redirect	+1	+3	Block, Abort
5 Strike	+1	+3	7d6 Strike
3 Takedown	+1	+1	7d6 Strike; Target Falls
3 Throw	+0	+1	7d6 Strike + v/5; Target Falls

16	+4 Damage Classes (already added in)	
22	*Claws:* HKA 1d6 (1½d6 with STR), Armor Piercing (+½)	2
60	*Demonic Form:* Physical and Energy Damage Reduction, Resistant, 50%	0
15	*Demonic Form:* Damage Resistance (15 PD/15 ED)	0
5	*Demonic Mind:* Mental Defense (9 points total)	0
5	*Demonic Form:* Power Defense (5 points)	0
15	*Mirror Demon's Eyes:* Sight Group Flash Defense (15 points)	0
50	*Demonic Form:* Life Support (Total, including Longevity: Immortality)	0
5	*Demon's Eyes:* Nightvision	0
5	*Demon's Eyes:* Infrared Perception (Sight Group)	0
5	*Demon's Eyes:* Ultraviolet Perception (Sight Group)	0
18	*Demon's Legs:* Running +9" (15" total)	2
31	*Demonic Guile:* Shape Shift (Sight, Hearing, and Touch Groups, any humanoid form), Instant Change	3

Talents

15	Combat Sense 14-
20	Universal Translator

Skills

20 +2 Overall
6 +2 with *Mirror Powers* Elemental Control
3 Acting 14-
3 Concealment 13-
10 Defense Maneuver IV
3 Mimicry 13-
3 Persuasion 14-
3 Seduction 14-
3 Stealth 14-
3 Ventriloquism 13-
6 WF: Common Melee Weapons, Common Missile Weapons, Common Martial Arts Weapons

Total Powers & Skills Cost: 510
Total Cost: 717

75+ Disadvantages

20 Distinctive Features: Aura Of Demonic Evil (Concealable With Effort; Causes Fear)
15 Enraged: if thwarted or tricked (Uncommon), go 11-, recover 11-
20 Enraged: if insulted, belittled, or mocked (Common), go 11- (14- if mocked about appearance), recover 11-
15 Physical Limitation: must flee if directly confronted with his own reflection (see text) (Infrequently, Fully Impairing)
25 Psychological Limitation: Utterly Evil (Very Common, Total)
25 Psychological Limitation: Vain, Proud, And Preening (Very Common, Total)
20 Psychological Limitation: Overconfidence (Very Common, Strong)
25 Susceptibility: to holy places and objects, takes 2d6 damage per Phase is on holy ground, in a holy place, or within 1" of a holy object (Common)
477 Experience Points

Total Disadvantage Points: 717

Background/History: A Japanese legend tells of the sun goddess, Amaterasu Omikami, queen of the heavens. It happened that Susano, the storm god, destroyed her rice fields in a fit of temper and childishness. In retaliation for his rude behavior, Amaterasu shut herself in a cave, bringing darkness to the entire world. She refused to come out until a host of the gods and goddesses performed a riotous dance outside the cave, tempting her curiosity. She emerged and saw herself in a mirror that the gods had created and hung in a tree. This persuaded her to come out of the cave for good. Ever since then, mirrors have had a special symbolic meaning for the Japanese.

But evil can pervert and twist even the most sacred legends. In this case, the sacredness of the mirror has been warped into something wicked and sinful by Kagamishoki, the Mirror Demon, who uses the powers of mirrors for evil and destruction. No one knows whence Kagamishoki came, what his goals are, or even his true appearance — but all wise men fear his power and malice.



Personality/Motivation: Kagamishoki is a demon, with all that implies. He revels in evil, chaos, destruction, corruption, and misery, and works to create these things the same way a child works to build a sandcastle. As befits a demon of mirrors, he's vain and proud to the point of arrogance. He's sure to avenge any insults to his looks, intelligence, or other attributes... particularly looks.

For a demon whose powers are ideally suited to deception and behind-the-scenes manipulation, Kagamishoki can be surprisingly straightforward and violent. While many of his plots start out as elaborate deceptions and illusions, as soon as one of the victims has a firm idea of what's going on Kagamishoki drops the masquerade, arrogantly announces his presence, and begins to use his powers in a more direct fashion. Other than defeating him, the only way to drive him off is to directly confront him with his own reflection (*i.e.,* hold a mirror in front of his face for one whole Phase) — for some reason, he cannot abide his reflection and leaves the vicinity at once if he sees it. (This weakness is not generally known, however; heroes should work to uncover it.)

Quote: "Not all reflections are flattering, are they, my little morsel?"

Powers/Tactics: Kagamishoki's main powers involve the mystical manipulation of mirrors. First and foremost, he can "step into" one mirror and "step out" of another (Teleportation). Using this power he can travel up to a thousand kilometers

in the blink of an eye, provided he has one mirror as his starting point and another as his destination. He can also run swiftly; it's said he moves like light over the water. Beyond that, he can see what's reflected in any nearby mirror (Clairvoyance), become invisible by placing his "visible self" in a mirror (Invisibility; the fringe effect is that his reflection remains visible in a nearby mirror, allowing a clever opponent to follow his actions exactly); change the reflections in mirrors (Images); and kill someone by catching their reflection in a mirror and then breaking the mirror. Kagamishoki also possesses some other standard demonic powers, such as enhanced senses and the ability to change his shape.

While the Limitations on his powers refer to "mirrors" for ease of presentation, Kagamishoki can use any similar reflective surface, like the shiny chrome on a car or a brightly-polished piece of steel. In some cases he may be able to use still pools of water and the like. The GM determines what reflective surfaces suffice for his powers; if a surface is cloudy or dirty, it may reduce the effectiveness of his powers.

Naturally, Kagamishoki prefers to fight in areas with lots of mirrors and other reflective surfaces. If possible he "rigs" the battlefield in advance by placing lots of mirrors and other reflective surfaces around it. Tactically, he tries to use his abilities to confuse and unbalance an opponent. One of his favorite tricks is to hide himself with Invisibility, then use his illusion power on other nearby mirrors so each mirror has a different "fringe effect" for his target to try to follow... right until he gets close enough for Kagamishoki to attack! He's also clever at using his illusion power to change peoples' reflections, thereby assaulting them emotionally and psychologically.

Campaign Use: Kagamishoki makes a powerful and intriguing opponent for a group of *Ninja Hero* warriors. Try to keep some of his powers and weaknesses secret at first, gradually revealing them after multiple encounters. And be aware that heroes will quickly try to defeat him by smashing or darkening every mirror in the vicinity; if you want to keep him around for a long fight, you have to find a way to counter this tactic.

To make Kagamishoki more powerful, increase the range of his Teleportation and Clairsentience, and perhaps the dice or effectiveness of some of his other Elemental Control powers as well. To weaken him, get rid of his Martial Arts and Claws, and reduce his SPD to 6 or lower and his DEX to 20.

Kagamishoki is an insidious and vindictive Hunter. He uses his powers to toy with the victim as long as he can, only revealing himself when his prey is so psychologically weak or on edge that dispatching him physically is simple.

Appearance: Because he can change his shape at will, no one knows what Kagamishoki's true form is like. His favorite form is that of a Japanese demon with chalk-white skin, green lips and eyes, unruly purple hair, and elaborate black and red Japanese robes.

PULP HERO

THE MIDNIGHT COMET

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 [4]
20	DEX	30	13-	OCV: 7/DCV: 7
18	CON	16	13-	
12	BODY	4	11-	
16	INT	6	12-	PER Roll 12-
18	EGO	16	13-	ECV: 6
20	PRE	10	13-	PRE Attack: 4d6
10	COM	0	11-	
6	PD	2		Total: 9 PD (3 rPD)
6	ED	2		Total: 9 ED (3 rED)
5	SPD	30		Phases: 3, 5, 8, 10, 12
8	REC	0		
36	END	0		
31	STUN	0		**Total Characteristics Cost: 126**

Movement: Running: 12"/24"
Swimming: 8"/16"
Swinging: 20"/40"
Leaping: 10"/20"

Cost	Powers	END
30	*The Midnight Gun:* Multipower, 60-point reserve; all slots OAF (-1)	
2u	1) *Midnight Gas:* Energy Blast 6d6, No Normal Defense (defense is Life Support [Self-Contained Breathing or appropriate Immunity]; +1); OAF (-1), Limited Range (12"; -¼), 12 Charges (-¼)	[12]
2u	2) *Midnight Thunderbolt:* Energy Blast 12d6; OAF (-1), Limited Range (50"; -¼), 12 Charges (-¼)	[12]
27	*Midnight Bombs:* Darkness to Sight Group 5" radius, Personal Immunity (+¼); OAF (-1), Range Based On STR (-¼), 8 Charges lasting 1 Turn each (-0) [8 x 1 Turn]	

Martial Arts: White Crane Kung Fu

	Maneuver	OCV	DCV	Notes
4	Block	+2	+2	Block, Abort
4	Disarm	-1	+1	Disarm, 30 STR
4	Dodge	+0	+5	Dodge all attacks, Abort
4	Escape	+0	+0	45 STR vs. Grabs
3	Joint Lock/Grab	-1	-1	Grab, 30 STR
5	Kick	-2	+1	8d6 Strike
4	Punch	+0	+2	6d6 Strike
3	Throw	+0	+1	4d6 +v/5, Target Falls
4	*Tien-hsueh* Strike	-1	+1	2d6 NND (1)

16	*Mgyogspos:* Running +6" (12" total)	1
11	*Mgyogspos:* Leaping +6" (10" forward, 5" upward)	1
5	*Mgyogspos:* Swimming +4" (6" total)	1
10	*Swingline:* Swinging 20"; OAF (-1)	2
2	*Breath Control:* Life Support: Extended Breathing (1 END per Minute)	

Perks

10 Money: Wealthy

Talents

6 Combat Luck (3 PD/3 ED)
15 Combat Sense 12-
4 Double-Jointed
3 Lightsleep
5 Resistance (5 points)
5 Simulate Death (EGO Roll +2)

Skills

16 +2 with All Combat
10 +2 HTH

3 Acrobatics 13-
3 Acting 13-
3 Breakfall 13-
3 Climbing 13-
3 Combat Driving 13-
3 Combat Piloting 13-
3 Contortionist 13-
3 Criminology 12-
3 Deduction 12-
3 Disguise 12-
3 High Society 13-
2 CK: city of GM's choice 11-
2 KS: The Underworld 11-
3 Lockpicking 13-
3 Persuasion 13-
3 Security Systems 12-
3 Shadowing 12-
3 Stealth 13-
3 Streetwise 13-
3 WF: Small Arms, Blades

Total Powers & Skills Cost: 272
Total Cost: 398

75+ Disadvantages

30 Hunted: 30 points' worth of the GM's choice
25 Hunted: Police 11- (Mo Pow, NCI, Capture)
20 Psychological Limitation: Uncompromising Servant Of Justice (Common, Total)
15 Psychological Limitation: Loner (Common, Strong)
15 Social Limitation: Secret Identity (Walter Bonham Graham) (Frequently, Major)
218 Experience Points

Total Disadvantage Points: 398

Background/History: Walter Bonham Graham was a classic Jazz Age playboy and dilettante. Heir to the Graham media fortune, he spent his money on many unusual adventures. In 1926, he was the sole survivor when a plane carrying his expedition through the Himalayas crashed in the snowy wastes. Found by some mysterious Tibetan monks, he was taken to their monastery and nursed back to health.



When he was better, Graham asked to stay and study with the monks, who had impressed him with their sincerity and devotion to truth and goodness. Sensing in him a kindred spirit, they agreed. He spent the next several years learning their strange secrets and astounding abilities, including *mgyogspos* — "swift movement," the power to run and react far faster than any normal human being should be able to. He also trained in their powerful fighting art of White Crane Kung Fu.

At last feeling he was ready to return home and put his new skills to use, Graham hiked out of the mountains and into India, where he caught a tramp steamer that took him back to America. Several more years of training followed as he taught himself how to apply his powers to combatting gangsters, thugs, Bolshevik saboteurs, mad scientists, and other menaces to society. When he felt he was ready, he donned the mask and garb of *the Midnight Comet* and sallied forth to battle crime and evil in earnest.

SUGGESTED EQUIPMENT

Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
None other than the Midnight Gun and Midnight Bombs							

Armor
None

Gear: Radio Earpiece (Radio Perception; IIF); Nightsight Eyepiece (Nightvision; IIF)

Clothing: See Appearance

THE MIDNIGHT COMET PLOT SEEDS

One of the Midnight Comet's many enemies has framed him for murder! So far, he's stayed one step ahead of the police, but time is running out. Perhaps with the help of the heroes he can get the evidence he needs to clear his name and bring the real perpetrators to Justice....

A madman who claims he has a device that projects a ray that can collapse any building threatens to destroy the city one skyscraper at a time unless the authorities deliver the Midnight Comet to him. The Comet is nowhere to be found. What will the heroes do?

The Midnight Comet's *mgyogspos* abilities seem to be fading for no discernible reason. He asks the PCs to help him figure out why and stop/reverse the process.

Personality/Motivation: The Midnight Comet has an uncompromising dedication to Justice, though he occasionally indulges a desire for pure revenge. He never negotiates with hoodlums, thugs, and master criminals; he takes care of business the old-fashioned way — with his fists. While he's trying to make up for a life wasted, deep down he realizes he can never make enough of a difference... but he's never going to give up trying.

Quote: "Mercy? The Midnight Comet has no mercy for worthless criminal scum such as you."

Powers/Tactics: The Midnight Comet is a classic two-fisted Pulp-era masked crimefighter leavened with a touch of "American From The Orient." His speedster aspects come from his *mgyogspos* abilities, which allow him to move and react far more swiftly than other people. He battles crime and solves mysteries with hard-nosed detective work and gets out of scrapes with his fists, a little bit of luck, and the occasional shot from his Midnight Gun (which can project either an anaesthetic gas or a bolt of electricity). But even when deprived of his weapons, he's a deadly combatant, skilled at White Crane Kung Fu. (When he uses his Martial Arts, the Midnight Comet must always allocate his Combat Skill Levels so that his DCV exceeds his OCV (see *The Ultimate Martial Artist,* page 42.)

Campaign Use: As a Heroic-level adventurer, the Midnight Comet fits well into any Pulp-era Crime-busting campaign. His oft-inflexible attitude reflects the black-and-white nature of a bygone era and may cause problems with PCs of more "rational" bent. His attitude could even make him a villain in some characters' eyes.

If the Midnight Comet is too powerful, eliminate his Combat Skill Levels and reduce the Charges on his Midnight Gun slots. If he is too weak, give him a couple more Combat Skill Levels and a Wisbrod vest (Pulp-era body armor; see *Pulp Hero,* page 307).

As a Hunter, the Midnight Comet is tenacious; his uncompromising approach to crimefighting drives him to keep pursuing his prey until he defeats him. He favors ambush tactics that use his movement abilities to best effect.

Appearance: The Midnight Comet is 6'0" with a trim, athletic build. He wears a black opera coat (worn open so he can easily draw the Midnight Gun holstered at his side), black pants, a black turtleneck, and a black domino mask over his eyes. Sometimes he adds a black fedora. His hair is short, black, and wavy.

MATTHIAS MOULTRIE
a.k.a. The Mole Marauder

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [2]
10	DEX	0	11-	OCV: 3/DCV: 3
12	CON	4	11-	
10	BODY	0	11-	
14	INT	4	12-	PER Roll 12-
10	EGO	0	11-	ECV: 3
10	PRE	0	11-	PRE Attack: 3d6
10	COM	0	11-	
3	PD	1		Total: 3 PD (0 rPD)
3	ED	1		Total: 3 ED (0 rED)
3	SPD	10		Phases: 4, 8, 12
4	REC	0		
24	END	0		
21	STUN	0		**Total Characteristics Cost: 20**

Movement: Running: 6"/12" (3"/6")
Tunneling: 3"/6"

Cost	Powers	END
26	*The Moultrie Mole Machine:* Multipower, 66-point reserve; all slots OIF Bulky (-1), Requires TF: Moultrie Mole Machine To Operate (-0); 1 Continuing Fuel Charge lasting 1 Hour (Easy to obtain fuel; -0) for entire reserve, Side Effects (wearing harness slows him down to Running 3", always occurs; -½)	[1cc]
3u	1) *Digging:* Tunneling 3" through DEF 20 materials; OIF Bulky (-1), Extra Time (it takes a Full Phase for any movement, even 1"; -½), Requires TF: Moultrie Mole Machine To Operate (-0)	
1u	2) *Laboring:* +20 STR; OIF Bulky (-1), Requires TF: Moultrie Mole Machine To Operate (-0), Only For Lifting/Carrying (-1)	
1u	3) *Diggers Used As Claws:* HKA 1d6 (1d6 with STR), Armor Piercing (+½); OIF Bulky (-1), No STR Bonus (-½), Requires TF: Moultrie Mole Machine To Operate (-0)	

Skills

3	Demolitions 12-
3	Electronics 12-
3	Inventor 12-
7	Mechanics 14-
1	Streetwise 8-
1	TF: Moultrie Mole Machine
3	Scientist
2	1) SS: Civil Engineering 12-
1	2) SS: Geology 11-
2	3) SS: Hydraulics 12-
2	4) SS: Mechanical Engineering 12-

Total Powers & Skills Cost: 59
Total Cost: 79

SUGGESTED EQUIPMENT

Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
What, are you kidding? I might hurt someone!							

Armor
None

Gear: Tools for keeping the Moultrie Mole Machine in good working order

Clothing: See Appearance

75+ Disadvantages

20 Hunted: the police 8- (Mo Pow, NCI, Capture)
15 Psychological Limitation: Bitterly Greedy; Out For All He Can Get (Common, Strong)
15 Psychological Limitation: Coward (Common, Strong)

Total Disadvantage Points: 125

Background/History: Matthias Moultrie was a more or less ordinary guy — a mechanical engineer with a degree from Yale and a job with Pacific Prospecting & Petroleum, Inc. His job was to create and improve devices used to find valuable things underground, like minerals and oil.

After several years on the job, he came up with an idea that he thought was simply brilliant — he couldn't believe he hadn't thought of it before. A digging harness! Wearing this harness, a geologist could get right down inside the Earth to see what was there, and whether there were enough of it to merit further work. Since it wasn't in the budget, he worked on it on his own time, night and day, spending every penny he could scrape up.

When he finally finished his "Subterranean Exploration Harness," as he dubbed it, he proudly showed it to his bosses... only to have them laugh him out of the room. They thought it looked idiotic, wouldn't work, and wouldn't be of much value even if it did. Humiliated, he quit his job, convinced he could sell the Harness to someone else.

He was wrong. Every other company he showed it to reacted the same way. He didn't know what he was going to do... and then the stock market crashed. What little money he had left got swept away by the ebbing economy, and the bank was calling in its loans and threatening to take possession of the Harness. Desperate for money, he succumbed to temptation and used the Harness to rob a bank. It was child's play to tunnel down toward the bank's vault, then through the walls, then into the vault itself and get away before the cops arrived.

Enormously pleased at how well the Harness worked, and increasingly bitter about everyone's refusal to see what a brilliant and useful piece of engineering it was, Moultrie slid gradually but steadily into a life of crime. He's robbed plenty of banks and other businesses since then, but often works as a "digging specialist" for other crooks who need to get somewhere below the surface — that's less work and risk for him, as he sees it. The press has dubbed him "the Mole Marauder," a name he doesn't like but that some of his employers seem to enjoy using.

Personality/Motivation: Matthias Moultrie isn't a bad guy... or he wasn't, back when he had a job and what he thought was the respect of others. After suffering through the Crash and having his prize work rejected, he's become bitter and cynical. He's looking out for number one now, and doing it by proving how well his Subterranean Exploration Harness works. Deep down in his heart he hopes his crimes will finally show someone that his Harness is so useful that they'll buy



MATTHIAS MOULTRIE PLOT SEEDS

Someone's been tunneling into banks and robbing them. When the heroes catch up to him, Moultrie insists he didn't do it. In fact, he's got a good alibi — during the time in question he was in the hospital for ulcers. So who did it, and how? He's willing to help the PCs in their investigation to clear his "good" name.

Moultrie's approached by some hard-looking men who want him to do some jobs for them. In Europe. They speak with German accents, and don't seem to want to take No for an answer. He doesn't really want to take the job, so he covertly tries to get word to the PCs to help him. Just what does the SS want with a digging machine, anyway?

Moultrie gets trapped deep below the surface when a cave-in damages the Subterranean Exploration Harness. Using a radio he has with him, he gets off a distress signal. Can the heroes reach him before his air runs out? And was the cave-in an accident, or is he getting too close to the Hollow Earth for the comfort of the Mole People?

it from him and his crimes will be forgiven, but if that's even a possibility it's becoming fainter and fainter with every robbery.

Moultrie is a coward, pure and simple. He's no longer scared of committing crimes *per se,* but he'll run from a fight every time.

Quote: "They can't keep me out. No one expects an attack from below."

Powers/Tactics: Moultrie wears the Subterranean Exploration Harness, a large vehicle-like framework that he mainly uses for digging at high speed through virtually any substance (though he can also use the arms to carry heavy loads, and in a pinch the claws can function as weapons. Since he can't see through solid earth and rock, he sometimes has to dig "test tunnels" to find his way to where he wants to go.

Moultrie's combat tactic is to run, or to flee by digging if that's a better way to escape (he can't fill in his tunnels behind him, so it's usually not). He has absolutely no desire to fight anyone and only does so if cornered like a rat in a trap.

Campaign Use: Moultrie can serve either as (a) the man behind a series of mysterious Weird Science crimes the PCs have to solve, or (b) as a "support person" for more powerful criminals. Since there's no way to hide his tunnels, B is more likely in most circumstances.

To make Moultrie more powerful, add Fill In to his Tunneling, and perhaps some more inches (but no more than 6" total). To weaken him, remove his HKA slot and put more Limitations on the other slots (like Activation Roll).

Moultrie doesn't Hunt people.

Appearance: Matthias Moultrie is 5'8" tall and weighs about 160 pounds, give or take. He's got sandy blonde hair that he keeps reasonably well-groomed and is clean-shaven. His Subterranean Exploration Harness is a framework of metal struts and gears that operate several claw- and drill-tipped arms. While using it, he usually wears ordinary workman's clothes, heavy leather boots, and goggles and a metal safety helmet to protect his eyes and head.

STAR HERO

Some unusual movement modes like Teleportation, FTL Travel, and Extra-Dimensional Movement are part of various Science Fiction settings. Whether their movement depends on mechanical devices like a Matter Transmitter Beam, psionic powers, or the innate abilities of an alien species, these types of speedsters bring intriguing new features to *Star Hero* campaigns.

ROCKET SQUADRON BLUE

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [3]
15	DEX	15	12-	OCV: 5/DCV: 5
15	CON	10	12-	
12	BODY	4	11-	
13	INT	3	12-	PER Roll 12-
10	EGO	0	11-	ECV: 3
15	PRE	5	12-	PRE Attack: 3d6
12	COM	1	11-	
5	PD	2		Total: 5 PD (0 rPD)
5	ED	2		Total: 5 ED (0 rED)
3	SPD	5		Phases: 4, 8, 12
6	REC	0		
30	END	0		
28	STUN	0		**Total Characteristics Cost: 52**

Movement: Running: 6"/12"
Flight: 14"/28"

Cost	Powers	END
7	*Strong Punch:* HA +2d6; Hand-To-Hand Attack (-½)	1
2	*Observant:* +1 to PER Rolls with Sight Group	0
	Perks	
5	Military Rank: Rocketman of ASTRA	
	Skills	
8	+1 with All Combat	
3	Climbing 12-	
3	Deduction 12-	
3	Electronics 12-	
2	KS: ASTRA 11-	
2	KS: Our Enemy, The Dracon Empire 11-	
2	KS: Enemies Of America On Earth 11-	
2	KS: Rocketman Technology 11-	
2	Navigation (Space) 12-	
3	Stealth 12-	

ROCKETMAN EQUIPMENT

Cost	Power
11	*Electric Pistol:* Energy Blast 8d6 (40 Active Points); OAF (-1), Beam (-¼), Strength Minimum (8, STR Min Cannot Add/Subtract Damage; -1), 12 Charges (-¼)
10	*Rocketpack:* Flight 14" (28 Active Points); OIF (-½), 1 Continuing Fuel Charge lasting 30 Seconds (neptunium fuel, Very Difficult to obtain; -1¼)
7	*Shield Belt:* Force Field (8 PD/8 ED) (16 Active Points); OIF (-½), 1 Continuing Fuel Charge lasting 1 Minute (Easy to recharge; -¾)

SUGGESTED EQUIPMENT

Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
Electric Pistol	+0	+0	8d6 N	—	12	8	See text box

Armor
Shield Belt (Force Field (8 PD/8 ED; see text box)

Gear: Rocketpack (Flight 14"; see text box)

Clothing: Rocketman uniform (see Appearance)

3 Tactics 12-
3 WF: Small Arms, Blades
13 13 more points' worth of Skills chosen by the GM

Total Powers & Skills Cost: 63
Total Cost: 115

50+ Disadvantages

5 Distinctive Features: Rocket Squadron Blue uniform (Easily Concealed; Noticed And Recognizable)
20 Hunted: enemies of America 8- (Mo Pow, NCI, Capture/Kill)
20 Psychological Limitation: Staunch American Patriot And Defender Of All That Is Good, Righteous, And True (Very Common, Strong)
20 Social Limitation: Subject To Orders (Very Frequently, Major)

Total Disadvantage Points: 115

Background/History: In an alternate-history Earth, Hugo Gernsback and Robert Goddard combined their ideas to develop amazing new technologies that led mankind out into the stars in the 1930s. To spearhead its exploration of space, the United States founded ASTRA — the American Space Travel and Reconnaissance Agency. Part explorers, part soldiers, the "aethernauts" of ASTRA are pushing back the frontiers of science every day and ensuring that the stars will remain free from fascist and Bolshevik conquest!

Just like other major space navies, ASTRA has a corps of *rocketmen* — aethernauts who wear rocketpacks that allow them to fly. The elite of this elite is Rocket Squadron Blue, made up of the most daring, skilled fliers in the Agency. Wearing the most advanced rocketpacks, ones faster than any others used in the fleet, the men and women of Blue fly forward into danger and adventure to ensure that the American way of life remains secure in the face of her enemies.

Personality/Motivation: The aethernauts of Rocket Squadron Blue are among the most patriotic, dedicated men and women in ASTRA. They put their lives on the line every day to keep America's enemies in check, whether they're the spacemen of rival Earth powers like Germany and the Soviet Union, or the alien forces of the Dracon Empire.

Powers/Tactics: Rocketmen are highly-trained military personnel equipped with the most modern weaponry and gadgets available to ASTRA. A rocketman's main piece of gear is, of course, his rocketpack. Based on advances in rocketry developed by Goddard and his colleagues, and powered by purified neptunium fuel mined on Neptune, a rocketpack provides a total of 30 seconds of flying time — more than enough to skirt many obstacles, rescue falling people, and fight other rocketmen, but not enough for extended travel or battle.

Every ASTRA rocketman carries as his main weapon an *electric pistol*. It fires a royal blue beam of energy capable of severely injuring or even killing a human being, or blasting through doors and other obstacles. The power for an electric pistol is provided by a disposable battery that's inserted in the grip, much in the same way a clip of bullets goes into a semi-automatic pistol. The battery has enough energy for twelve shots, and each member of Rocket Squadron Blue carries at least one extra battery (and often more). Recharging the battery involves plugging it into an electrical socket for 30 minutes per Charge.



Appearance: Every member of Rocket Squadron Blue wears the distinctive ASTRA rocketman uniform with a special blue helmet, piping, and accessories to mark them as members of an elite unit. The uniform consists of an almost silvery-white skintight jumpsuit with blue boots, flared gloves, belt, and holster for the electric pistol. The helmet itself covers most of the head, with a transparent faceplate in front and a distinctive crest on the top. The rocketpack is worn on the rocketman's back with blue straps to keep it in place.

TRUE TRAVELERS

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [2]
10	DEX	0	11-	OCV: 3/DCV: 3
12	CON	4	11-	
10	BODY	0	11-	
20	INT	10	13-	PER Roll 13-
18	EGO	16	13-	ECV: 6
15	PRE	5	12-	PRE Attack: 3d6
12	COM	1	11-	
3	PD	1		Total: 3 PD (0 rPD)
3	ED	1		Total: 3 ED (0 rED)
3	SPD	10		Phases: 4, 8, 12
4	REC	0		
24	END	0		
21	STUN	0	**Total Characteristics Cost: 48**	

Movement: Running: 6"/12"
Teleportation: 20"/1,280"
MegaTeleportation: 1 km-6,000 LY

Cost	Powers	END
70	*True Travel:* Multipower, 70-point reserve (all powers draw END from Endurance Reserve)	
7u	1) *Short-Range Teleportation:* Teleportation 20", x64 Noncombat, x2 Increased Mass	7
7u	2) *Long-Range Teleportation:* Teleportation 6", MegaScale (1" = 1,000 light-years, can scale down to 1" = 1 km; +4½)	7
7u	3) *Time Travel:* Extra-Dimensional Movement (any date in history or the future, cannot physically travel between locations)	7
16	*True Travel Endurance:* Endurance Reserve (60 END, 10 REC)	0
16	*Chronosense:* Detect Time 16- (no Sense Group), Discriminatory, Analyze	0
5	*Outside Of Time:* Life Support (Longevity: Immortality)	0
	Skills	
10	AK: The Milky Way Galaxy 20-	
10	KS: Galactic History 20-	
20	Other Skills chosen by the GM specific to the individual True Traveler	

Total Powers & Skills Cost: 168
Total Cost: 216

75+	Disadvantages
20	Hunted: by various persons and governments who want the secrets of teleportation, time travel, and/or immortality 8- (Mo Pow, NCI, Capture)
121	Experience Points

Total Disadvantage Points: 216

Ecology: The True Travelers are a species that inhabits the Milky Way Galaxy, though their homeworld remains unknown to other sentients (or at least, if anyone knows, they're not telling). They're much like Humans in many respects — they're humanoid, bilaterally symmetrical, give birth to usually a single live young, and consume primarily carbon-based foodstuffs (in fact, their cuisine is highly regarded by many sentients). They tend to be secretive loners, since so many people pursue them in the hopes of obtaining the secrets of their powers and immortality.

Personality/Motivation: Normal sentient humanoid motivations. True Travelers seem to enjoy being inscrutable just for the sake of being inscrutable, and often come across to other species as having an arrogant "we know more, and better, than you do" attitude.

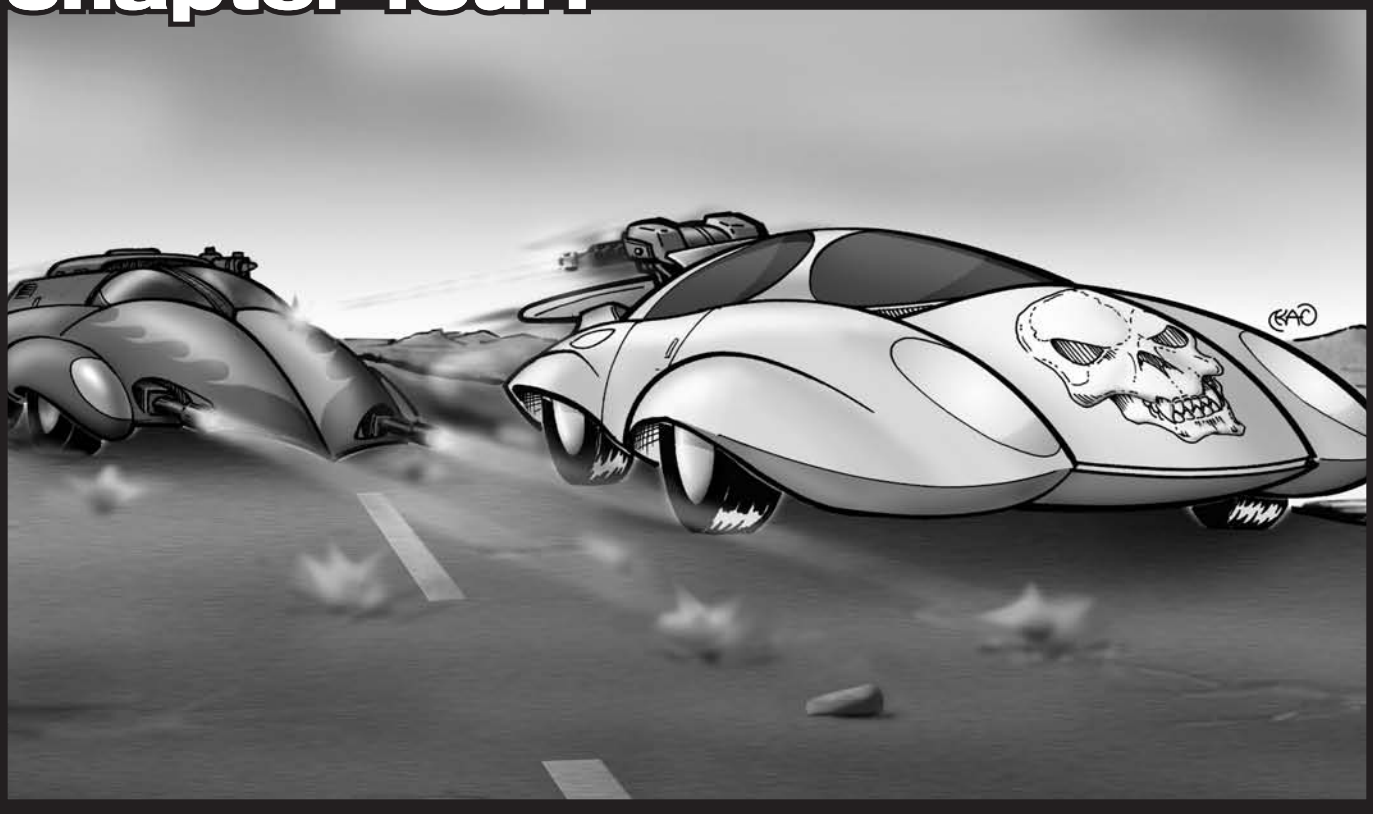
Powers/Tactics: True Travelers have the innate ability to teleport over both local and galactic distances, and to travel through time. Their name comes from the fact that more than once they've claimed that they're the only species that "truly understands how to travel." Most of them use their abilities for their own enjoyment and ease, or to help them perform the mysterious jobs and tasks that many of them seem to have.

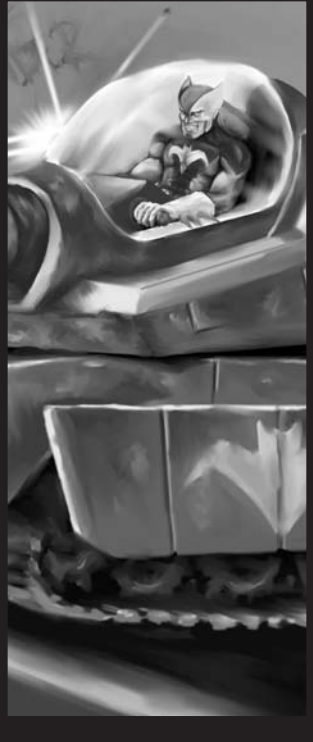
In addition to their "travel" powers, True Travelers have the innate ability to sense the passage and flow of time with utter precision. Through what scientists speculate is some sort of telepathic gestalt that passes information from mother to fetus and person to person, they have an innate knowledge of history and galactogeography.

Campaign Use: This character sheet represents a typical competent member of the True Travelers that the PCs might encounter in a situation where you need a character sheet (*i.e.,* combat or the like). You can customize it by applying one of the templates from pages 116-18 of *Monsters, Minions, And Marauders,* such as Chieftain or Fighter. Lesser True Travelers — traders, the young, most females, the elderly — would of course have slightly lower Characteristics, no WFs, and so forth.

Appearance: A True Traveler is a humanoid with light green skin. They have T-shaped ridges on their faces and heads that start at the bridge of the nose, go upward, and then circle the skull about two-thirds of the way around to the back. Their eyes have no pupils and are usually blue, purple, or dark green. They wear whatever clothing suits them.

chapter four:









THE HERO SYSTEM MOVEMENT COMPANION

MOVEMENT



All characters have some sort of movement ability, be it ordinary movement (such as walking or swimming) or more exotic abilities like Flight or Teleportation.

FULL MOVES AND HALF MOVES

Each Phase a character may move any portion of his inches of movement with a particular mode of movement. A *Full Move* is defined as moving more than half of a character's movement distance with a particular mode of movement. It takes a Full Phase Action to make a Full Move; a character who has made a Full Move can't perform any other Action in that Phase. A *Half Move* is defined as moving ***up to*** half of a character's movement distance with a particular mode of movement. A character who's made a Half Move can perform another Half Phase Action in that Phase.

Example: *Kinetik has Running 20". That means he can perform Half Moves of 1-10". If he moves 11" or more in a Phase, that's a Full Move.*

COMBINING MOVEMENT POWERS

It's possible for a character to use two forms of movement in a single Phase. To do so he'd have to make a Half Move (defined, as noted above, as using up to half of his inches of movement in a Phase) with both, effectively ending his Phase. For example, a character with Running 10" and Flight 30" could Run 1-5" and then Fly 1-15", moving 2-20" with two modes of movement and using his entire Phase.

As noted on page 35 of *The HERO System 5th Edition, Revised,* a "Running Leap" involves taking "a step or two" before Leaping; the steps are part of the overall Leap and do not constitute using two types of movement in a single Phase. The GM can apply the same logic to other forms of movement if desired; for example, maybe a character with a jetpack has to take a step or two to get a "running start" to launch himself into the sky.

FACING

Facing refers to the direction the character is facing or "looking" — toward which the front of his body is pointed. Changing facing while Running, Leaping, Swimming, or Tunneling is a Zero Phase Action in most circumstances, meaning a character can't do it after performing a Full Phase Action, but the GM can change that based on the situation, the abilities involved, common and dramatic sense, and other relevant factors. Changing facing with Flight, Gliding, Swinging, other forms of movement that have a Turn Mode, or Teleportation is governed by Turn Modes and/or the the use of the *Position Shift* Adder (see pages 29, 44).

COMBAT AND NONCOMBAT MOVEMENT

The *HERO System* rules divide movement into two categories: Combat Movement and Noncombat Movement.

A character using *Combat Movement,* which equals the number of inches of a given mode of movement he's purchased or can use naturally, moves as quickly as possible while still looking out for incoming attacks. A character using Combat Movement has his full DCV and OCV and can move up to his full movement rate.

A character using *Noncombat Movement* moves as quickly as he can — he isn't looking out for incoming attacks. A character's usual rate of Noncombat Movement is double his Combat Movement rate; he can increase this rate without increasing his Combat Movement (see *Movement Powers,* pages 26-31). While moving at Noncombat Movement velocity, a character is at ½ DCV and 0 OCV (and ½ DECV and 0 OECV, if appropriate). If the GM wants additional "realism," he can use the Velocity-Based DCV rules (see below) to determine the character's DCV, but the OCV of a character using Noncombat Movement is always 0. Thus, a character using Noncombat Movement can still fight, but at the lowered values. Of course, to attack, the character must limit himself to only making a Half Move with his Noncombat Movement.

Example: *Kinetik has Running 20" with x16 Noncombat Movement. His Combat Movement is 20". When Running at speeds of 20" per Phase or less, he retains his full OCV and DCV. His Noncombat Movement velocity can be as high as (20 x 16 =) 320" per Phase. If he moves from 21-320" per Phase, he's using Noncombat Movement, which means he's at half DCV, 0 OCV.*

If Kinetik hadn't purchased Increased Noncombat Movement, he'd have the normal Noncombat Movement rate of double his Combat Movement, or 40". In that case, if he ran at velocities of 21-40" per Phase, he'd be using Noncombat Movement and suffer the standard CV penalty.

Per the OCV and DCV Checklists on pages 372-73, the reduction of DCV to half and OCV to 0 is usually the last step in those calculations. However, the GM can choose to count the ½ DCV or 0 OCV as the character's base DCV/OCV and allow it to be modified from there, using the Checklists in proper order.

VELOCITY-BASED DCV

To use this optional rule, a player should determine the total number of inches his character would travel in an entire Turn while using a particular mode of movement at a particular rate (this allows a character's SPD to factor into the calculation). The simple formula for this is:

Velocity per Phase x SPD = Inches per Turn

Once the character knows his velocity per Turn, the Velocity-Based DCV Table tells him his DCV.

Velocity-Based DCV is *relative;* two characters or vehicles moving at the same high speed in the same direction have their normal DCVs — relative to each other, they're not moving fast at all. As a good rule of thumb, if characters are moving in the same direction, subtract the attacker's velocity from the target's velocity (see page 391 of *The HERO System 5th Edition, Revised*). If the result is 0 or less, the target gets his normal DCV; if the result is greater than 0, use that figure to determine his Velocity-Based DCV. On the other hand, if the characters are heading directly toward each other, add their velocities together to determine each one's Velocity-Based DCV relative to the other.

VELOCITY-BASED DCV TABLE

Velocity in Inches per Turn	Base DCV
1-32	1
33-48	2
49-64	3
65-96	4
97-125	5
126-187	6
128-250	7
251-375	8
376-500	9
501-750	10
751-1,000	11
1,001-1,500	12
1,501-2,000	13
2,001-3,000	14
3,001-4,000	15
4,001-6,000	16
6,001-8,000	17
8,001-12,000	18
12,001-16,000	19
16,001-24,000	20
24,001-32,000	21
32,001-48,000	22
48,001-64,000	23
64,001-96,000	24
96,001-125,000	25
and so forth	

REAL-WORLD SPEEDS

Characters who want to know how fast they're moving in real-world terms (such as miles per hour) can find out using this formula:

1. First, figure out how many total inches the character moves in a Turn. (In other words, multiply his maximum Noncombat Movement velocity by his SPD.)

2. Multiply that by 5 to determine the character's inches of movement per minute.

3. Multiply that result by 60 to find out the character's inches of movement per hour.

4. There are 804.5" in a mile and 500" in a kilometer. Divide a character's inches of movement per hour by those figures to determine his speed in miles or kilometers per hour.

For example, Kinetik has Running 20", x16 Noncombat, and SPD 7. That means he moves (20 x 16 =) 320" per Phase at his maximum velocity, or (320 x 7 =) 2,240" per Turn. That's a velocity of (2,240 x 5 = 11,200" per Minute, or 672,000" per Hour; 672,000"/804.5 =) 835 miles per hour!

See the Velocity Table on page 206for MPH and KPH figures for common amounts of movement. Of course, the addition of the *MegaScale* Advantage to a Movement Power vastly increases a character's velocity.

ACCELERATION, DECELERATION, AND GRAVITY

When using his movement, a character can accelerate at a rate of 5" per hex, up to his maximum normal Combat Movement in inches per Phase. Thus a character with 25" of Flight would be moving at a velocity of 5" after traveling one hex, 10" after traveling two hexes, 15" after traveling three hexes, and so on, up to his Combat Movement velocity. Adding or removing velocity is a Zero Phase Action, but characters can do it only once per Phase, unless the GM rules otherwise.

A character can decelerate at the same rate, up to his normal Combat Movement velocity. Since the total acceleration or deceleration in a Phase is limited to the character's Combat Movement velocity, a character with a high Noncombat Movement may need several Phases to reach maximum velocity or to slow down at the end of his journey. Characters can buy Advantages for their Movement Powers that allow them to accelerate and decelerate more quickly. See *Movement Powers,* pages 26-31.

A character cannot instantly decelerate to 0" by turning off a Movement Power, or by switching to another slot in a Power Framework (if that's how he bought the Power). He may not deactivate the Movement Power until he decelerates to 0" normally or through some outside means (such as being hit with an attack that would stop him from moving), or the GM specifically allows him to.

VELOCITY TABLE

	Character's SPD								
Inches	4	5	6	7	8	9	10	11	12
20	30/48	37/60	45/72	52/84	60/96	67/108	75/120	82/132	89/144
25	37/60	47/75	56/90	65/105	74/120	84/135	93/150	102/165	112/180
30	45/72	56/90	67/108	78/126	89/144	101/162	112/180	123/198	134/216
35	52/84	65/105	78/126	91/147	104/168	117/189	130/210	144/231	157/252
40	60/96	74/120	89/144	104/168	119/192	134/216	149/240	164/264	179/288
45	67/108	84/135	101/162	117/189	134/216	151/243	168/270	185/297	201/324
50	75/120	93/150	112/180	130/210	149/240	168/270	186/300	205/330	224/360
55	82/132	102/165	123/198	144/231	164/264	185/297	205/330	226/363	246/396
60	89/144	112/180	134/216	157/252	179/288	201/324	224/360	246/396	268/432
65	97/156	121/195	145/234	170/273	194/312	218/351	242/390	267/429	291/468
70	104/168	130/210	157/252	183/294	209/336	235/378	261/420	287/462	313/504
75	112/180	140/225	168/270	196/315	224/360	252/405	280/450	308/495	336/540
80	119/192	149/240	179/288	209/336	239/384	268/432	298/480	328/528	358/576
85	127/204	158/255	190/306	222/357	254/408	285/459	317/510	349/561	380/612
90	134/216	168/270	201/324	235/378	268/432	302/486	336/540	369/594	403/648
95	142/228	177/285	212/342	248/399	283/456	319/513	354/570	390/627	425/684
100	149/240	186/300	224/360	261/420	298/480	336/540	373/600	410/660	447/720
110	164/264	205/330	246/396	287/462	328/528	369/594	410/660	451/726	492/792
120	179/288	224/360	268/432	313/504	358/576	403/648	447/720	492/792	537/864
130	194/312	242/390	291/468	339/546	388/624	436/702	485/780	533/858	582/936
140	209/336	261/420	313/504	365/588	418/672	470/756	522/840	574/924	626/1,008
150	224/360	280/450	336/540	391/630	447/720	503/810	559/900	615/990	671/1,080
160	239/384	298/480	358/576	418/672	477/768	537/864	597/960	656/1,056	716/1,152
170	254/408	317/510	380/612	444/714	507/816	570/918	634/1,020	697/1,122	761/1,224
180	268/432	336/540	403/648	470/756	537/864	604/972	671/1,080	738/1,188	805/1,296
190	283/456	354/570	425/684	496/798	567/912	638/1,026	708/1,140	779/1,254	850/1,368
200	298/480	373/600	447/720	522/840	597/960	671/1,080	746/1,200	820/1,320	895/1,440

Inches: number of inches of Combat Movement the character uses. The numbers assume the character makes a Full Move using his Combat Movement every Phase. If he uses Noncombat Movement, simply multiply the listed numbers by his Noncombat Multiple to find out how fast he's going.

The number before the slash indicates miles per hour (MPH), the number after the slash kilometers per hour (KPH). For example, 89/144 means 89 MPH, 144 KPH.

COMMON SENSE ACCELERATION AND DECELERATION

Gamemasters and players should apply common sense when using the acceleration and deceleration rules. Keeping strict track of the need to accelerate and decelerate every time a character moves will slow your game to a crawl. For example, suppose a character has Running 30". He moves his full 30" in one Phase; there's no question that he's got enough room to reach full speed, so the GM shouldn't bother to calculate how long it takes. The next Phase the character decides he doesn't want to move any more, so he turns off his Running. By the strict letter of the rules, he should first have to decelerate to 0", which means he actually will travel a few more inches before he can come to a complete stop. But in virtually all situations, it's a waste of time and energy to figure that out. Just let the character stay where he was when he stopped moving last Phase and go on with the game. Only if it's really important — like when those few extra inches might carry the character over the side of a cliff — should the GM consider invoking the deceleration rules.

To put it another way, in *HERO System* terms there's no such thing as "Uncontrolled" Movement that results when a character stops moving — he stops where he stops. The GM can certainly rule otherwise if he wants, in which case he takes the time to apply the deceleration rules and resolve the situation as he sees fit.

ADJUSTMENT POWERS AND DECELERATION

Similarly, if an attacker uses an Adjustment Power (or the like) to reduce a moving target's movement to 0", the character stops moving right where he is. As mentioned above, there's no such thing as "Uncontrolled movement" or "plowing on" with leftover velocity... unless the GM wants there to be, in which case he can apply the standard deceleration rules to reduce the character's velocity to 0" at the rate of 5" per hex.

GRAVITY AND MOVEMENT

Flight, Gliding, Running, Swimming, and Swinging are also affected by gravity (other Movement Powers are not so affected). When moving in a direction consistent with gravity (for example, diving with Flight, or Running down a steep hill), the character may add +1" of movement for every 1" of movement he uses. For instance, a character using 15" of Flight in a dive would add +15" for a total of 30" of Flight per Phase. Since this doesn't improve the character's ability to decelerate, going too fast can lead to spectacular crashes. When working against gravity (Flying straight up or at a steep angle, Running up steep stairs), the character must use 2" of movement to move 1" (effectively halving his movement rate).

Gravity's effect on a character's velocity affects the damage a character does with Move By, Move Through, and similar Combat Maneuvers. For



example, a Move Through performed by using Flight 20" to dive straight down toward the target does (40/3 =) +13d6 damage from velocity.

See also page 226 regarding moving in higher or lower gravity environments.

ENDURANCE

Unless noted otherwise in a Movement Power's description, all movement costs END at the rate of 1 END per 10 Active Points in the Movement Power. (This includes movement the character receives for "free," such as the standard Running 6" and Leaping from STR.) If a character moves at Noncombat velocities, the END cost equals the END he uses to move at Combat velocities. For example, a character with Flight 15" and a x8 Noncombat Movement multiple (40 Active Points, and a total of Flight 120") only spends 4 END per Phase.

MOVEMENT AND STRENGTH

As an optional rule, the GM can allow characters to use their Flight or Leaping to enhance their ability to lift or push. (He can allow them to use other forms of movement in appropriate circumstances; for example, a character who's underwater might be able to augment his STR with Swimming.) Every 2" of Combat Movement becomes +1 point of STR. Any movement "velocity" used in this way cannot be used for movement, nor can characters apply it to increase the damage done by Combat Maneuvers and similar attacks that use the character's STR to do damage.

Example: *Defender sees a building about to fall on a crowd of innocent civilians. He flies under the building, but his 55 STR is not enough to hold it up. Thinking quickly, he points his boot-jets straight down. He decides to use all of his 10" of Flight to increase his STR; his STR (only for purposes of holding the building up) is now 55 + (10/2) = 60.*

STOPPING OTHER CHARACTERS' MOVEMENT

Characters can also use STR to oppose another character's or object's movement — to stop a speeding car or runaway horse, for example. To do this, the character must make an Attack Roll to Grab the character or object and obtain a firm hold; the object may make a STR Roll (with additions to STR from movement) every Phase to break free from the character's grip (this is a Zero Phase Action, but may only be done once per Phase). For every 5 points of STR a character has (including STR added from movement), he may subtract 1" of movement per Phase. Thus, a character with 50 STR subtracts 10" of movement the first Phase he tries to stop a moving object, another 10" the next Phase (reducing the character's or object's movement by a total of 20"), and so on until the object gets away from him or is brought to 0" of movement.

If a character fails to stop the moving character or object completely with his STR the first Phase he tries to do so, but it does not break free from his grip, he will be dragged along by the moving char-

acter or object unless he lets go. If he is dragged, his weight may cause the moving character or object to slow down even further. Consult the rules for Encumbrance (*The HERO System 5th Edition, Revised,* page 379) to determine what effect, if any, the extra weight has, based on the character's or vehicle's STR (if the object is not a vehicle, the GM should assign it a STR for this purpose).

Example: *Defender (STR 55, Flight 10", weighs 200 kg) tries to stop a runaway bus (STR 40, Ground Movement 15", moving at 45" per Phase with Noncombat Movement). He makes an Attack Roll and Grabs the vehicle. The vehicle immediately gets to try to break free from his Grab. It rolls 9½d6 (for 40 STR + 8 STR from Combat Movement) and gets 8 BODY; Defender rolls 12d6 (for 55 STR + 5 STR from Combat Movement) and gets 12 BODY, so he maintains his Grab. Defender's STR slows the bus down by 12"; it's now moving at 33" per Phase. Because Defender did not stop it and it did not break his grip, he's being dragged (or pushed) along by the vehicle; his weight isn't enough to slow it down any further. He keeps subtracting 12" per Phase from its movement until it comes to a stop or breaks free.*

OBSTACLES

If a character comes to an obstacle while moving, he has several options. First, he can stop his movement, assuming he has sufficient room to slow down. Second, he can perform a Move Through on the object, thereby smashing through it (if successful) or running into it and hurting himself (if not) (see below). Third, he can try to shrug it aside by using his Casual Strength (see *Strength,* page 34 of *The HERO System 5th Edition, Revised,* for more details on Casual STR). Fourth, in some circumstances he can Abort to turn, or to activate a power that can protect him (like Force Field or Desolidification); this counts as a "defensive action" in these circumstances because it can save the character from the effects of a collision.

Example: *Baran the warrior (STR 25) is fleeing from a fire demon when he comes to a thin wooden door. Not wanting to slow down, Baran uses his Casual STR — 13 STR — to try to push the door open. The GM looks at the Strength Table to find that 13 STR would lift 150 kg, so he rules that's more than enough to push aside the door. Baran flings the door wide and continues his escape without wasting a step.*

CRASHING THROUGH OBSTACLES

The Uncontrolled movement rules on page 220 cover what happens when a character loses control of his movement and collides with something. But there are circumstances in which a character *deliberately* crashes into something, typically in the hopes of damaging it or in a desire to smash through it and keep going.

This constitutes a Move Through, using the character's STR and velocity to determine damage (though the GM may reduce the character's STR if the collision is one where he judges that the character wouldn't have the chance to use it, such as when an enemy erects a Force Wall right in front of a character as he moves). Usually there's no need to make an Attack Roll, but if the GM requires one he may want to reduce the OCV penalty.

If the BODY done by the attack is less than the DEF+BODY of the object, the character stops moving right there and takes the full damage from the attack, as usual for a Move Through that fails to "Knock Back" its target (in this case, "crashing through" takes the place of "Knocking Back"). If the BODY done by the attack equals or exceeds the DEF+BODY of the object, the character smashes through and keeps going (taking half damage as usual).

Under the standard *HERO System* rules, a character crashing through an obstacle this way isn't slowed down at all — if he were moving at, say, 24" when he hit the obstacle, after he smashes through it he can keep right on moving at 24" with no loss of velocity. In more "realistic" campaigns, the GM may want this sort of collision to slow the character down. In this case, reduce the character's inches of movement by the DEF+BODY of the barrier or obstacle he crashed through. For every 1 BODY beyond that total that his Move Through did to the obstacle, add back 1" of movement.

Example: *Thunderbolt, running at 20" per Phase, hits a 5 BODY, 5 DEF wall. Rolling his Move Through damage, he does 12 BODY. That means he smashes through (since the BODY damage he did is equal to or greater than the obstacle's DEF+BODY), but doing so slows him down. His velocity drops to (20" - (5+5) =) 10", but since he did 2 BODY damage past the DEF+BODY, add 2" back for a final reduced velocity of 12".*

SEGMENTED MOVEMENT ⚠

For some campaigns, the Phase-by-Phase nature of movement may not work well — even though it's just a game representation of a character's or vehicle's overall course of movement, not a series of stop-and-go motions, it doesn't suit some gamers. To get around this difficulty, you can use the *Segmented Movement* rules.

The Segmented Movement rules split a character's movement down Segment by Segment, rather than Phase by Phase. This works well to simulate some types of uncontrolled movement (like falls or skids), where a character's SPD shouldn't necessarily have any affect on his velocity or ability to move. Some gamers also find that it works well for vehicles. The GM decides what types of movement, and what characters/objects, can use Segmented Movement, and under what circumstances.

CALCULATING SEGMENT-BY-SEGMENT MOVEMENT

To use Segmented Movement, you must first determine how far a character can move per Turn. To do this, multiply his inches of Combat Movement by his SPD. For example, a character with Running 20" and SPD 5 moves (5 x 20" =)100" per Turn.

Next you divide that per-Turn movement by 12 — the 12 Segments in a Turn. That indicates how many inches a character can move per Segment. If the inches per Turn aren't evenly divisible by 12, the GM decides in which Segments to add or subtract movement to make everything balance out. (Preferably, any additional inches or rounding should help the character on Segments when he actually has a Phase.) He should try to keep the character's movement as consistent as possible throughout the Turn, and a character should never gain more inches of movement per Turn via Segmented Movement than he'd have with normal movement.

Example: *Snow Falcon has Flight 20" and SPD 5. That means she moves 100" per Turn. 100 divided by 12 = 8.33. Thus, she moves at least 8" per Segment using Segmented Movement, but needs to move an extra inch on four Segments (since 8" x 12 only equals 96"). The GM decides that she gets +1" movement (9") on each of her four last Phases in the Turn — Segments 5, 8, 10, and 12. This ties in with her SPD, which makes sense to the GM because she should have a little more control over her movement in Segments when she gets other Actions. Alternately, he might decide to split the extra inches evenly over the Turn, giving her +1" of movement in Segments 3, 6, 9, and 12.*

USING SEGMENTED MOVEMENT

A character using Segmented Movement may (but does not have to) move every Segment, including Segments in which he does not have a Phase. If a character chooses not to move in a Segment, he does not get to "save" the inches he could have moved for a later Segment; as with the ordinary movement rules, he simply chooses not to move.

Half Moves, Full Moves, Noncombat Movement, And Acceleration/Deceleration

When a character uses Segmented Movement, a Half Move consists of any amount of movement up to half of his per-Segment movement, while a Full Move consists of any amount of movement more than that. For example, if Snow Falcon can move 8" per Segment, her Half Move is 1-4", and her Full Move 5-8"; if she can move 9" per Segment, her Half Move is 1-5", and her Full Move 6-9".

The standard Noncombat Movement rules apply to Segmented Movement, but they apply to the inches a character can move per Segment. Any character can move up to double his per-Segment inches with any mode of movement, and can purchase the *Improved Noncombat Movement* Adder to move even faster (see page 28). For example, if Snow Falcon can move 8-9" per Segment with a standard x2 Noncombat multiplier, she can move 16 or 18" per Segment when moving Noncombat; if she pays to have a x8 Noncombat multiplier, she can move 64 or 72" per Segment Noncombat. Other rules for Noncombat movement, including its reduction of CV, apply.

Acceleration and deceleration work the same with Segmented Movement as regular movement.

Movement And Actions

In Segments when the character doesn't have a Phase, all he can do is move (either a Half Move or a Full Move). He gets to move on his DEX in the Segment, just as if he had a Phase. He cannot change the allocation of Combat Skill Levels, perform an attack (even one involving movement), activate powers other than the Movement Powers he's using, or perform any other Actions except move. (He can, of course, use Actions that take no time, such as making a soliloquy or a Presence Attack.)

In Segments in which the character has a Phase, he may also move, but the standard rules apply: he can make a Half Move (which requires a Half Phase Action) or a Full Move (which requires a Full Phase Action). He can perform attacks, including ones involving movement (like a Move Through). In short, the character has a standard Phase; he can use it in any way he could use a Phase under the standard rules. The only difference is that the amount of movement he can use is less than under the standard rules.

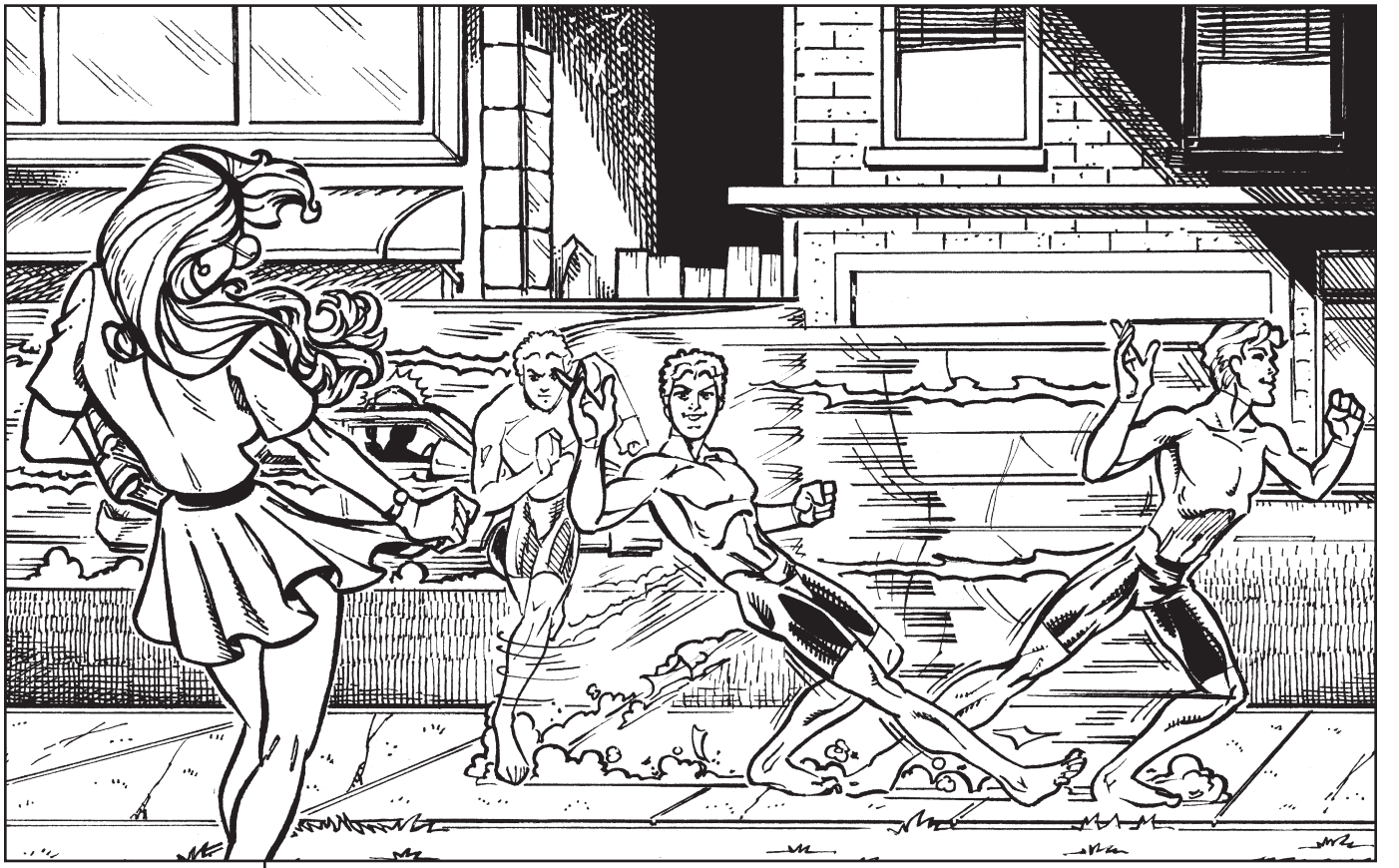
If a character Aborts to a defensive action in a Segment in which he does not have a Phase, he cannot also move in that Segment unless the movement is part of the defensive action (such as performing a Dive For Cover). If the character has already used his movement in that Segment, he cannot Abort.

Using Segmented Movement, even in a Segment in which a character does not have a Phase, does not affect a character's CV, PER Rolls, or the like.

Separating Movement And Actions 

As noted above, in Segments when a character has a Phase, his Segmented Movement counts as an Action he takes. In some campaigns, the GM may prefer to change this and separate movement and the SPD/Action rules altogether. In this case, moving never uses up any of a character's Actions in his Phases (unless the movement is part of an Action that does, such as making a Move By or Diving For Cover). In effect, in every one of his Phases the character gets an "extra movement Phase" that lets him make up to a Full Move. This doesn't count against his Phase for other Actions, such as attacking. Using these rules, a character could perform a Full Move (doesn't count as an Action), then use a Skill (a Half Phase Action, per the GM), and then make an attack (a Half Phase/Attack Action).

Under this system, a character can use his movement at any time during a Segment, except (a) after performing an Attack Action (which ends his ability to act in any way in that Phase) or (b) when the GM forbids it for any reason. At the GM's



METERS INSTEAD OF HEXES

To create greater "granularity" and precision for movement within the game, you might consider changing Movement Powers from being defined by hexes to being defined by meters. Thus, instead of buying Flight 15" or Running 9", a character would buy Flight 30m and Running 18m. Here's what the various Movement Powers cost using this system:

Power	Cost Per 1 Meter Of Movement
Extra-Dimensional Movement	N/A
FTL Travel	N/A
Gliding	½ Character Point
Flight	1 Character Point
Leaping	½ Character Point
Running	1 Character Point
Swimming	½ Character Point
Swinging	½ Character Point
Teleportation	1 Character Point

Tunneling 1 Character Point per 1m Tunneling through 1 DEF material; increase the character's velocity for +1 Character Point per each +1m; increase the DEF Tunneled through for +3 Character Points per each +1 DEF

If you switch to this system, you should consider changing other Powers to work on a meters basis instead of via hexes. For example, maybe Darkness to Sight Group costs +5 Character Points for each +1 meter radius; Area Of Effect (Radius) gives a power a radius of 2 meters per 10 Active Points for a +1 Advantage. Change Environment, Images, and Explosion could all use meters as well.

option, either before or after using his "free" movement a character who has a Phase in a Segment can move even more by using his standard Actions to perform a Half Move or Full Move.

NORMAL MOVEMENT

"Normal" movement means those modes of movement all characters possess — Running, Leaping, and Swimming.

Running

Running is the standard form of movement for most characters. All characters start with 6" of Running; they can increase this by +1" for every 2 Character Points. In Heroic campaigns, the Normal Characteristic Maximum breakpoint for Running is 10" per Phase; after this maximum, the cost doubles. There is no maximum for Superheroic campaigns.

Running has no Turn Mode (see *Flight,* below); a character can turn as often as he wants when Running. The GM may require characters to use a Turn Mode if the footing is especially treacherous, and may forbid actions he deems contrary to common sense, dramatic sense, special effects, game balance, and similar considerations (such as a character claiming he can Run back and forth in the same hex, taking advantage of the lack of Turn Mode to accelerate to full velocity without moving anywhere).

WALKING, CRAWLING, AND TROTTING

A character's base Running 6" assumes he's Running all-out, as fast as he can go in terms of Combat Movement. If he only Runs 1", he's *crawling* or *walking slowly.* If he moves 2", he's *walking.* If he moves 3", he's *trotting* or *jogging;* at 4" he's *trotting quickly.* Running 5" is *running slowly.*

If desired, for velocities greater than 6" you can scale these modes of ground movement up proportionately. For example, if a character has Running 12", he can crawl/walk slowly at 2" per Phase instead of the usual 1". In most cases it's easier and more logical to use the amounts indicated above no matter what the character's upper Running limit is, but there might be times when, for example, a character wants to crawl as fast as possible to get somewhere quickly while remaining hidden or behind Concealment. Special effects might also alter these figures; for example, a snake that slithers at Running 10" is effectively "crawling" in that it's moving very low to the ground.

METHODS OF RUNNING

Running is the primary movement power of most comic book speedsters. Options, Advantages, or additional Powers may be needed to simulate some speedster tricks (like running on the surface of the water or up the sides of buildings), but in the end Running remains a popular choice among speedsters. (See *Hyper-Running I,* page 61, for some examples.) Among other things, its lack of Turn Mode makes it ideal for performing many Combat Maneuvers and speedster tricks at optimum effectiveness.

When a speedster buys Running, he should also define his "mechanic of motion," since the precise "special effect" of how he moves quickly could suggest Advantages or Limitations for Running as well as other powers or abilities he could purchase. By default a speedster with Running is doing just that — running, alternate stepping at a fast pace. Although at higher velocities there might be brief moments when both of a character's feet don't touch the ground, a a Running character is never considered to be airborne. A Running character pushes off against the ground in two directions at once: vertically against the ground to keep himself upright; and horizontally against the ground to propel himself forward and occasionally change direction. If the character loses control of either of these two factors, then he's probably no longer Running; he's probably skidding out of control or "wiping out."

Beyond that, a Running character could be oozing, rolling, skidding, sliding, or slithering, among others. By default, all of these methods work equally well, but you can easily "customize" them a bit if you prefer:

Oozing: With oozing, the character's body actually changes, in that it "pours" across a surface in a forward direction, much like Rolling. To use it a character needs a flexible, malleable, shapeshifting, or perhaps non-human body. Oozing tends to be slow — possibly even slower than characters' base 6" of Running, which makes it an odd choice for a speedster. However, it makes sense for many types of creatures that don't have legs, such as giant slugs or amorphous horrors. To compensate for the lack of speed, the character may have Clinging or other abilities that expand the scope of where he can move.

Rolling: Rolling leaves the character at the mercy of gravity — he can roll downhill, and maybe roll on level surfaces at his standard speed if he has even a weak method of "propulsion." On the other hand, he may not be able to go uphill at all, or at most for short distances (one-fourth of the inches he moved in his previous Phase for gentle inclines, even less, possibly 0", for steeper grades). Additionally, terrain may affect a character's ability to roll — if it's too rough, he gets slowed down even going downhill. To represent all these difficulties, take the Limitation *Rolling* (-1).

Skidding: Skidding by definition is Uncontrolled movement, and thus almost never chosen by speedsters or other characters voluntarily. See page 220 for more information.

Sliding: Sliding is the form of Running chosen by characters who can control friction, who can generate a near-frictionless surface to slide on (such as a sheet of ice), who stand on a smooth surface and "ride" it downhill (*i.e.,* skiing), and the like. In effect the character "skates" along the frictionlessness, achieving great speeds and performing cool stunts (like turning on a dime by grabbing a lamppost or similar object and spinning himself back in the direction he just came from). In "cinematic" campaigns like most superhero games, sliding works just as well as (and the same as) ordinary running. In more "realistic" games, characters who slide have trouble with inclines — "skating" uphill is tough, since the character depends on his momentum to keep sliding along. In game terms, the effect of gravity is *doubled;* it takes 4" of movement to move upward 1". You can represent this with a -¼ Limitation, *Sliding.*

Slithering: For the most part, slithering is like oozing (although the character doesn't necessarily have to change shape the way most oozing characters do). However, it's possible to slither at great speeds; some terrestrial snakes can slither as fast as a man can run.

Leaping

All characters have a base forward leap of 1" and a base upward leap of ½" (half the forward leap) for every 5 points of STR (the upward leap distance defines how far off the ground the character's shoulders are at the uppermost point of the leap). A character can increase his forward leap by +1" for every 1 Character Point. The Normal Characteristic Maximum breakpoint for Leaping in Heroic campaigns is 5"; after this maximum the cost doubles. There is no maximum for Superheroic campaigns.

In Heroic campaigns, fast-moving characters can leap further: for every +1" of Running a character has above the normal Run of 6", add +1 meter (½") to the jump distance when he makes a Running Leap. (The character doesn't have to use his Running in conjunction with his Leap — he just has to have paid for the extra Running — but the extra inches only apply with Running Leaps.)

A character cannot change direction once he starts a leap — there's no way to leap around a corner, for example. (But see *Bouncing* on page 38.) It's possible to perform a leap of up to half the character's inches as a Half Move. For some leaps, characters may have to make Attack Rolls to land in the target hex (see page 37). When a character lands from a leap, he doesn't hurt himself, and generally causes no damage to whatever he lands on unless he's performing a Move Through or the GM rules otherwise.

THE LEAPING ARC

Leaping typically carries a character forward in an arc, which means the character has to be a certain minimum distance below any obstacles (such as ceilings, roofs, and overhangs) or else he'll collide with them. This distance equals half the inches of forward Leaping the character uses (standard rounding rules apply). For example, if the character Leaps 15", he's got to be at least 7" below any overhead obstacles, or he'll collide with them.

RUNNING LEAPS AND STANDING LEAPS

The standard Leaping distances, the ones listed in the Strength Table (see page 35 of *The HERO System 5th Edition, Revised* rulebook), are based on a running broad jump, or Running Leap — the character takes a step or two and leaps. A Standing Leap is only half as far (and, as noted above, leaps upward are only half of the forward leap). This does *not* mean that he's required to make a Half Move or the like; the "step or two" are part of the overall distance he covers with his leap. However, it does mean that a character who has 0" of Running, for whatever reason, cannot make Running Leaps unless the GM rules otherwise for some reason.

SIZE, MASS, AND LEAPING

As an optional rule, the GM may base a character's total leaping distance on his mass — after all, heavier characters have more to lift when they jump. To determine the leaping distance for characters who are heavier than normal, move down the Strength Chart 5 STR for every 2x mass; for characters who are lighter than normal, move up 5 STR for every x½ mass. Thus, characters with Growth or Density Increase cannot intrinsically leap further than characters of normal size and weight just because they gain some STR from those Powers. Characters with Shrinking can leap further than normal (+3" for every level of Shrinking) unless they buy down their STR.

Example: *A puppy isn't very strong (STR -15). This would normally mean it couldn't jump. However, it only weighs 6.25 kg (1/16 normal human mass). Therefore it gets +20 STR for determining Jumping distance, meaning it can jump 1" with a running start.*

Now it's Leadboy's turn. He weighs 25 tons due to Density Increase. He has a 60 STR, but all of it except 10 STR is from DI. He can only jump 4" with a running start.

REALISTIC LEAPING

Since a character who leaps is "throwing himself" forward (more or less), you can use the "realistic throwing" rules on pages 114-15 of *The Ultimate Brick* to determine how far high-STR characters can "really" leap, if your campaign stresses "realism." Find the character's weight on the Realistic Throwing Tables, and from that find out how far the character can leap. The character spends one Phase in mid-leap for every 150" (1,000 feet) of leap, and other rules for Leaping apply.

For example, assuming a character weighs 100 kilograms, if he has STR 40 and uses the "realistic leaping" rules he can Leap 20,480" — but he spends 136 Phases in mid-leap (that's 27 Turns, or over five minutes, for a SPD 5 character, and 34 Turns, or nearly seven minutes, for a character with SPD 4). If he has STR 60, he can make Leaps up to 5 million hexes long!

Swimming

All characters can swim a base distance of 2" per Phase. A character can increase his Swimming rate by +1" for every 1 Character Point. The Normal Characteristic Maximum breakpoint for Swimming in Heroic campaigns is 5"; after this maximum the cost doubles. There is no maximum for Superheroic campaigns. Swimming has no Turn Mode; a character can make as many turns as he wants when Swimming.

Based on their conception, some characters won't know how to swim. For example, Dwajmi the desert nomad has never seen water except in a well or a shallow oasis, so he's never learned to swim. Characters such as Dwajmi may sell back their natural 2" of Swimming, gaining 2 Character Points to spend on something else. If they later decide to learn how to swim, they must buy Swimming at the standard cost. Unless a character has at least 1" of Swimming, he cannot even stay afloat. The GM may rule that some characters (for example, Heavyworlders in a Science Fiction campaign) can never learn how to swim.

DIVING

Characters outside the water may need to dive into it when they want to use their Swimming. As long as the character is on the same level as the surface of the water, diving is a simple matter. But if he's above the water, it may be more difficult... even potentially dangerous. A character can safely Dive a number of inches equal to his inches of Swimming or 4", whichever is greater. All inches beyond that are treated like Falling and thus may inflict damage on the character (but he can use Breakfall to reduce the damage, as normal).

METHODS OF SWIMMING

The methods of Swimming are similar to those of Flight (*q.v.*): exertion, thrust, and personal power. The most typical is physical exertion, as the character pushes off against the water with some sort of repetitive motion. The classic swimming strokes evolved to provide maximum movement with even exertion. Most strokes include kicking

legs as a major source of propulsion, since legs are more powerful than arms. The arms are swept back with hands cupped on the forward push, and pulled close to the body on when returning arms to the front for the next stroke. Different strokes can be used for different circumstances (front stroke, breast stroke, back stroke, side stroke, doggie paddle, dead man's float). To improve his "pushing" ability, a swimmer might wear swimfins or the like.

Thrust is a rare form of Swimming, since it's unusual to burn fuel in the water, but it's not impossible. It's more common with vehicles; see *The Ultimate Vehicle* and *The HERO System Vehicle Sourcebook* for plenty of examples. Personal power includes superheroic abilities such as control over water.

POWERED MOVEMENT

"Powered" movement means those modes of movement characters have to pay Character Points for: FTL Travel, Flight; Gliding; Swinging; Teleportation; and Tunneling. (It also includes Extra-Dimensional Movement, which isn't covered here.)

FTL Travel

A character's velocity using FTL Travel (which only works in space, never in atmospheres or the like) depends on how many Character Points he spends on it (see page 34). It does not have a Noncombat Movement multiple, and characters using it cannot perform Half Moves.

The standard acceleration and deceleration rules do not apply to FTL Travel, since it works over a vastly different scale than other Movement Powers. However, characters using it cannot accelerate or decelerate instantly (unless they buy the *Instant Lightspeed* Adder). Typically, to reach lightspeed (1 Light-Year per year, or 10 Character Points' worth of FTL Travel) takes one Full Phase and one hex worth of distance. For every +2 Character Points' worth of FTL Travel (*i.e.,* every doubling of the character's velocity) it takes another Full Phase and x2 the number of hexes to reach full FTL velocity. (In other words, the number of inches needed to achieve full speed always equals the number of light-years the character can travel in a year.) For example, a character with 30 points of FTL Travel (1,000 Light-Years/year) needs 11 Full Phases and 1,000" of distance to reach his full superluminal velocity. The same rules apply to decelerating.

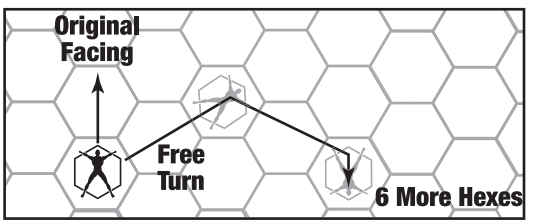
FTL Travel also does not use the standard Turn Mode rules — again, it functions on a scale that makes such considerations meaningless. But characters moving faster than light can't change course whenever it suits them. If the character's moving at full speed, he can make one 60-degree turn a one hex side shift on a hex grid) in the same distance it takes him to accelerate/decelerate to full speed. If he's moving slower than full speed, it takes him whatever fraction of his full speed he's moving to turn. For example, a character with 30 Character Points' worth of FTL Travel (1,000 Light-Years/year) needs 1,000" of distance to reach his full superluminal velocity. That means he also needs 1,000" to turn 60 degrees. If he's only moving at a speed of 356 Light-Years/year, he needs 356" to turn 60 degrees. At the GM's option, a character can buy the *No Turn Mode* Advantage for FTL Travel so he can turn without having to travel such distances and can make turns of any degree.

Flight

A character's Flight speed depends on how many Character Points he spent on Flight. A character who flies isn't as maneuverable as someone on the ground — he has a *Turn Mode* that defines how often he may make a 60-degree turn (or a one hex side shift on a hex grid). The Turn Mode is defined by the formula:

Current Turn Mode =
Total Distance Traveled This Phase/5

A character can make his first 60-degree turn any time after the start of his move; this turn is "free." Once he's turned, he cannot turn again until he moves his Turn Mode in inches forward. As a simple rule, a character using Combat Movement cannot make more than five evenly spaced turns during a move. If the character moves at Noncombat velocities, he can make no more than two evenly spaced turns.



Example: *Lazer flies at 10" per Phase. Using the formula, he has a Turn Mode of 10/5 = 2". Lazer 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).*

As discussed on page 206, gravity affects Flight. A flying character must use 2" of Flight distance to gain 1" of altitude (*i.e.,* to fly upward, against gravity). If he dives, he gains +1" of velocity for every 1" of Flight distance he has (*i.e.,* flying downward, with gravity, increases his speed). To pull out of such a dive, the character should dive his Turn Mode in inches. If he's 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's considered to be flying level (at his regular velocity) and can continue flying whatever direction he wants.

METHODS OF FLIGHT

Most forms of Flight fall into one of three categories: exertion; thrust; and personal power.

Exertion means the flyer actually physically moves part of his body or otherwise physically exerts energy to stay aloft. Typically this means using wings. Winged beings like birds are specially designed for a life of flight, with streamlined bodies and hollow bones to reduce drag and weight. "Realistically," Human-sized and -shaped characters might need wings and STR even larger than the proportional equivalent to overcome their non-aerodynamic bodies.

Thrust means the flyer burns fuel or otherwise creates thrust that "pushes" him through the air. Planes work this way. Their aerodynamic shape reduces drag, the shape of their wings keeps them aloft, and their propellers or engines provide the thrust. (See *The Ultimate Vehicle* for more information on aircraft.)

"Personal power" is a catch-all for the sorts of Flight abilities seen in comic books, movies, and novels: the power to "manipulate gravity," magical spells of flying, control over the winds, and so on. This form of Flight can (and usually does) completely defy the laws of physics and "real world" scientific considerations.

Which method of Flight a character chooses may impact other aspects of his design or suggest other abilities he has. For example, if a speedster flies via thrust, how does he personally generate thrust from his body? If he can "project energy" behind him, might he have other "energy projection" abilities, such as Energy Blast, Force Field, or Force Wall?

Simulating Vehicular Flight

Some characters may want their Flight to work more the way flying works with an airplane or other flying vehicle. If so, they should consider the following two Limitations, adapted from *The Ultimate Vehicle* and rewritten here for characters.

Stall Velocity (-¼, -½): Stall Velocity means a flying character has to maintain a certain airspeed or risk stalling. This means he cannot slow down below a certain threshold, move backwards, hover in place, move straight up or down, or the like. Instead, he may "stall" if he's not flying quickly enough to exceed his stall velocity. (This doesn't prevent him from slowing down to land; any flying character can safely do that.)

If the Stall Velocity is half the character's maximum Combat Movement velocity, then this is a -¼ Limitation. If the Stall velocity equals the character's Combat Movement velocity, then this is a -½ Limitation (such a character can only stay airborne by making Full Moves every Phase or moving at Noncombat velocity).

A stalled character is at ½ DCV and begins to fall normally. The character can attempt to pull out of his stall by succeeding with a DEX Roll at -2. The GM may impose penalties to the roll based on how fast and far the character's fallen... and in any event, given that flying characters have a Turn Mode, if the character doesn't pull out of the dive by a certain point, he won't have room to do so (see above)

CHARACTER TAKEOFF AND LANDING TABLE

Landing Strip Length	DEX Roll Penalty
75-99% of required length	-1
50-74% of required length	-3
25-49 % of required length	-6
Less than 25% of required length	-10
Landing Strip Condition	**DEX Roll Penalty**
Rough ground	-2
Very rough ground	-4
Incredibly rough ground	-8
Mildly steep/slanted	-1
Steep/slanted	-2
Very steep/slanted	-4
Prevailing Weather	**DEX Roll Penalty**
Rain	-1
Strong Rain	-2
Snow/Ice	-4

All listed penalties are cumulative. For example, the penalty for landing on a rough strip 60% of the required length that's also mildly slanted imposes a -6 penalty.

A failed landing or takeoff roll usually means the character crashes (either into the ground, or into a nearby obstacle), particularly during a landing. However, it may just mean he cannot take off at this time, or has to try another approach.

Takeoff/Landing (-1): A flying character with this -1 Limitation requires a significant amount of smooth, level ground to get airborne or land (if the character hasn't sold back his Swimming, he can also do this on a relatively calm body of water, such as a large lake). He needs a number of inches of smooth, level ground equal to his maximum Noncombat Flight velocity to takeoff or land without difficulty. In that situation, unless there's some sort of emergency or crisis, he doesn't have to make any sort of Skill Roll to take off or land. If he has less space than this, or the ground isn't as smooth and level as it ideally should be, he has to make a DEX Roll to take off or land successfully (see accompanying table). Taking off or landing requires a number of Phases equal to the character's SPD. This does not qualify for an *Extra Time* Limitation; it's part of the overall value of the Limitation.

Gliding

The GM should regulate how rapidly a gliding character can climb. Climbing is relatively easy when there are thermals or good winds; a glider can generally gain 1d6" of altitude per Phase (halved for working against gravity, as normal). At other times a character's ability to gain altitude may be limited or nonexistent. The Turn Mode and dive rate of a gliding character are the same as for Flight. Characters can only gain velocity while Gliding by losing altitude (see page 36).



Swinging

A character's Swinging speed depends on how many Character Points he spent on Swinging. The GM determines the direction of a swing based on the situation, the point to which the character attaches his swingline, and other factors. Typically a swing takes place in a straight line, and the character cannot change direction once he begins the swing (he cannot, for example, swing around corners, though the GM might allow minor shifts in direction based on body motion and the like). However, the GM may allow characters to swing in arcs in some circumstances. For example, if a character attaches his swingline to the corner of a building, he might be able to swing in an arc around the corner of the building. In this case, Swinging has the standard Turn Mode (see above), unless the GM rules otherwise. The character should describe the arc of his swing to the GM before making it so the GM can approve it, and cannot change it once he begins the swing unless the GM permits him to.

GENERAL RULES

Here are a few general rules that help to explain how Swinging works and some of its ramifications. These rules are optional, and generally appropriate for the more "realistic" views or uses of Swinging (see below); in many campaigns GMs will ignore them entirely.

The Swing Arc

Swinging typically carries a character in an arc, which means the character has to be a certain minimum distance above the ground or else his Swinging will really be "falling." This distance equals half the inches of Swinging the character uses (standard rounding rules apply). For example, if the character Swings 20", he's got to be at least 10" above the ground or he'll collide with it, taking damage as if he fell. For multiple-Phase Swings, the arc distance equals half the *total* distance Swung, from launching point to landing point.

For non-standard Swings, such as a character who attaches a swingline to a telephone pole so he can Swing horizontally around it, the GM should adapt these rules as he sees fit to determine if the character collides with some object.

Attacking The Swingline

In some cases, it's possible to make trouble for a Swinging character by attacking his swingline. Typically a swingline has a DCV equal to that of the character using it, and the attacker also suffers a Target Size OCV penalty of -6 or more. If the swingline is a Focus or a Physical Manifestation, it has the standard DEF and BODY specified for those Limitations. If it's neither — for example, if it's a strand of energy the character generates — then it cannot be damaged so attacking it is probably useless. However, even in that case just hitting the swingline may throw the Swinging character off course (or require him to succeed with a DEX Roll to remain on course).

Breaking A Swingline

In some games, particularly "realistic" ones or ones using the Real World Swinging guidelines (see below), the question of the breakability of swinglines may arise. The rules assume that a character's swingline is fully capable of supporting him under ordinary conditions. But what if it becomes frayed

EXAMPLE SWINGLINES

A non-exclusive list of swinglines characters might use include:

Cord tied to a boomerang or other throwing weapon that also serves as a grapnel

Energy strands the character creates

Linegun or ropethrower

Long, finely-made, flexible chains

Nylon wire stored on a secret reel inside a walking cane

Rope and grapnel

Spider webs the character can generate (either by himself or via a device)

Super-tech expandable cord concealed in a belt buckle

Vines (and other "environmental swinglines")

or damaged? What if he carries a passenger or burden? Here are some rules to resolve this situation; they presume, of course, that the swingline is a Focus or Physical Manifestation, otherwise it won't break at all.

First, determine the swingline's DEF and BODY. Second, determine the swingline's "Strength." At a base level, a swingline has a STR equal to twice the STR needed to lift the character (thus, 20 STR in most cases). A character may increase the STR of his swingline with a special Adder, *Stronger Swingline:* for each +1 Character Point, the swingline has +5 STR.

As long as the combined weight of the character and anything he carries does not exceed the weight limit of the swingline's STR, there's no chance of the swingline breaking (assuming it's in good condition; see below). If the swingline carries more weight than that, figure out how much STR it would take to lift the "extra" weight, and use that STR to do Normal Damage (BODY only, of course) to the swingline. The GM may increase the "STR" used to calculate damage if appropriate (for example, during multiple-Phase Swings that especially stress the swingline). When enough BODY damage gets past the swingline's DEF to reduce its BODY to 0, the swingline breaks.

If a swingline is in bad condition, this should be reflected by reducing its BODY. That represents the damage, wear and tear, and fraying it's experienced. The reduced BODY means it's more likely the swingline will snap if it takes damage. If the character uses his swingline under less than optimal conditions — for example, if it rubs against a sharp edge while in use — the GM can convert the Normal Damage from STR into the equivalent DCs of Killing Damage.

Knockback

If a character is hit by an attack while in mid-Swing, he's considered to be "in the air," so you roll one less d6 for Knockback.

REAL WORLD SWINGING

Like Running and Swimming, Swinging is a movement mode that mimics a real-world form of movement, but many hard-core details are omitted to reflect the dramatic reality of most games and game settings. Since the Power is less restrictive than reality, you can use campaign ground rules (or perhaps Limitations) to customize it to make it more "realistic," if desired. There are three styles of Swinging: Real World Swinging, which mirrors the real world closely; Heroic Swinging, which shares some of the restrictions of Real World Swinging, but is looser and more suited to a Heroic level action-adventure; and finally Superheroic Swinging, which has very few game mechanics and is suited for a four color game.

Here's how Swinging might "realistically" work.

The Swingline

First, you would need some kind of swingline or rope, with the following characteristics: compact, lightweight, flexible, slightly elastic, long enough to carry you a significant distance, and strong enough to hold your weight (if not more). If you've ever carried a coil of rope around before, you realize that you've already entered the realm of fantasy just looking for this ideal swingline.

At one end of the swingline, you need some sort of grappling hook or device with the following features: lightweight and compact enough to carry around; heavy enough to reach the building ledge or pivot point when propelled through the air; it clings, hooks, or otherwise fastens securely to almost any type of surface with few (if any) re-try attempts; it unhooks or releases reliably when necessary. At the other end of the swingline, you need a securely connected handle or grip so you don't cut your hands to ribbons when you put your full weight on the line. The grip must be such that it doesn't slip out of your hands in mid-Swing. In addition, you need a way to store the swingline so you don't tangle yourself up with it before you're ready to use it, a way to reel in the swingline after the Swing so you don't spend a long time putting the line away, and a method of propelling the grappling hook toward the pivot point so it catches on reliably.

Not all swinglines need to fit all the above criteria (which is a good thing, because realistically, no swingline is anywhere near that good). If the swingline is disposable, the character doesn't need to worry about post-Swing retraction, although now storage and reliability of multiple swinglines become a greater issue (as does the possibility of enemies gathering information from the leftover swinglines by forensic analysis). Perhaps the environment is already full of potential swinglines, like the vines in a jungle, and the Swinging character just comes along and borrows them to travel to the next tree (see the *Improvised Swinging* ability in Chapter Two).

A character using Real-World Swinging typically has an amount of swingline equal to four times his inches of Swinging, and can increase that amount by x2 for every +5 Character Points spent on Swinging. However, the final decision is up to the GM based on special effects, the campaign setting and tone, game balance, and similar considerations.

Finding The Pivot Point

Once a character has an acceptable swingline, the next step is to find a *pivot point* to attach it to so he can Swing on it. The pivot point must have several qualities:

- it must be within range of the character's swingline
- it must be within range of whatever the character uses to propel the swingline
- it must be high enough off the ground so the character doesn't hit the ground while trying to Swing (see above)
- it must be sturdy enough to support the full weight of the character and swingline for the duration of the swing (if necessary, the GM can assign a DEF and BODY to it, then assign the swingline/Swing a Normal

Damage value to determine how badly they could damage it — typically 1 DC per 5" of Swinging works well)

■ it must be of appropriate size for the swingline to attach to it, if the swingline includes a grappling hook or other object that might be restricted by size

In many cases, the pivot point will be obvious — in a city setting, for example, building ledges, flagpoles, and the like abound; in a forest there are plenty of tree limbs large enough to support a human-sized character. But in some cases, the GM may require the character to make a PER Roll (with appropriate modifiers) to find an appropriate pivot point. A character with Swinging can also make an INT Roll to judge whether a given pivot point meets the criteria set forth above, if he doesn't already know or it isn't obvious. Finding a pivot point is usually a Zero Phase Action, but may take up to a Full Phase if the character has to look hard.

Of course, it's conceivable that there are no good pivot points in the vicinity. For example, Swinging's rarely of much use in the desert, the Arctic wastes, or many other outdoor environments. In that case, the character's simply out of luck. And this is one restriction that carries over even to Superheroic Swinging.

Attaching And Detaching The Swingline

Having identified an acceptable pivot point, the character must attach his swingline to it. With Real-World Swinging, this takes a minimum of a Full Phase, and perhaps longer. The character must make an Attack Roll, to which the Range Modifier and Target Size penalties apply if appropriate, to attach the swingline to the pivot point. This assumes, of course, that attachment is possible; in some cases what seems to be an acceptable pivot point won't be because the point and the swingline are incompatible.

After performing his swing, the character detaches the swingline from the pivot point (assuming that's possible). This takes a minimum of a Half Phase Action, and possibly a Full Phase or longer.

In some cases, characters have to (or try to) perform "hot swings," in which the swingline is detached and then attached to another pivot point, all in mid-Swing. This is tricky at best, and any complications are likely to result in a long and painful fall.

Swinging On The Swingline

With swingline attached (and presumably tested with a strong yank to make sure it won't come loose!), the character's now ready to Swing. Don't think about it and don't look down; either action's likely to cause the character to hesitate (at best) and cost himself more Phases, or abandon the idea of Swinging altogether as the sort of action only a fool who doesn't understand how to use a sidewalk would contemplate.

For a typical straight Swing, the character simply "falls" or lightly jumps off his starting point, and away he goes. But for a Swing where the character wants to arc around something or the like, he's going to have to jump to propel himself in the appropriate direction. The GM may require a DEX Roll so the character makes the arc he wants to make.

During the downward/outward arc the character feels a real strain on his wrists as he picks up speed (after all, he's largely engaging in a controlled fall). He reaches his maximum velocity just past the bottom/most outward point of the arc (though in game terms, Swinging uses the standard acceleration rules). On the upward arc he gains altitude to compensate for the altitude lost during the downward part of the arc. As he reaches his destination, he slows down.

Reaching the right destination isn't necessarily guaranteed. The GM may require an Attack Roll or DEX Roll for the character to land where he wants to land; after all, Swinging isn't an entirely controlled form of movement. The GM may require a separate roll, such as a DEX Roll or STR Roll, for the character to remain on the surface after landing; some surfaces are slippery or otherwise hard to hold onto.

Because Swinging involves so much exertion, the GM may require a character to pay END not only for Swinging itself, but for his STR.

HEROIC SWINGING

In Heroic (but not Superheroic) campaigns, characters typically don't worry about all of the possibilities for failure intrinsic in Real World Swinging — the rules are boiled down enough to keep things simple and flavorful.

The Swingline

In a Heroic campaign, you're enough into the realm of the cinematic and fantastic not to worry about things like the weight of the swingline (as discussed above under Real-World Swinging). Even if the setting itself doesn't provide appropriate technology (such as monofilament-woven cord in a *Star Hero* game, or an enchanted rope in a *Fantasy Hero* setting), "realistic" considerations as gritty as the weight of the line aren't appropriate for Heroic Swinging. However, the GM may still want to worry about the "grappling hook" end (*i.e.,* the mechanism of attachment to the pivot point), how the character propels his swingline to the pivot point, and how the character retracts his swingline. Use the rules from Realistic Swinging, above, but weaken or modify them as appropriate to Heroic games.

A character using Heroic Swinging typically has an amount of swingline equal to eight times his inches of Swinging, and can increase that amount by x2 for every +5 Character Points spent on Swinging. However, the final decision is up to the GM based on special effects, the campaign setting and tone, game balance, and similar considerations.

Finding The Pivot Point

With Heroic Swinging, it's assumed a character can easily find acceptable pivot points, if any are available at all. Heroic genre settings tend to be filled with flagpoles, lampposts, chandeliers, building ledges, tree limbs, candle sconces, torch holders,

cranes, bridges, and all sorts of other objects that make useful, if not cinematically cool, pivot points. At most the character has to make a PER Roll to locate one. Usually any pivot point he finds is strong enough to hold him (that's part of what he's looking for with the PER Roll), but if appropriate the GM can have him make an INT Roll to evaluate the point. Finding the pivot point is almost always a Zero Phase Action (at worst).

Heroic Swinging rarely causes any damage to the pivot point, but if the GM wants he can use the rules for Realistic Swinging to determine if the point breaks.

Attaching And Detaching The Swingline

With Heroic Swinging, characters rarely (if ever) have to make Attack Rolls to attach swinglines, and even when they do the Range Modifier and Target Size penalty usually don't apply. Detaching the swingline either occurs automatically at the end of the Swing, or must be performed next Phase as a Zero Phase Action. Thus, hot swings are much easier and safer... though still not safe.

Swinging On The Swingline

The actual act of Swinging is largely the same in the Real World and Heroic versions. However, Heroic characters usually don't have to make any sort of roll to land where they want to (landing safely on slippery surfaces is another matter). They also don't have to pay END for STR as well as Swinging itself; they're used to the exertion.

SUPERHEROIC SWINGING

Superheroic Swinging is a piece of cake. Characters don't have to make any rolls or pay any extra END to use Superheroic Swinging, don't have to worry about the weight or quality of their equipment (if they even need it — some can generate swinglines without the need for gear!), and rarely have trouble finding and using appropriate pivot points (when any are available at all — not even a Superheroic character can Swing in the barren desert). Swinging takes no additional time to use; a Half Move is a Half Phase Action, a Full Move a Full Phase Action, and the process of finding a pivot point and attaching/detaching the line is just a part of the overall Action.

A character using Superheroic Swinging typically has an amount of swingline equal to 16 times his inches of Swinging, and can increase that amount by x2 for every +5 Character Points spent on Swinging. However, the final decision is up to the GM based on special effects, the campaign setting and tone, game balance, and similar considerations.

Teleportation

Many aspects of and rules for Teleporting are covered under *Teleportation,* page 40. Here are some additional rules and options.

TELEPORTING BLIND

As discussed in more detail on page 41, when a character cannot see his target location and doesn't have it memorized, any attempt to Teleport is considered "blind." The character makes an Attack Roll to hit the target hex (DCV 3), with a normal Range Modifier. If the roll misses, he ends up in a different hex (use the standard rules for attacks that miss a hex to determine where he goes). If the hex is occupied, the character takes damage.

TELEPORTING INTO A SOLID OBJECT

If a character is unlucky enough to Teleport into a solid object (for whatever reason), his natural safety system kicks in, getting him to the closest space from the target hex where he fits. The system shock is terrible, and may be fatal. To determine damage, use the accompanying table. The Teleporting character gets no defenses of any kind against this damage. (But see the *Coherent Form* ability on page 148.)

It's impossible for a character to deliberately Teleport another character into a solid object, even if the Teleportation is bought *Usable As Attack*. (See *Deadly Aportation* on page 143 as a way to build a power that simulates allowing a character to do this.)

Example: *Cheshire Cat (Teleportation 30") is in a cell. Although he can't see out, he decides to try to escape by Teleporting straight up. He declares his target hex and makes a successful Attack Roll (even after applying the Range Modifier). Unfortunately, the cell is buried 100" underground, so the nearest safe location is the cell. His Teleportation shifts him back to the cell automatically. The GM rolls 2d6 for the effect; he rolls a 9, which means Cheshire Cat takes 2d6 of d6 of Normal Damage. The roll is an 8, so the Cat takes 8d6 Normal Damage with no defense. Ouch!*

TELEPORTATION DAMAGE TABLE

2d6 Roll	Effect
2-7	3d6 of d6 STUN Only Damage
8-11	2d6 of d6 Normal Damage
12	1d6 of d6 Killing Damage

If the nearest safe hex is further than the character's Combat Movement with Teleportation, add 2 to the effect roll. If the nearest safe hex is more than double his Combat Movement with Teleportation, add 4 to the effect roll.

SPECIAL EFFECTS FOR TELEPORTATION

Teleportation is perhaps the most unusual and most-discussed Movement Power, since it represents a form of movement with no real-world analogue (yet). As such it's open to pure speculation regarding how it might work and what its ramifications might be. Of course, the answers to such questions often depend on the power's special effects. Some of the most common special effects for Teleportation include:

■ The character instantaneously converts his physical body to energy, moves where he wants to go, then returns to his normal state. This may lead to questions about what other energy powers the character could have, or whether his semi-energy state leaves him vulnerable to certain types of attacks.

■ The character instantaneously opens a micro-portal to another dimension where the laws of reality don't work the same as they do here (or, at least, space is much more "compressed"), steps through, goes to the point corresponding to where he wants to be in his native dimension, and then steps back through. This raises all sorts of questions: is the other dimension safe? Does anyone live there? If so, what do the inhabitants think of humans, or of the character who uses their living room as his own personal walkway? Could a way be found to access the "teleportation dimension" with technology?

■ The character instantaneously melds with or flows into the environment, travels to where he wants to go, and re-appears. For example, an earth elemental might transport himself through the earth this way (his body crumbles into loose, lifeless soil at the departure point, then a new one grows out of the ground at his destination point), while a plant elemental can "walk" from tree to tree all around the world.

■ The character is so fast he can, in effect, access the Speed Zone for short periods to "instantly" travel from one point to another.

■ The character can create "personal space warps" that instantaneously transport him from one place to another.

■ The character ceases to exist at Point A, but simultaneously and instantaneously comes back into being at Point B.

■ The character's body is broken down into his component atomic particles, which are then "transmitted" (or otherwise travel) to his destination, where they're re-assembled into him.

LONG-DISTANCE TELEPORTATION

One of the fascinating things about Teleportation is that it raises the possibility of traveling enormous distances in the blink of an eye — who wouldn't want to be able to do that?

Typically long-distance Teleportation involves some level of MegaScale. The accompanying table shows how many unmodified inches of Teleportation would be needed to cover various large distances in a Full Move using Combat Movement.

Of course, "realistically" moving instantaneously from one point on Earth to a distant point, much less from one planetary body to another, has a likelihood of introducing changes in velocity vector that could potentially prove fatal to the Teleporter unless his Teleportation has the *No Relative Velocity* Adder. However, in the interest of dramatic sense, most GMs choose to ignore this, requiring No Relative Velocity only for situations like Teleporting into a moving car safely.

LONG-DISTANCE TELEPORTATION TABLE

Area/Distance	Inches Required	Range Modifier
Anywhere in a major urban area (diameter 40 miles)	32,000"	-26
Anywhere in the continental US	4 million"	-40
Anywhere on Earth	8 million"	-42
Anywhere on Earth or the Moon	202 million"	-52
Anywhere in the solar system (Sol to Pluto)	3.7 trillion"	-80

Tunneling

Tunneling has no Turn Mode. A character cannot automatically perceive where he's going when he's Tunneling unless he has Sensory Powers that let him perceive through the medium he's Tunneling through. See page 46 for more information.

A Tunneler cannot "breach" the way a Swimming character does (see page 39). When he reaches the surface he stops moving (though he could move along on top of the surface using some other form of movement), no matter how fast he was moving with Tunneling.

TUNNELING AND BODY

The standard rules for Tunneling refer only to the DEF of the substance Tunneled through, making fragile but dense (*i.e.,* low DEF but high BODY) materials unusually "vulnerable" to Tunneling. At the GM's option, Tunneling can also factor in the BODY of the substance Tunneled through. In this case, the base BODY that can be Tunneled through equals the base DEF — for example, Tunneling 6" through 6 DEF materials becomes Tunneling 6" through 6 BODY and 6 DEF materials. DEF bought up separately does not affect BODY, but BODY can be bought up separately as well, for +1 Character Point per +1 BODY.

Tunneling's BODY indicates the amount of BODY of material that can be Tunneled through per Phase. This takes precedence over the purchased inches of Tunneling; once a character has Tunneled through his defined maximum BODY, he must stop (even if he still has inches left to travel). Using this system, a character with Tunneling 6" through 6 BODY and 6 DEF materials could only move about ½" at a time through dirt (10 BODY per hex). Thus, this form of Tunneling, while arguably more realistic, is much less efficient (or much more expensive for an equivalent level of utility).

TUNNELING AND UNSTABLE GROUND

It's possible that a character might want to Tunnel through, in, or near an area of unstable ground — for example, a mountainside prone to avalanches, or a underground cavern complex where a cave-in might occur (or perhaps recently

occurred). In this situation it's possible that vibrations caused by the character's Tunneling (assuming it isn't bought with Invisible to Touch Group; see page 46) might trigger a disastrous event. The GM has to determine whether this happens based on the circumstances. As a rough guideline, the character should be allowed to make a DEX Roll to avoid causing a problem. If he's in the same hex as, or a hex adjacent to, what the GM judges to be a "trigger point" for the event, he suffers a -6 penalty. For each hex removed from the hex adjacent to the trigger point, decrease the DEX Roll penalty by 1 (for example, three hexes away from the trigger point the penalty would be -4). The GM can impose further penalties for particularly "fragile" trigger points and other such circumstances.

CONTROLLED AND UNCONTROLLED MOVEMENT

Most of a character's movement is *Controlled* — he moves when he wants to move, where he wants to move, under his personal direct control. This includes virtually all uses of any Movement Power, and is addressed by the rules above and elsewhere in this book. Control is interactive, as the character continuously receives input from his environment and moves through it the way he wants to based on that input.

Uncontrolled movement, on the other hand, is any type of movement not under a character's direct control; examples include skidding, slipping, falling, and taking Knockback. This can cause real problems for a character, including injury.

Controlled Movement

Controlled movement requires three things: a capable character; regular contact with the environment (good "footing," so to speak); and good terrain. A capable character is of sound mind, body, perception, and endurance, and possesses a movement mode compatible with the environment. Balance and orientation determine whether he maintains regular contact with the environment (see below). "Terrain" is the summary of all the external factors which might help or hinder a character's movement. Practically speaking, a character must be able to accelerate, decelerate, and turn reliably to be considered "in control."

Controlled movement is taken for granted under normal circumstances and reasonably good conditions. Most of the time a character's movement is an unchallenged action, *i.e.,* it either doesn't occur in combat or isn't challenged, so no sort of "control roll" is necessary. However, if something happens to "challenge" the movement action, either internally (the character executes a maneuver) or externally (the terrain changes, the character is attacked in certain ways), the character must make a DEX Roll with modifiers for the new condition(s). If he succeeds, he maintains control over his movement (*i.e.,* he doesn't slip or fall, keeps his "footing" and orientation, and so forth). If he fails, he loses control, and Uncontrolled movement results (to put it another way, he "crashes" or "wipes out").

Uncontrolled Movement

A character begins Uncontrolled movement by losing control of Controlled movement before that movement comes to a complete halt. During the "wipe-out" interval prior to a "crash" the character may attempt to regain control of the movement by making a modified Breakfall or DEX Roll. Regaining control avoids most of the consequences of losing control and quickly puts the character back into Controlled movement. A failed roll means the character stays out of control and must face the consequences until he stops moving.

BALANCE, ORIENTATION, AND CONTACT

Characters who exert physical force to "push off" the environment (water, air, ground, or the like) for propulsion — which is to say, nearly all characters, even in a *Champions* campaign where the special effects of Movement Powers may not even pay lip service to conventional science — must maintain regular contact with that environment to stay in control. For all surface modes of movement except Leaping, a character must maintain controlled contact with the surface throughout his movement. Terrain modifiers like slipperiness affect the success of these mechanics. A character moving in air or water likewise has to maintain controlled contact with a "surface"; in this case the "terrain" modifiers include wind and water currents, thermal variations, and the like.

The most important thing a character needs to maintain contact with the environment is orientation — that is, he must face "upright" (*i.e.,* in the correct orientation required for his movement mode and mechanic). This entails two things:

- The character must maintain his balance. With Running and related forms of movement, that means keeping his body's center of gravity oriented over his feet; with Flight, it may mean keeping one's body "shaped" for greatest aerodynamicity. Maintaining balance (and thus orientation) is assumed in most circumstances; if there's some doubt, a character must make a DEX Roll; success means he's balanced, failure that he's lost balance (resulting in Uncontrolled movement).
- Generally, the part of the character that interacts with the environment to effect the movement must touch the environment. For example, Running requires a character's feet (or wheels, or what have you) to be on the ground; Swimming that his feet and hands can paddle through the water.

CONTROL ROLLS

The DEX Roll a character makes to maintain Controlled movement — a *Control Roll* — is affected by many circumstances and potential modifiers.

When To Require A Roll

The GM decides when a character must make a Control Roll, and what modifiers (if any) apply. Here are some conditions under which Control Rolls are usually required:

- the character loses his balance
- the character loses firm contact with the environment (he "loses his footing," so to speak)
- the character is unable to perceive the environment with a Targeting Sense (he's "blinded")
- the character runs out of the fuel/END used to keep his Movement Power functioning
- the character suffers a reduction in DEX (for example, someone attacks him with a Drain DEX)
- the character's Movement Power is suddenly enhanced (for instance, he's affected by an Aid Running, or he begins a dive while Flying)
- the terrain, weather, currents, or other ambient conditions change
- obstacles get in the character's way
- the character suffers an impact or injury (*i.e.,* he gets hit in combat with an attack the GM deems powerful enough to potentially cause him to lose control of his movement even if it does no Knockback or Knockdown)

A Control Roll is particularly appropriate when a change in current conditions is sudden or unexpected. The accompanying table lists general or basic modifiers for Control Rolls. See the information on terrain, below, for terrain-based modifiers.

If a character takes Knockback while moving, he travels the distance indicated by the Knockback and then stops moving; he doesn't begin Uncontrolled movement. (However, a GM running a highly "realistic" campaign might have the character begin Uncontrolled movement from the point at which the Knockback stops in the direction the character was moving when hit.) If a character takes Knockdown while moving, he begins Uncontrolled movement (a skid; see below) unless the GM rules otherwise.

LOSING CONTROL

When a character fails a Control Roll, he loses control and begins Uncontrolled movement. The exact consequences of that depend on his movement mode, special effects, current velocity, the environment, and why he lost control.

A lot of energy accompanies fast movement, so when a character loses control of that movement, the energy must be dissipated safely or it will apply directly to the character and his surrounding environment — in game terms, he (and possibly the environment) will take damage. Due to the large number of factors involved, the ultimate determination of what happens depends on the GM; what follows are simply some guidelines to help him adjudicate the situation.

BASIC CONTROL ROLL MODIFIERS

Modifier	Circumstance
	Velocity
-0	1-40" per Turn
-1	41-80" per Turn
-2	81-160" per Turn
-3	161-320" per Turn
-4	321-640" per Turn
-5	641-1,250" per Turn
...and so on	
	Enhanced Movement
-1 per +3"	Character's movement is improved somehow (other than by terrain effects)
-1 per +1 SPD	Character's SPD is improved somehow
-1 per 2 BODY	Injury: character suffers BODY damage (in some cases, this penalty may only apply in the Phase the character suffers the injury; in others it may last until the injury heals)
Varies	Loss of DEX: reduction in DEX can force a Control Roll, but it imposes no penalty beyond the fact that a character with reduced DEX may also have a reduced DEX Roll
-2	Moving Backwards
	Perception
Varies	PER Roll is penalized; Control Roll penalty equals PER Roll penalty
-5	Character cannot perceive environment with a Targeting Sense (he's "blinded")

First, the GM must determine what the character's last Controlled velocity was.

Loss Of Orientation?

Second, the GM must determine is whether the character maintained orientation or not. Consul the Terrain Effects Table on pages 222-23. If the character failed a Control Roll while traversing any terrain with a "Loss Of Orientation" value of "Yes," then he loses orientation — his legs, wheels, wings, or whatever part of him interfaces with the environment is no longer in the correct position to so interface, so he cannot control his movement until he corrects that situation. If the terrain has a Loss Of Orientation value of "No," the character maintains his orientation. (However, as noted below under *Skidding And Crashing,* characters on the ground still have to make a roll to keep their footing and avoid falling, and thus loss of orientation, even in "No" terrain.)

Loss of orientation can be brutal, since it prevents easy recovery on subsequent Phases. A Flying character typically starts to fall; a Swimming character starts to sink; a Running character may fall and skid or roll along the ground (see *Skidding And Crashing,* below). On the other hand, disorientation can be a great way for a character to cut off his pro-

TERRAIN EFFECTS TABLE

Terrain Effect	Movement Impediment	Control Roll Modifier	Loss Of Orientation?
Ground Terrain, Paved Ground			
Smooth paved ground — Typical paved road or parking lot			
Dry	None	+2	No
Wet	-1”/6”	+1	No
Ice-/snow-covered*	-1”/5”	-3	Yes
Deep snow covered	-1”/3”	-4	Yes
Rough paved ground — Paved roads in poor condition			
Dry	-1”/6”	+0	No
Wet	-1”/5”	-1	No
Ice-/snow-covered	-1”/4”	-3	Yes
Deep snow covered	-1”/3”	-4	Yes
Unpaved Ground			
Smooth unpaved ground — Football field, meadow			
Dry	-1”/6”	-1	No
Wet/muddy	-1”/5”	-2	No
Ice-/snow-covered	-1”/4”	-4	Yes
Deep snow covered	-1”/5”	-4	Yes
Rough unpaved ground — Rocky ground, typical off-road terrain			
Dry	-1”/5”	-2	No
Wet/muddy	-1”/4”	-3	No
Ice-/snow-covered	-1”/3”	-4	Yes
Deep snow covered	-1”/2”	-4	Yes
Ground Terrain, Interior Floors			
Slick — Tile, linoleum			
Dry	None	+1	No
Wet/muddy	-1”/5”	-2	No
Ice-/snow-covered	-1”/4”	-3	Yes
Deep snow covered	-1”/3”	-4	Yes
Non-slick — Carpeted, flagstones			
Dry	None	+1	No
Wet/muddy%	-1”/6”	+0	No
Ice-/snow-covered	-1”/5”	-2	Yes
Deep snow covered	-1”/4”	-4	Yes
Ground Terrain, Miscellaneous Ground Surfaces			
Earthquake in progress	-1”/3”	-4	Yes
Flat ice			
Dry	-1”/4”	-4	Yes
Frozen lake surface			
Wet/melting	-1”/2”	-5	Yes
Mud, deep	-1/1”	-5	Yes
Quicksand	-1/1”	-5	Yes
Water Terrain			
Current/tide, moving against			
Weak current	-1”/6”	-0	Yes
Moderate current	-1”/4”	-1	Yes
Strong current	-1”/2”	-2	Yes
Current/Tide, moving with			
Weak current	+1”/6”	-0	Yes
Moderate current	+1”/4”	-0	Yes
Strong current	+1”/3”	-1	Yes
Other conditions			
Calm waters	None	-0	Yes
Choppy waters	-1”/5”	-1	Yes
Rough waters	-1”/4”	-2	Yes
Extremely rough waters	-1”/2”	-4	Yes

*: Any appropriate ice-/snow-covered entry can also be used for the same surface covered in oil or other slick substances.
%: No impediment in some cases

pulsion to prevent even worse consequences.

Does Movement Continue?

The third thing to determine is whether the character continues to move.

If the character's propulsion depends on orientation (for example, the character's legs or wheels must touch the ground, or his wings must flap against the air), then loss of orientation means loss of propulsion. In that case, the character comes to a halt eventually. For ground-based movement, that usually means skidding (see below). If the character's orientation subjects him to gravity (as with Flight, and to a lesser extent Swimming), he starts to fall and is subject to the rules for Falling (see pages 434-37 of *The HERO System 5th Edition, Revised* rulebook) if appropriate. He won't necessarily fall straight down — his forward momentum will carry him toward the ground in a ballistic arc — but if he doesn't correct the problem he's eventually going to hit the ground.

In some cases the character's propulsion may not automatically cease when he loses control. For example, if a character's movement power depends on an external source, like a jetpack, that source doesn't necessarily turn off just because he's lost control. Similarly, the character may lose control for some reason other than loss of orientation — for example, high winds may buffet a Flying character around. In this case, the character doesn't decelerate as described below under *Consequences Of Loss Of Control.* He keeps moving every Phase, often (though not necessarily) in a direction he didn't intend, at the same velocity (number of inches per Phase) as he had when he lost control. This may cause major problems (for example, if he crashes into something, he rolls more dice for collision damage than a character whose loss of control involves deceleration).

Regaining Control

Until all velocity energy is accounted for — *i.e.,* until the character's movement drops to 0” for whatever reason — on his Phases a character in Uncontrolled movement may attempt to regain control of his movement by succeeding with a Control Roll. This is a Zero Phase Action but may only be attempted once per Phase. The GM may modify this roll as he sees fit, but usually it has at least a -2 penalty due to the loss of control. (For characters skidding along the ground or the like, the GM may substitute a Breakfall roll at no base penalty, if he prefers.) If the roll fails, the character remains in Uncontrolled movement. If the roll succeeds, the character regains control of his movement and can keep moving as he wants to.

CONSEQUENCES OF LOSS OF CONTROL

A character's loss of control of his movement can have several consequences.

Combat Value

A character in Uncontrolled movement is at -2 DCV, and -2 OCV as well (if he can even attack at all). For characters skidding along the ground, the -2 DCV is replaced by the ½ DCV penalty for being prone. At the GM's option, a character can buy *Environmental Movement: Uncontrolled Combatant* (no penalties during Uncontrolled movement) for 3 Char-

acter Points to eliminate these penalties.

Loss Of Velocity

Typically a character engaged in Uncontrolled movement decelerates at the rate of 5" per hex traveled. This almost always occurs when a Running character loses control, particularly when he skids (the friction slows him down); the exception would be when he's on an extremely slippery surface, like a sheet of ice. Swimmers and Flyers get slowed down by drag. The GM may, if he wishes, increase or decrease the rate of deceleration to reflect environmental conditions. For example, a character skidding along smooth, water-slicked ground might only decelerate at 3" per hex.

Skidding And Crashing

Skidding occurs when a character moving along the ground loses control, falls, and keeps moving because velocity energy is still "pushing" him along. If a character moving on the ground loses his orientation (see above), he must make a Breakfall roll at +1, or a DEX Roll at -1; either roll suffers the penalty for velocity listed in the Basic Control Roll Modifiers Table. If the roll succeeds, he's in Uncontrolled movement and decelerating as described above, but he keeps his feet (*i.e.,* he's only at -2 DCV, not ½ DCV) and doesn't suffer any damage. If the roll fails, he falls down and skids. A skidding character takes damage as if he were hit with a Move By with 0 STR (in other words, he takes a number of dice of Normal Damage equal to the velocity he had before losing control divided by 5).

Example: *Kinetik is moving along at 60" using his Flight Only In Contact With A Surface. He hits a patch of ice, fails a Control Roll, and loses control of his movement. He then fails his Breakfall roll, loses his footing, and goes into a skid. He takes (60"/5=) 12d6 damage from the skid. Ouch! Time to invest in some non-skid boots.*

If a character's Uncontrolled movement carries him into a solid object, whether he's Skidding or not, it constitutes a *Crash.* Crashes inflict damage on a character just like a Skid, but it's as if the character were hit by a Move Through (so he takes velocity divided by 3 in dice of Normal Damage). The maximum dice of damage equals the DEF+BODY of the object crashed into. If the character Skidded first, he takes Skidding damage and then Crash damage, but of course the Skid slows him down so the Crash won't be quite as severe. However, unlike Skidding a Crash can occur with just about any form of movement, not just movement along the ground.

Terrain Effects And Modifiers

Local environmental conditions that impede or assist movement are referred to as "terrain effects." Most game movement assumes "normal" conditions by default and ignores the environment, but the GM can modify movement any time he wants the effect of the environment to come into play. Terrain can modify velocity, Control Rolls, or both; make a trip longer or shorter; increase fuel/

TERRAIN EFFECTS TABLE (CON'T)

Terrain Effect	Movement Impediment	Control Roll Modifier	Loss Of Orientation?
Air Terrain			
Wind/air currents, moving against (headwinds)			
None	None	-0	No
Very Light (12"-26"/Turn)	None	-0	No
Light (48"-72"/Turn)	-1"/5"	-0	No
Moderate (84"-108"/Turn)	-1"/4"	-1	No
Heavy (120"-144"/Turn)	-1"/3"	-2	Yes
Very Heavy (156"-180"/Turn)	-1"/2"	-4	Yes
Storm Force (192"+/Turn)	-1"/1"	-8	Yes
Wind/air currents, moving with (tailwinds)			
None	None	-0	No
Very Light (12"-26"/Turn)	None	-0	No
Light (48"-72"/Turn)	+1"/6"	-0	No
Moderate (84"-108"/Turn)	+1"/5"	-1	No
Heavy (120"-144"/Turn)	+1"/4"	-2	Yes
Very Heavy (156"-180"/Turn)	+1"/3"	-4	Yes
Storm Force (192"+/Turn)	+1"/2"	-6	Yes
Wind/air currents, moving perpendicular (crosswinds)			
None	None	-0	No
Very Light (12"-26"/Turn)	None	-0	No
Light (48"-72"/Turn)	-1"/6"	-0	No
Moderate (84"-108"/Turn)	-1"/5"	-1	Yes
Heavy (120"-144"/Turn)	-1"/4"	-2	Yes
Very Heavy (156"-180"/Turn)	-1"/3"	-4	Yes
Storm Force (192"+/Turn)	-1"/2"	-8	Yes
Other wind effects			
Wind Shear	None	Spec	Yes

Wind shear results when a character moves between two points in the atmosphere that have significantly different wind speeds. Subtract the lower speed from the higher speed and use that to determine the penalty as if the character were moving against the wind.

OTHER MODIFIERS

Obstacles (however defined)	Movement Impediment	Control Roll Modifier	Loss Of Orientation
Number of obstacles			
Few obstacles	None	-0	No
Numerous obstacles	-1"/6"	-1	Yes
Extremely numerous obstacles	-1"/5"	-2	Yes
Size of obstacle(s)			
Small (obstacle is 25% of character's size, or smaller)	None	-0	No
Medium (obstacle is 26-50% of character's size)	-1"/6"	-1	Yes
Large (obstacle is 51-75% of character's size)	-1"/5"	-2	Yes
Very Large (obstacle is 76-100% of character's size)	-1"/4"	-4	Yes
Extremely Large (obstacle is 101% of character's size, or larger)	-1"/3"	-6	Yes

The modifiers listed in the table are cumulative. In the case of Control Roll penalties, simply add the penalties together. If you combine two or more movement impediments, use the worst one as a base and then reduce the number to the right of the slash by 1" for each additional impediment. (The same applies for combining two or more enhancements, but use the best of them as a base.) If combining a movement impediment and a movement enhancement, look at the numbers to the right of the slash. If the impediment number is smaller, the overall effect is an impediment; if the enhancement number is smaller, the overall effect is an enhancement. Determine the difference between the two numbers and add that to the number to the right of the slash to lessen/decrease the effect of the impediment or enhancement. For example, if you combine a -1"/3" impediment and a +1"/5" enhancement, the overall effect is an impediment. The difference between 5" and 3" is 2", so the -1"/3" impediment is diminished to (3"+2"=) -1"/5". If any modifier has a Yes in the Loss Of Orientation? column, then the combined effect of them is also a Yes.

The GM may, if he wishes, alter any of these modifiers to suit particular conditions. The GM may also rule that movement on or through some types of terrain or weather conditions is impossible; for example, few characters can move through waist-deep snow without getting so slowed down that movement is effectively meaningless.

END consumption; or just make moving around less pleasant.

MOVEMENT IMPEDIMENTS

In "cinematic" games, terrain rarely has any effect on movement — it's easier and more dramatic not to worry about it. But in more "realistic" games, the GM may want to impose a *movement impediment* to represent how unfavorable terrain can slow a character down. "Unfavorable" in this case includes ground that's slippery, uneven, viscous, sticky, or broken; water or wind currents opposed to the character's movement; and similar conditions. In some cases the terrain actually *helps* a character, making it more of a movement enhancer. This includes favorable tail winds and running down a slope. (For purposes of these rules, gravity is a type of "terrain." As discussed on page 206, moving against gravity slows a character down, while moving with it speeds him up. Instead of using those rules, you can consider this a -1"/2" impediment or a +1" per 5" or 3" enhancement.)

The movement impediment and enhancement rules work by increasing or decreasing the number of inches a character moves. The Terrain Effects Table on pages 222-23 has a Movement Impediment column indicating the specific effect for various terrain effects. This is expressed as a sort of ratio, such as -1"/3" or +1"/5". This means that every time the character moves a number of inches equal in full to the number to the right of the slash, he suffers the modifier to the left of the slash. If an impediment becomes so bad that it's rated -1"/1" (really deep mud, really deep snow, quicksand), it constitutes a barrier because it effectively prevents movement instead of just impeding it.

Example: *A character moving on smooth, paved ground covered with ice suffers a -1"/5" impediment. That means for each full 5" he moves, he loses 1" of movement, so moving 5" actually only moves him 4". Thus, to cross 10" of distance he has to move 12" — the first 5" moves him 4" forward, the second 5" another 4" forward (total of 8", and the last 2" another 2" for a total of 10".*

The Movement Impediments and Enhancements Tables provide a shorthand reference for the effects of various amounts of impedence or enhancement.

Movement impediments and enhancements do not affect the END used to move, or whether a move constitutes a Full Move or Half Move. Determine those things based on the number of inches the character declares he's moving, not the number he actually moves after the impediment or enhancement is applied.

Long-Range Travel

For long-range travel where calculating Phase-by-Phase movement isn't important, use the Travel Table on page 225 to determine the effects of terrain on movement speed. It provides speeds in kilometers per hour for various methods of travel by land and sea. It ignores characters' or vehicles' defined purchased inches of movement in favor of "dramatically realistic" results, and uses dramatic/narrative terms (such as "walk" and "run") instead of precise game terms. The GM determines how to apply the table (including how long characters can maintain a "run" or a horse can "gallop," what constitutes "heavy fog" or "rough" ground, and so forth), and any other penalties, rules, or modifiers that might apply (such as use of Long Term Endurance). As always, the GM may adjust the table as he sees fit; sometimes it's appropriate to let characters move a little faster than "realism" dictates, and sometimes you have to slow the PCs down to make the events of the story flow more smoothly.

When you use the Travel Table for mixed groups of characters, use the *slowest* rate for any of them or the *worst* possible penalty. Thus, a single halfling, gnome, or sprite in an adventuring party can slow the whole group down. A group riding a mix of different kinds of horses uses the largest penalty (*i.e.,* it can only travel as fast as the slowest horse).

CONTROL ROLL MODIFIERS

Control of movement depends heavily on the environment, so terrain effects play a large role in determining the risk factor and ultimate success of movement. Terrain effects endanger movement by reducing stable and regular contact between the character and environment, hindering his ability to accelerate/decelerate, maintain forward momentum, and turn. The accompanying Terrain Effects Table lists the suggested penalties for various types of terrain.

MOVEMENT IMPEDIMENTS TABLE

Character's Declared Movement	How Far Character Actually Moves				
	-1"/6" Impediment	-1"/5" Impediment	-1"/4" Impediment	-1"/3" Impediment	-1"/2" Impediment
60"	50"	48"	45"	40"	30"
50"	42"	40"	38"	33"	25"
40"	33"	32"	30"	27"	20"
30"	25"	24"	23"	20"	15"
20"	17"	16"	15"	13"	10"
10"	8"	8"	8"	7"	5"

MOVEMENT ENHANCEMENTS TABLE

Character's Declared Movement	How Far Character Actually Moves				
	+1"/6" Enhancement	+1"/5" Enhancement	+1"/4" Enhancement	+1"/3" Enhancement	+1"/2" Enhancement
60"	70"	72"	75"	80"	90"
50"	58"	60"	63"	67"	75"
40"	47"	48"	50"	53"	60"
30"	35"	36"	38"	40"	45"
20"	23"	24"	25"	27"	30"
10"	12"	12"	13"	13"	15"

MOVEMENT IN UNUSUAL ENVIRONMENTS

Characters don't always find themselves on solid ground or in an Earth-like atmosphere. Here

TRAVEL TABLE

Type of Travel	Speed (KPH)
Walking	
Easy ground (roads, plains, meadows)	5.0
Typical ground	5.5
Rough ground (hills, broken ground, forests)	3.0
Very rough ground (swamps, mountains, thick forests)	2.0 (or slower)
Riding horse (or other mount)	
Easy ground (roads, plains, meadows)	5.5
Typical ground	5.0
Rough ground (hills, broken ground, forests)	3.0
Very rough ground (swamps, mountains, thick forests)	Not possible
Riding in a wagon/carriage/chariot	
Easy ground (meadows, plains)	4.5
Typical ground	4.0
Rough ground (hills, broken ground, forests)	1½ (or slower)
Very rough ground (swamps, mountains, thick forests)	Not possible
Water travel	
Calm/typical water	4.5
Rough water	3.5
Very rough water	Not possible

Modifiers	Speed (KHP)
Encumbrance	
0-10%	+0
11-24%	-2
25-49%	-4
50-74%	½ movement rate
75-89%	¼ movement rate
90-100%	Not possible
Foot speed	
Walk	+0
Slow Run	+1½
Run	+5
Fast Run	+9½
Injury	-.1 per 2 BODY
Mount type	
Pony	-⅕
Riding Horse	+0
Draft Horse	-⅕
Light Warhorse	-⅕
Medium Warhorse	-⅓
Heavy Warhorse	-½
Camel	-⅕
Donkey	-⅕
Mount pace	
Walk	+0
Trot	+1½
Run	+5
Gallop	+9½

Size	
Insectile (down to 1/64 human size)	-8
Minute (down to 1/32 human size)	-4
Minuscule (down to 1/16 human size)	-2
Tiny (down to ⅛ human size)	-1
Diminutive (down to ¼ human size)	-⅘
Small (down to ½ human size)	-½
Human size	+0
Large (up to twice human size)	+½
Enormous (up to 4 times human size)	+⅘
Huge (up to eight times human size)	+1
Gigantic (up to 16 times human size)	+2
Gargantuan (up to 32x human size)	+4
Colossal (up to 64 times human size)	+8
Size of group	
1-16	+0
17-64	-1/10
65-250	-⅓
251-1,000	-½
1,001-4,000	-⅗
4,001 or more	-⅘
Stealthy travel	½ movement rate
Time of day	
Daytime	+0
Nighttime	-⅗
Water travel modifiers	
Drifting with the current	+0
Paddling with the current	+2
Paddling against the current	-1½
Sailing with the current	
Strong current	+13
Average current	+8
Weak current	+5
Sailing against the current	
Strong current	-13
Average current	-8
Weak current	-5
Sailing with the wind	
Strong wind	+13
Average wind	+8
Weak wind	+5
Sailing against the wind	
Strong wind	-8
Average wind	-5
Weak wind	-2½
Weather	
Fine/normal	+0
Heavy fog	-.3
Rainfall	-.1
Storm	-.5
Snow/ice	-1/10 per inch of snow or ¼" of ice

Apply all pluses and minuses before any halving or quartering of movement rate.

are some notes about how unusual environments affect Movement Powers.

Moving Underwater

In the water, Swimming becomes the default form of movement in place of Running. Thus, for most characters, that means they won't be able to move more than 2" per Phase (4" Noncombat). Characters who've bought the *Usable [As Second Mode Of Movement]* Advantage for Running, Flight, or the like so they can use that Movement Power as if it were Swimming (see page 30) can use that power underwater without restriction. (However, standard combat penalties for fighting underwater — -2 DCV, -2 DCs to all attacks — still apply unless the character has the *Aquatic Movement* form of Environmental Movement. The *Power Works Normally Underwater* (+¼) Advantage discussed on page 40 of *Hidden Lands* can eliminate the DC penalty for Attack Powers.)

RUNNING

Characters can only have Running 1" underwater (2" Noncombat, ½" Half Move). This assumes they're on the ocean floor or some other surface they can actually run on; if they're in mid-water, they can't run at all. Even then, the surface may be so slippery that the GM requires a character to make DEX Rolls or Breakfall rolls every Phase to keep his feet.

At the GM's option, characters with significantly more than the standard Running 6" (such as some speedsters) can Run underwater at one-sixth their normal Combat Movement rate.

LEAPING

Characters can only Leap underwater if they have a solid surface to push off of (such as bedrock on the ocean floor, the side of a submarine, the top of an Atlantean building, or the like).

A character's Leaping speed is halved while he's underwater. The GM may wish to reduce this even further if he has poor footing, if the shape of his body would increase drag through the water, or the like.

For long leaps, due to the problems of perceiving underwater (see *Hidden Lands,* page 32), characters may have a much harder time perceiving the target hex.

FLIGHT

Unless Flight is bought *Usable As Swimming* (*a.k.a.* Usable Underwater), it doesn't work at full effect underwater — it depends on the power's special effects. At best, Flight works at half speed in the water; this would apply to graviton manipulation, telekinetic levitation, and other forms of Flight that don't involve any physical motion or effort on the character's part. For Flight involving wings or the like, the GM may restrict a character to one-quarter speed. Flight based on projecting flame or energy behind the character for a "rocket effect" probably won't work at all. The final decision is up to the GM.

GLIDING

Gliding doesn't work at all underwater unless it's bought Usable As Swimming.

SWINGING

Swinging usually doesn't work at all underwater unless it's bought Usable As Swimming. However, the GM might allow a character to Swing 1" in appropriate circumstances, and characters still may be able to use their swinglines to pull themselves up the side of underwater buildings or cliffs, across underwater chasms, and so on.

TELEPORTATION

Teleportation with the *Must Pass Through Intervening Space* Limitation suffers the same restrictions as Running when used underwater. Other forms of Teleportation typically work at full effect underwater, but characters and GMs must keep two things in mind. First, due to the problems of perceiving underwater (see *Hidden Lands*), characters may have a much harder time perceiving the target hex.

Second, and more importantly, Teleporting into an area filled with water constitutes "Teleporting into a solid object," requiring the character to roll on the Teleportation Damage Table as described on pages 367-68 of the *HERO System 5th Edition, Revised* rulebook. This may effectively make Teleportation useless underwater for many characters. The *Safe Aquatic Teleport* Adder described on page 44 eliminates this problem. (If the GM finds this too restrictive, he can either consider Teleporting into water to be the same as Teleporting into air, or only invoke the Teleporting into solid objects rules occasionally [say, on an 11- roll each time the character Teleports].)

TUNNELING

Characters cannot Tunnel through the water. However, they can Tunnel normally through the ocean floor, the walls of an Atlantean building, or similar underwater structures/objects.

Moving In Different Gravity

High and low gravity affect Flight, Gliding, Leaping, Running, Swimming, and Swinging. (As a general rule, don't forget the effects of normal gravity on movement; see page 205.)

FLIGHT

Gravity makes flying more difficult. In high gravity, winged flyers have to go faster to keep aloft, helicopters or thrust-based flying machines have to work harder, and antigravity and other "rubber science" methods of levitation require more power.

In gravities greater than 1 G, divide Flight movement by local gravity, since flyers are burning more power just staying off the ground. Characters

GRAVITY AND FLIGHT/SWIMMING

Here's a quick reference table for the effects of gravity on Flight and Swimming. The table rounds off the results for a more even curve of effect.

Normal Movement: divide inches by local gravity

Gravity	5" Movement Equals...
.25	5"
.50	5"
.75	5"
1.0	5"
1.5	3"
2.0	2½"
2.5	2"
3.0	1½"

Climbing: multiply 2" by local gravity (min. 1"/1")

Gravity	Climbing 1" Requires...
.25	1"
.50	1"
.75	1½"
1.0	2"
1.5	3"
2.0	4"
2.5	5"
3.0	6"



or Vehicles with Stall Velocity should multiply Stall Velocity by the square root of local gravity (lift is proportional to velocity squared). Maneuvers become more strenuous: climbing (Flying opposite the pull of gravity) requires 2" times local gravity to gain 1". Thus, a jetpack with 12" of Flight in a 2 G field would only be capable of 6" Flight, and would burn 4" of movement to gain 1" of altitude. This means a jetpack with less than 6" of Flight can't take off in a 2 G environment. Alternately, GMs may rule that any Flight device simply can't operate at gravity levels more than 50% greater than the environment it was designed for (unless they buy extra inches of Flight with a -1 Limitation, *Only To Counteract Gravity Flight Penalty;* these inches allow the device to take off, but do not counteract or add to the modifier for flying with/against the pull of gravity). (See also the optional *No Gravity Penalty* Advantage on page 29.)

In gravities lower than 1 G, Flight gets more complicated. Maximum speed remains unchanged, but it gets easier to maneuver. Climbing uses 2" times local gravity to gain altitude — though the value can never be less than +1" per 1" used to gain altitude. The rules for diving (moving with the pull of gravity) are unaffected; characters still add +1" per 1" moved.

Forms of Flight requiring lift (wings, rotor blades, and the like) depends a lot on atmosphere density, which can affect carrying ability and the ability to stay aloft; see the section on Atmospheres on page 283 of *Star Hero.*

GRAVITY AND LEAPING

Here's a quick reference table for the effects of gravity on Leaping. The table rounds off the results for a more even curve of effect.

Divide inches of Leaping by local gravity

Gravity	5" Leaping Equals...
.25	20"
.50	10"
.75	7"
1.0	5"
1.5	3"
2.0	2½"
2.5	2"
3.0	1½"

GLIDING

Gliding requires a local gravity field to work. Beings and gadgets with Gliding can't use it to move in zero gravity, although GMs may let them try to "swim" clumsily through the air at 1-2" or so.

Gliding works fine in heavy gravity — if the local air density is high enough (see page 283 of *Star Hero*). However, multiply the 1" the character must descend per Phase by local gravity; Gliding characters drop more quickly in high G.

The same rule applies for low gravity — multiply the 1" by local gravity — but in this case the effect is to allow characters to Glide longer/further without losing altitude. For example, on a world with .5 G, a Gliding character only has to drop ½" per Phase (or 1" per two Phases).

LEAPING

Gravity affects a character's vertical Leaping and horizontal Leaping distance. Divide the character's inches of Leaping by the local gravity level.

Example: *The New Patagonian Pampas-Leaper can normally jump 10" in a 1 G environment. In the Martian Interstellar Zoo, where the gravity is 0.4, the Pampas-Leaper can jump 25", but on the planet Adamant (local gravity 2 G) it can only cover 5".*

SWIMMING

Swimming is affected by gravity much like Flight. In high-G environments, divide Swimming movement by local gravity, and multiply the inches needed to gain 1" when Swimming against gravity by local gravity. In low-G environments, maximum speed and diving speed remains unchanged, but climbing speed improves (multiple the normal 2" per inch climbed by the local gravity).

SWINGING

Swinging, like Gliding, requires gravity to work; in a zero-G situation, characters cannot Swing. In high or low gravity situations, Swing-

ing suffers no net affect; the affect on the downward arc of the swing balances out the affect on the upward arc.

RACING

Competitive sports share many of the same qualities as combat: full contact, challenged actions, controlled movement, ranged accuracy. Competitors are physically resisting the efforts of others, either indirectly or head to head. Competitive movement is considered "combat" movement (even though sports are supposed to be "fun") because OCV and DCV apply to many of the activities.

Naturally, most speedsters' favorite sport is *racing,* a form of competitive movement where the goal is not to score points, but to finish a fixed task (such as running a length of 100 meters) before the other competitors. Racing is usually an individual sport, but some events involve teams who pass a baton or other token to one another.

Additionally, chases — such as when one character tries to run away from another character who's trying to catch him — can be considered a type of "race" and adjudicated using these rules. In this case the "task" is to get away or to capture the fleeing character, which means that "victory" in the race is defined by something other than the fastest time.

TYPES OF RACES

Inevitably, a speedster wants to know how well he stacks up against fast vehicles or other speedsters. Whether he's participating in an event for sport or a charity, chasing someone down, or escaping from enemies, a race participant strives to win by proving he can reach the goal or complete the task first.

Roughly speaking, there are three types of races:

■ In a *Noninterfering* race, the participants are prohibited from interfering with each other's progress, and in fact may not even run the course at the same time — each racer might run separately and compare elapsed times. (Most speed skiing races work this way, for example.) While a Noninterfering race is the safest and purest form of "sport" race, it's the shortest to play out and the least interesting of the three for gaming purposes. Racers have few choices to make, since there's no reason not to use full Noncombat Movement.

■ In a *Competitive* race, the participants run simultaneously and may even interfere with each other in a non-combative way, *e.g.,* vying for a limited resource such as position on the inside track. If the terrain and terms of the race are interesting, then the players have lots of choices, making the race fun to play out. Even a friendly Competitive race between two speedsters for charity can develop... complications... further down the road.

■ In a *Combative* race, the participants may openly duel as they race, with varying degrees of rules. There may be a set of disqualifying moves, or it may be a "no holds barred" competition. A Combative race may not even be a race, but rather a chase-escape scenario, where one racer is out to destroy or capture the other racer. If an actual race is really going on, there must be incentive to finish it, or else there's no reason not to stop along the way and disable your opponent completely (which is how most chases end, if the pursuer wins). In a Combative race, most of the movement will be Combat Movement, and most of the choices will be combat choices.

Factors Affecting The Outcome Of A Race

Movement abilities in the *HERO System* tend to be specific and non-random, so it seems like there would be no surprises concerning the outcome of a race between two speedsters — just calculate who moves the most inches per Turn, and he wins. However, when racers can interact, as in Competitive and Combative races, Combat Values become a factor along with the corresponding randomness. The terrain of the course also plays a role in making the race non-deterministic, as in some respects do Combat Maneuvers like Hipshot and Hurry (if the GM allows them, which entails finding a way to make their inherent drawbacks meaningful in a race context). The three primary factors which determine the race outcome are: the abilities of the racers; how they manage the race course; and how they handle complications along the way.

A racer with superior raw movement capabilities has a clear advantage — at least during the pre-race analysis. Lots of Combat Movement coupled with a high SPD enables a racer to cover more inches per Turn. A high number of Noncombat multiples (or MegaMovement) coupled with Improved Acceleration/Deceleration lets a racer reach top speed as quickly as possible. A low END cost for movement let him sustain top speed for longer periods of time without resting, and a high REC reduces rest intervals to a minimum. Finally, a successful racer typically has few, if any, Disadvantages that might interfere with his ability to race.

A successful racer must be able to handle the terrain of the racecourse. Raw speed wins the race on a straight course under ideal conditions, but not all racecourses are so boring — they feature terrain designed to challenge the control capabilities of the participants. A racer must maintain control of his movement despite the modifiers introduced by racecourse obstacles, and higher speeds just make it harder to maintain control. Besides terrain and other environmental factors, obstacles can include negotiating around other racers using such maneuvers as Passing, Drafting, or Slingshot (see below).

During a Competitive or Combative race, many complications could arise that don't relate to movement in the race. Conflicts with other racers or hostile bystanders may require combat action, with CV determined by the racer's DEX and type of movement (Combat or Noncombat). A racer may

find it necessary to Push his abilities beyond their normal limits, possibly conquering his own psychological obstacles (via an EGO Roll) to do so.

RACING MANEUVERS

For the most part, races just involve moving. Here are a few Racing Maneuvers characters can use to make the situation more interesting than just, "OK, I make a Combat Move forward." Using Racing Maneuvers doesn't require extra time or any Actions; it's more a question of taking advantage of the right circumstances and making the relevant rolls. A character may use two or more Racing Maneuvers in a single Phase, if appropriate.

Drafting

Maintaining top racing speed can be a drag, literally, due to wind resistance. But if a racer can maintain movement behind something that takes the brunt of the resistance, *i.e.,* another racer, it takes less effort to maintain movement.

To take advantage of this, racers can use a Racing Maneuver called *Drafting.* To Draft, a racer must spend his entire Phase moving exactly one hex (1") behind another racer, and doing this requires a DEX Roll (with any modifiers from the Basic Control Rolls or Terrain Effects tables the GM sees fit to impose). If the roll succeeds, the character reduces his END expenditure for movement by -1 for every Noncombat Movement multiple he's using (to a maximum of reducing the END cost he'd otherwise pay for movement that Phase by half, rounding in his favor).

Example: *Vector and Comet are moving at 480" per phase (30" with x16 Noncombat), costing them each 7 END per phase. Vector decides to conserve END by Drafting behind Comet. He succeeds, so this reduces his END cost to 3 END for that Phase.*

If the character being followed wants to "shake off" the Drafter, he can try to do so by executing a complicated maneuver pattern that the Drafter may have trouble following. He makes a DEX Roll. If he succeeds, however much he made the roll by becomes a penalty on the Drafter's DEX Roll — in other words, the Drafter has to be as deft and clever as the person he's following, or Drafting won't work. If the roll fails, the character being followed must spend 50% more END (*i.e.,* x1.5 END) for his movement that Phase, with a minimum of +2 END.

Passing

The situation is fundamental to racing: more than one racer wants to occupy a given position, such as the inside track, and only one can physically do so. At any given time, a racer further from the target position can try to negotiate around a racer closer to the position, while the closer racer tries to block the move. This is called *Passing.*

In *HERO System* terms, Passing involves OCV in a manner similar to Block. If the leading character doesn't oppose the Passing, it automatically succeeds if the Passer has enough inches of movement to outdistance him. If the leading character opposes the attempt to pass, the Passing character must make an Attack Roll using his OCV against the leading character's OCV. (To make this more interesting, if both characters are using Noncombat Movement, use their normal OCVs, don't reduce them to 0. If only one character is using Noncombat Movement, his OCV should be 0 as usual.) If he succeeds, he gets past; if



he fails, he must end his movement for that Phase a minimum of 1" behind the leading character (and at the GM's option, possibly as much as -1" per point by which the Attack Roll failed). The characters must pay END for all inches of movement they use, even if the attempt to Pass fails. Additionally, both racers must make a Control Roll; opposed attempts to Pass often involve jostling or tripping (even if only accidental).

Example: *Vector and Comet are moving at 480" per phase, side by side, with Vector on the inside track. Due to the curvature of the race track, Vector has one less hex to travel each lap, and uses these extra inches of movement to move ahead, firmly establishing inside track position. Not to be outdone, Comet Pushes his movement ability to get a burst of speed, intending to use these extra inches to Pass Vector and claim position on the inside track. Comet (with an adjusted OCV of 3) declares that he's Passing, and Vector challenges (with an adjusted OCV of 4). Comet needs to roll a (11 + 3 - 4=) 10 or less. He rolls a 12 and fails — Vector defends his position with a slight body check that earns a few boos from the crowd. Comet still pays the END for Pushing his movement, but he can't use more inches of movement than would put him a minimum of 1" behind Vector. Both speedsters must make Control Rolls to maintain Controlled Movement.*

Slingshot

A racer Drafting behind another racer can fall back and then accelerate, using the reduced wind resistance to temporarily gain some extra inches of movement. Once the racer reaches the leading character, he uses these extra inches to Pass around his opponent into the lead. This maneuver is called a *Slingshot.*

To Slingshot, a racer must have spent at least one Phase using Drafting, and then must succeed with a DEX Roll (with a base penalty of -1, plus any modifiers from the Basic Control Rolls or Terrain Effects tables the GM sees fit to impose). If the roll fails, he gains no benefit; he simply moves his declared number of inches forward and pays the usual END cost. If he succeeds, for this one Phase only he gets +1" of movement for each Noncombat Multiple he's currently using, and these inches do not cost any additional END. If the Slingshotting character has to make a Control Roll at any time during the Phase, he suffers a -1 penalty (in addition to any others imposed by the GM). If appropriate, the Slingshotting character must also Pass his opponent.

Example: *Comet decide to Draft for a phase and Slingshot past Vector. He's using a total of four Noncombat multiples, so Slingshotting will add +4" of movement, giving him 484" inches of movement this Phase if his DEX Roll succeeds. Vector can oppose this maneuver, requiring Comet to succeed in Passing him. Whether he does or not, Comet suffers a -1 to all Control Rolls he makes this Phase.*

DESIGNING AND RUNNING RACES

The GM designs the racecourse, either spur of the moment (as in a chase/escape scenario) or in advance (as in a sporting or charitable event). The Random Road Generator on pages 209-12 of *The Ultimate Vehicle* can be a big help in this, especially if the race occurs unexpectedly in mid-game. But if the GM has the time to plan, he can make a race even more exciting.

To make a race fair and interesting, each participant must have a chance of winning, so the race outcome must depend on more than raw movement. You have to introduce constraints or handicaps to equalize things, create meaningful tactical options, and so forth. The terrain may introduce penalties for higher velocities (less control, chance of Uncontrolled movement and its consequences), making traveling at top speed treacherous. Perhaps there's a trade-off between moving at top speed and performing an Action along the way that requires a high OCV or Skill roll. The GM can make the event more unusual by making characters race as a team or setting the race in an exotic locale. There may also be pre-planned events occurring at set times during the race to make it more challenging — anything from natural disasters ("Rockslide! Look out!"), to cheating competitors who try to hurt the PCs, to funny-looking aliens who sit along the racecourse and shoot their rifles at the racers just for the fun of it.

Racing Basics

Races typically start on Segment 12 with all knowing participants getting an initial action. In a chase-escape scenario, at least one participant may be Surprised and not realize a race has begun, thus not getting a Segment 12 action. Until more than one character starts moving, it's not really a race — it's just a single character moving. Depending on the terrain, racers are assumed to be in control of their movement at the start, but are subject to Control Rolls when something extraordinary arises.

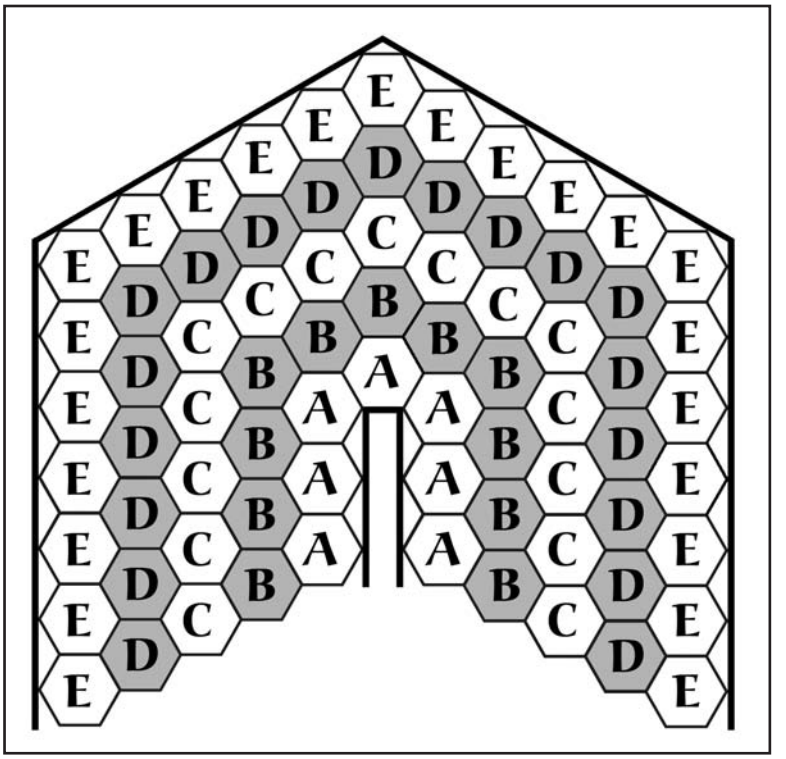
Most races are run using standard Phased Movement, but if the GM and players are willing to do a little extra bookkeeping a Segmented Movement race may be more fun. The greater number of movement actions may offer a tactical depth Phased movement would not.

At the GM's option, to keep the issue of who moves first in a Phase from making aspects of the race too predictable, the order of initiative may be determined by DEX Rolls rather than raw DEX. Racers get to move in order based on how well they make their DEX Rolls, so in some Phases the lowest-DEX character may luck out and get to move first. This can really add some drama to a

LANE STATISTICS

Lane	Distance	Turn Mode Required
A	7	1
B	11	2
C	15	3
D	19	4
E	22	5

race, especially as it nears the finish line and the issue of who moves first can become crucial.


E E E

OTHER MOVEMENT



Not all movement involves characters moving under their own power. Sometimes they ride in vehicles or on mounts.

VEHICLE MOVEMENT

Vehicles move just like characters: they have a SPD, Combat Movement velocity, and Noncombat Movement velocity. However, all vehicles have a Turn Mode with all forms of movement (see *Flight,* above), including Ground Movement (Running).

For further information on vehicle movement in combat situations, see *Vehicle Combat,* pages 472-75 of *The HERO System 5th Edition, Revised* (or the more advanced vehicular combat rules in *The Ultimate Vehicle*).

MOUNTED MOVEMENT

In some games, such as Fantasy campaigns, a lot of movement takes place while the characters are riding horses or other mounts. This often provides a character with greatly enhanced movement capability, but at the cost of restricting his ability to perform certain Actions in combat.

A mount essentially functions as a vehicle. Its inches of Running (or other form of movement) substitute for the character's. However, when it moves, and what Actions it can take, depend upon its SPD and DEX and the rider's SPD and DEX.

RELATIVE SPEED AND DEXTERITY

If the rider's SPD exceeds the mount's, the rider can only make the mount move on its own Phases. The rider either has to (a) Hold his Action so he can act on his mount's Phases (thus, they act together); (b) make the mount Hold its Actions so that it takes its Phases in Segments in which the rider also has a Phase; or (c) limit himself to performing Actions other than moving (such as attacking or defending himself) in Segments in which he has a Phase but the mount does not.

If the mount's SPD exceeds the rider's, or the mount has Phases in Segments in which the rider does not, the rider can make the mount Hold its Action so their Phases coincide, thus allowing him more control over the mount (or the rider may, if he chooses, Hold his own Actions for the same purpose). However, the rider may choose to let the mount move on its own, with only minimal control from him. To do so, he makes a Riding roll (this takes no time). If he succeeds, the mount makes a Half Move or Full Move in whatever direction the rider desires; it may, if it makes only a Half Move, perform another Half Phase Action (such as an attack, if it's trained to fight). If he fails, the mount does not move, or may move in an undesired direction. In either case, the rider is considered to be moving at Noncombat Movement velocity (and thus to be at ½ DCV), regardless of his actual velocity. (Note that this halving of DCV only applies when the mount moves on a Segment when the rider cannot act; riding a mount does not, *per se,* affect a character's DCV.)

Regardless of their relative SPDs, both rider and mount can only act on their own DEXs in their Phases. Thus, if a high-DEX character rides a low-DEX mount, he has to wait until the mount's DEX comes up during the Phase before the mount (and thus he) can move. The rider can take his Action (such as attacking a nearby foe) on his own DEX — but if he does so, he'll be unable to control the mount properly if it moves on its own DEX (just as if the mount moves in a Segment in which it has a Phase but the rider does not).

COMBAT TRAINING FOR MOUNTS

In combat, the rider's ability to function effectively as a mounted warrior depends on whether his mount is trained for battle or not. A mount is considered trained for combat if it has a Presence of 15 or greater or it knows the *Riding* Skill itself (in this case, the Skill simulates the mount's self-control and knowledge of how to move to help its rider fight). If a mount isn't trained for combat, the rider must spend a Half Phase and make a Riding roll every one of his Phases; this helps him keep the mount under control and make it act as he wishes (though he cannot make it attack). Furthermore, even if the rider makes his Riding roll, he is at ½ OCV (his DCV remains normal). If the rider fails his Riding roll, he must make a second Riding roll to keep from being thrown; he can do nothing that Phase but hang on to the mount and make a Half Move directly away from the thick of battle.

If the mount is trained for combat, the rider may make the mount move without making a Riding roll; furthermore, the rider is at normal OCV (but suffers a -2 penalty; see below). If rider and mount both have a Phase in the same Segment, both may attack. They make up to a Half Move, and then the rider makes a Riding roll (this takes no time). If the roll succeeds, the rider may make his attack, and the mount may also make an attack. Alternately, the mount can make a Full Move (thus preventing it from making an attack) and the rider has a Half Phase Action in which to attack or



defend himself. If the roll fails, the rider may use his remaining Half Phase to attack, but the mount may not attack or move any further.

COMBAT VALUES AND FIGHTING

In combat, the mount and the rider each have their own CVs calculated from their own DEXs. However, the rider is always at -2 OCV because, even with a trained combat mount, he must spend some energy and concentration keeping his seat and controlling his mount. At the GM's option, any negative modifiers applied to the Riding roll in a Phase may also apply to the rider's (or the mount's) OCV, reflecting the difficulty of keeping the mount controlled in such conditions. If the rider attacks targets on foot, and the campaign uses Hit Locations, the Hit Location should be rolled as a High Shot (see pages 414-15 of *The HERO System 5th Edition, Revised*).

If a mount is injured, its rider may, at the GM's option, have to make another Riding roll to control it (this takes no time). If he fails the roll, the mount moves away from combat as fast as it can in its next Phase. Mounts trained for combat usually won't do this unless badly injured (*i.e.,* they take 5 or more BODY from a single attack).

If the mount takes Knockback from an attack, it usually loses its balance and falls. The rider must make a Riding roll to leap off the mount or otherwise prevent himself from being caught in the fall and taking the same damage as the mount takes from the Knockback (this takes no time). If the rider takes Knockback from an attack, he must make a Riding roll at -1 for every 2" (or fraction thereof) of Knockback taken or fall off the mount; if the roll succeeds, the rider takes no Knockback and retains his seat (otherwise he's knocked off the mount). If the mount is Knocked Out, it will fall, requiring the rider to make a roll as described above.

If either the mount or the rider performs a defensive Combat Maneuver such as Dodge or Block, the benefits of that Maneuver apply only to the character making them. A rider does not, for example, gain bonuses to his DCV because his mount Dodges.

The GM may apply modifiers of -1 to -5 to any Riding roll to reflect combat conditions, monsters, damage the mount has suffered, and anything else that might scare a mount.

Example: *Sir Gareth (DEX 18, SPD 4, 6" Running) rides his trusty steed Destrier (DEX 15, SPD 3, 12" Running) into battle. Destrier is a trained warhorse (PRE 15).*

In Segment 3, Sir Gareth has a Phase, but Destrier does not. Sir Gareth could attack someone if he wanted to, but he cannot move, because Destrier doesn't have a Phase. Sir Gareth opts to Hold his Action until Destrier can move. In Segment 4, on DEX 15, Destrier moves forward 12", carrying Sir Gareth with him. Because Destrier is a trained warhorse and is not making an attack, Sir Gareth need not make a Riding roll to get Destrier to go where he (Sir Gareth) wants, and he has his full OCV (-2 for riding a mount) when he attacks this Phase. Sir Gareth swings his sword at a foe, using his OCV 4 (6-2)

to hit the enemy and wound him.

In Segment 6, Sir Gareth has a Phase, but Destrier does not. Because there is another enemy within HTH range nearby, Sir Gareth decides to use his Phase to attack. He rolls again with OCV 4 and hits and kills his target.

In Segment 8, Destrier has a Phase, but Sir Gareth does not. Sir Gareth has Destrier Hold his Action so they can act together in Segment 9. Had Sir Gareth chosen to have Destrier run forward, he could have made a Riding roll to get Destrier to go where he (Sir Gareth) wanted him to, but he would have been at ½ DCV until his next Phase.

In Segment 9, on DEX 15, Sir Gareth urges Destrier to charge towards an enemy knight. However, an enemy wizard has cast a fear spell over the battlefield, frightening Destrier, so Sir Gareth must make a Riding roll at -2 to get him to act. Sir Gareth succeeds, so Destrier makes a 6" Half Move towards the foe. Sir Gareth decides they will both attack. He makes another Riding roll, so Destrier can use his remaining Half Phase to attack. As Sir Gareth hacks at the enemy knight and misses (the GM imposed the -2 for the initial Riding roll on his OCV, to simulate the difficulty he's had controlling Destrier this Phase), Destrier tries to bite (HKA 1 point) the enemy knight's horse. Destrier rolls a 6 with his OCV 4, and hits! The enemy horse takes a minor wound; the GM has the enemy knight make a Riding roll to keep his horse under control (he succeeds easily).

In Segment 12, both Sir Gareth and Destrier have a Phase. Sir Gareth decides they will attempt to Coordinate their attack. He Holds his Action until DEX 15. The GM allows them to Coordinate if both make 8- rolls; they succeed! As Destrier rears up and comes crashing down on the enemy knight, Sir Gareth uses the momentum of the maneuver to increase the force of his sword-blow (the GM grants him +1 Damage Class to simulate this); both hit, and the enemy knight falls lifeless to the ground.

MOVEMENT SKILL LEVELS

If the character has any Skill Levels that apply to a particular type of movement, they have several uses:

First, he can use each Level to lower his Turn Mode by 1 (minimum of 0"). However, the character's still restricted to making no more than five turns in a single move, unless the GM rules otherwise.

Second, each Skill Level provides a +1 to any roll required to land in, or otherwise move to, a particular hex.

Third, at the GM's option, the character can use each Skill Level to increase his acceleration or deceleration with his modes of movement (not with vehicles) by 1" per hex per Skill Level applied.

Fourth, at the GM's option, a character can use Levels with movement to improve his DCV if he Dodges or uses a Combat or Martial Maneuver that provides bonuses to DCV while moving.

Skill Levels with one mode of movement cost 2 Character Points per Level. Skill Levels that apply to any of a character's modes of movement cost 3 Character Points per Level.

See pages 23-24 for more information.



MOVEMENT PHYSICS



For most campaigns, real-world considerations of scientific accuracy and the like aren't particularly relevant — the *HERO System* is a game, not a physics textbook, and most of the time bringing real-world science into play only causes problems. But in some "realistic" campaigns, GMs and players want to give some consideration to maintaining scientific accuracy, or at least be heavily informed by it. For those campaigns, here's a brief discussion of some of the physics behind movement.

MASS: THE MOVING BODY

All moving bodies, speedsters included, have mass, the intrinsic quality of matter that measures the amount of physical material present. A body's mass is affected by gravity to give the body weight. The average *HERO System* character has 100 kilograms of mass and is roughly human sized. *HERO System* characters can increase or decrease their mass through the Powers *Density Increase* and *Shrinking,* or as the special effect of a wide variety of abilities and powers (see, for example, *Density Increase Powers* on pages 116-18 of *The Ultimate Metamorph*). In many cases the amount of BODY a character or object has also relates to its mass, but this isn't necessarily the case; a scrawny fellow with an intense will to live might have a lot more BODY than a big, burly warrior.

The *HERO System* does not specifically track or calculate the mass of objects — that's left to the GM to determine. Equipment tables in books like *Fantasy Hero* and *Pulp Hero* often indicate the mass of objects as a convenient reference; *The Ultimate Brick* also has extensive information about the weight of various objects and substances.

A character's mass usually doesn't affect movement in the game, since *HERO System* Movement Powers assume a character can always carry his own weight without difficulty (unless a Limitation or Disadvantage indicates otherwise). However, most Movement Powers do not automatically permit a character to carry passengers or cargo, so in those cases a character must have enough STR to lift his load (and the Encumbrance rules may come into play). The exceptions to this are Teleportation and Extra-Dimensional Movement, both of which have an *Increased Mass* Adder designed to let the character carry more mass than normal when using them. And of course, a character could buy all sorts of abilities, such as Telekinesis, that make it easier for him to carry more weight.

In the *HERO System,* a body can move even if it has no mass. For example, movies and comic books are full of instances where a mystic projects his "astral" or "spiritual" body into a situation where sending his physical body would be inappropriate, dangerous, or strategically inept. Some mentalists can "move" their minds or sensory perception out of their physical bodies, and some speedsters are composed of living energy and thus might not have physical mass. While most characters have mass, it's not a requirement for movement.

SPACE: THE ARENA OF MOVEMENT

Space is the physical world a character moves his body through. Three aspects of space affect Movement: distance; trajectory; and the environment.

Distance

As a character moves his body through physical space, he displaces himself — that is, he starts movement in one place and ends up in another place, crossing the intervening physical space in the process. Distance is the amount of displacement, and since normal physical space has three dimensions, distance represents three displacements: height, width, and depth. The *HERO System* measures distance in *game inches* (or "hexes"); one inch represents two meters, or approximately 6½ feet in the real world (a 1/72 scale).

Trajectory

Trajectory is a character's path of movement through the intervening space, between and including the departure and destination points. A character starts at his departure point. Unless the movement mode is Teleportation, the next space he occupies is adjacent to the point of departure. He continues to occupy neighboring spaces in sequential order until he reaches his destination. Many *HERO System* maps use a hex grid to help plot a character's movement, but this isn't required or necessary.

Environment

The environment consists of the qualities of the space that a character physically encounters as he moves through it. In normal three-dimensional

space, you can classify the environment as solid (earth), liquid (ocean), gas (air, sky), or vacuum (outer space). Environments may change — for example, a solid (ice) environment converts to a liquid (water) environment by the melting process, and liquid converts to gas (water vapor) by the evaporation process. A surface is where two environments meet, with the Earth's surface being the most popular for character movement.

THE SOLID ENVIRONMENT

The molecules in a solid material do not move freely but rather are held in a lattice by inter-molecular forces. Most of a solid's chemical properties are irrelevant to movement, but an object's non-fluid nature gives it material properties such as DEF. Various object and equipment tables in *The HERO System 5th Edition, Revised* rulebook and supplements for it list the BODY and DEF for hundreds of objects and substances.

In most campaigns the largest solid environment is the planet Earth, and most character movement takes place on the surface between the earth and the sky — the ground, in other words. Other solid surface combinations include solid-liquid (the ocean floor) and solid-vacuum (which occurs on planets without an atmosphere).

Running is the most common Movement Power used in a solid environment, but Leaping, Swinging, Teleportation, and even Extra-Dimensional Movement typically imply ground contact for part of the path (even if much of the path is off the ground). Typical character movement is on a solid surface, not through a solid itself. To move through a solid material, a character must either (a) use Desolidification to become insubstantial and move through the material without touching it, (b) use Tunneling to destroy solid material in his path, with the option of reconstructing it in his wake (Tunneling is the primary movement mode of subterranean speedsters), or (c) use some other power whose special effect involves moving through solid material. However, a material may have properties that prevent characters from traveling through it, represented by Advantages like *Affects Desolidified* or *Cannot Be Escaped With Teleportation.*

THE LIQUID ENVIRONMENT

The molecules in a liquid are not structured as in a solid, but are still held together by enough inter-molecular forces to prevent them from becoming a gas. These forces give liquids some very interesting properties: they're fluid, so they stay intact, take the same shape as their container, have thickness (viscosity), and have a surface tension enough to support tiny amounts of weight. The most common liquid environment in most campaigns is water, and the Power used to move through liquid is Swimming.

A character's weight might be supported by a liquid's surface tension if he (a) has little enough mass (typically due to the use of Shrinking) so he doesn't break it, or (b) was moving so quickly across the surface that any one spot on the water would not be supporting the character's weight for more than an instant (which in game terms is usually simulated by Flight with the Limitation *Only In Contact With A Surface*).

Typical characters move through the liquid itself, and not across its surface — even a character or boat Swimming along the surface is really in the water, and thus subject to water's viscosity. As a character moves through the water, he temporarily parts the water in front of him. The water rushes to fill the space left by the moving character, re-forming after the character passes and creating a disturbance, or "wake," behind the character.

A liquid environment can be any large body of water such as a river, lake, or ocean (it's referred to as the "water," regardless of whether it's pure water or not). An air-breathing character moves along the water's surface, giving him access to the air. Characters who can breathe water or who have self-contained breathing can move beneath the surface of the water.

See *Moving Underwater,* page 254, for more information on moving in liquid environments.

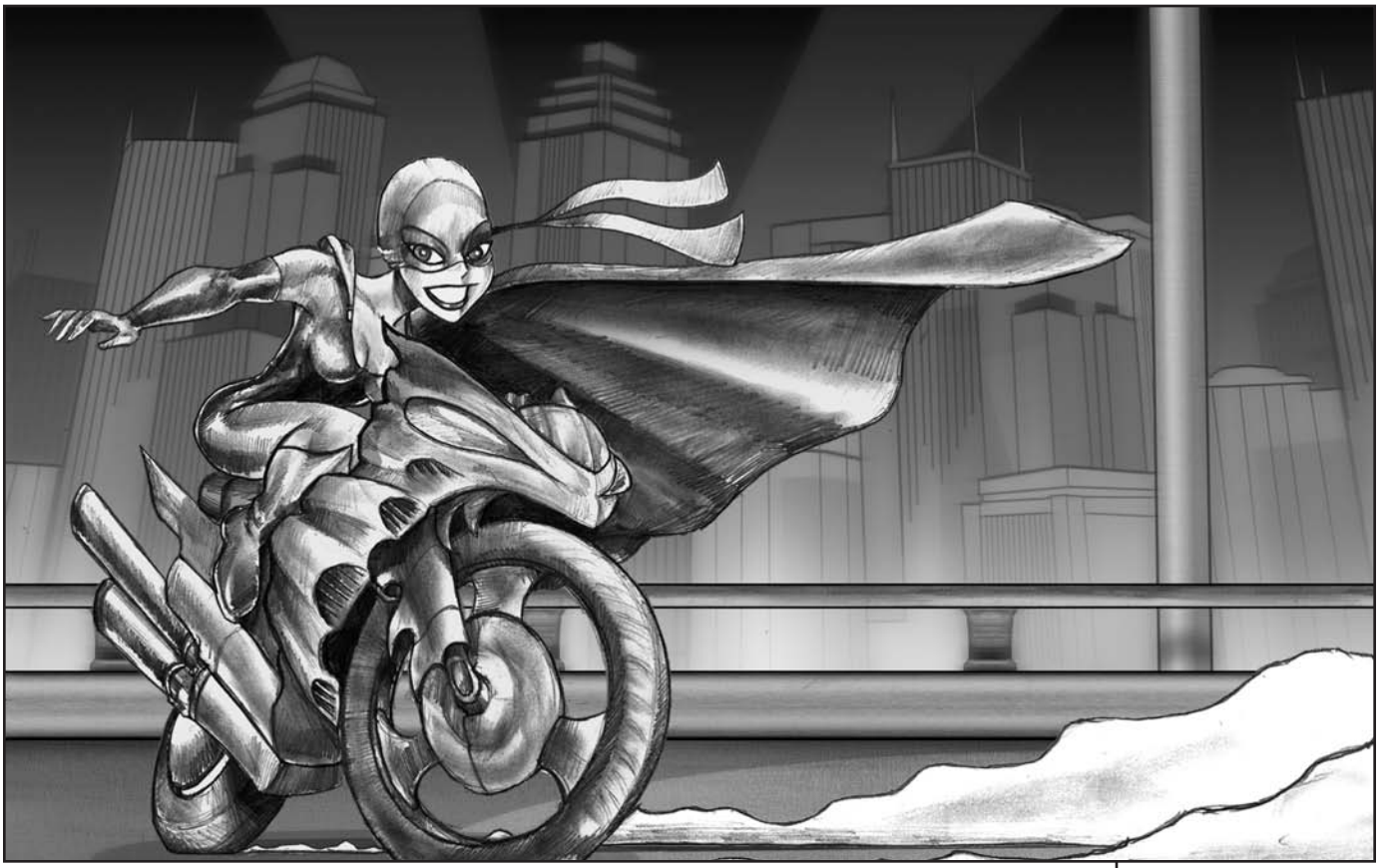
THE GAS ENVIRONMENT

The molecules in a gas fly around and are not held together by inter-molecular forces. Gas molecules can temporarily overcome gravity so they expand to fill three-dimensional containers. When first released, gas molecules bounce off each other until they're sufficiently far apart to mingle with ambient gasses in the atmosphere. A gas dissipates until it's so non-concentrated it loses its identity in the air. Since gas is not a single entity, but a "cloud" of individual molecules, it won't support a character's weight. A character must use Gliding, Flight, a vehicle, or other appropriate means to move through a gas.

The most common gaseous medium is the atmosphere, commonly called "the air." In most Superheroic campaigns, and a few Fantasy games, characters move through the air routinely; in other games moving through the air, especially under one's own power, is rare. Flight is the most common airborne movement mode, and the only Power that permits fully controlled air movement. Gliding permits partially controlled air movement, while Uncontrolled movement through the air usually constitutes "falling." Swinging and Leaping involving moving partially through the air, as can Teleportation and Extra-Dimensional Movement, though they all involve periodic contact with solid surfaces.

THE VACUUM ENVIRONMENT

In a vacuum, there are almost no molecules, just empty space — nothingness, no ground to stand on or water to swim in. Nobody can hear you scream because there's nothing to propagate the sound waves. Liquids and gasses drift apart, and the structural integrity of solids is tested if they contain liquid or gas pockets to exert pressure. Under some unusual circumstances, certain liquids may not fall apart in a vacuum due to the surface tension between the molecules.



Assuming a character could survive in a vacuum (which requires appropriate forms of Life Support), movement in a vacuum is mostly the same as movement in a gaseous environment, since the stray molecules floating through space mean it's like a *really* sparse gas. Flight works normally (though some forms of it, such as wings, may have difficulty if the GM wants to be "realistic"); Gliding does not work, since there's no air to provide air currents. FTL Travel *only* works in a vacuum, and some forms of Teleportation and Extra-Dimensional Movement may also entail or allow space travel. If a vacuum contains a solid surface and gravity, ground-based forms of movement can be used on that surface.

UNMEASURABLE ENVIRONMENTS

The above discussion of environments assumes a normal, physical, three-dimensional space — the kind found in virtually every gaming campaign, and based on what gamers can perceive and experience in the real world. But a fictional setting might be pseudo-physical, giving characters the ability to perceive, measure, and travel in environments like time and alternate dimensions. Time is discussed briefly below, but beyond that the possibilities are so vast and unrestricted that each GM has to decide for himself how he wants such an unusual campaign to work.

TIME

Like the three dimensions of space, time is yet another dimension, although it's perceived and measured differently. According to the theory of special relativity, time is not the absolute parameter it's traditionally been thought of as, but instead it's relative to motion, which is itself defined by space and time. Most of *The Ultimate Speedster* assumes the classic "4th dimension" definition of time, where motion is some mass moving through space over some distance.

In the *HERO System*, time is measured according to the situation — in situations like combat, where exactly what happens when is important, it's measured precisely in second-by-second intervals called Segments. (The use of Phases dictated by a character's SPD affects "how long" it takes him to perform certain actions in a crude sense, but doesn't change the basic Segmented nature of tracking time.) In other situations, where such precision is pointless (or even a hindrance), time is measured dramatically, based on the needs of the scenario — a scene that requires more attention gets more focus, while scenes that hold no special interest can skip over days of time in an instant. ("You travel for three days, finally reaching the castle.")

SPEED, VELOCITY, AND ACCELERATION

When a mass moves over a distance in a time interval, the rate at which this occurs is the body's *speed.* Speed is a measure of the rate of motion, expressed in distance per time (*e.g.,* miles per hour, kilometers per second). Speed is just a number; by itself it doesn't completely describe movement because it doesn't indicate in which direction the movement occurred. By adding a direction to speed, you can derive a vector quantity. A *vector* just means that speed has a number value and a direction. A rate of motion expressed as a vector is the moving object's *velocity;* the only difference between speed and velocity is the direction vector.

In the *HERO System,* the term "Speed" (note the capitalization) refers to something other than speed (the rate of motion). It represents the number of times a character can act in a 12 Segment Turn, and those actions may or may not involve motion. If the character actually moves, the rules call that his velocity, since the term "Speed" means something else. Velocity is defined using 6.5 meter-long "inches" (hexes; see above).

INERTIA

One of the interesting things about mass is that once it's moving, it likes to keep moving unless something stops it. Furthermore, it keeps moving with constant velocity (the same speed in the same direction) unless something changes that. Finally, a mass at rest (not moving) remains at rest unless something changes this. The property of mass that causes this behavior is called *inertia,* and it's a basic assumption when dealing with moving objects. From experience you know that objects don't suddenly move or change course without good reason — that would require the use of force (see below).

Many *HERO System* games routinely allow characters to violate the real-world laws of physics, including Newton's Laws (the three described above), but even the pseudo-physics of the *HERO System* respects inertia via the rules pertaining to acceleration and Turn Mode. A character can purchase immunity to the effects of inertia in various ways (such as the Advantages *Improved Acceleration/Deceleration* and *No Turn Mode*).

ACCELERATION

Acceleration is a change in velocity, either in speed or direction. Because it may change the direction of a vector quantity, acceleration is also a vector quantity. For example, the force of gravity accelerates objects at a certain rate in a downward direction. Whenever an object at rest starts to move, it accelerates, and when it stops moving, it decelerates. When a moving object turns a corner, it accelerates due to the direction change, even if it maintains the same speed number.

In the *HERO System*, acceleration of a character's movement is normally fixed according to a formula which doesn't necessarily translate to the real world. In classic physics, acceleration is expressed in terms of change in velocity per unit of time, and in the *HERO System*, it's expressed in terms of velocity change per unit distance. This fixed acceleration rate is +5" of velocity per inch (hex) traveled (though characters can alter this with various Advantages and other game elements). More "realistic" games, especially those using the Segmented Movement rules, might want to alter this to +5" per Segment, which means it takes most characters a lot longer to reach full velocity.

FORCE

A moving body changes speed or direction in response to the application of a *force vector* — for example, gravity. The classic Newtonian equation $F = ma$ describes the relationship between force (F), mass (m), and acceleration (a): force equals mass times acceleration. In the *HERO System,* force is typically measured by STR, which permits characters to exert physical influence in the form of punching, grabbing, lifting, squeezing, and throwing. Most of these applications require the character to execute a Grab maneuver and maintain a grip on the target. Common natural forces are portrayed in the *HERO System* as either damage (friction) or movement (gravity, drag, buoyancy).

GRAVITY

Gravity is a pervasive force generated by a mass that affects all other mass in the area of effect. Technically all masses exert gravity, but in most circumstances it's only measurable and worth taking into account when large masses (such as planets and stars) are involved. Gravity's influence covers large portions of the solar system (not to mention the Galaxy), and although it exerts less influence far away from a planet, gravity is considered a constant force for objects near a planet's surface.

A mass's acceleration due to gravity is considered its weight, and is roughly equal to +5" per Segment, per Segment directed downward. See the Falling rules on pages 434-37 of *The HERO System 5th Edition, Revised* rulebook for more information. *Star Hero,* pages 83-84 and 187 also discusses gravity in some detail, and *Moving In Different Gravity* on page 226 of this book provides some additional information about moving in areas of high and low gravity.

FRICTION

Friction is a resistant force exerted by surfaces that contact an object. *Static friction* is that minute surface force that keeps an object motionless when it's at rest on top of a surface. A really slight push on a resting object may fail to move it at all due to static friction.

Once an external push exceeds the force of static friction, *kinetic friction* comes into play. Like static friction, kinetic friction is generated along the surface of motion in a direction opposite the object's motion (which is why it's called a resistant or retarding force).

The *HERO System* rules don't specifically account for friction in any way. However, some

rules, such as those for Dragging or Skidding, impliedly involve friction in the damage calculation or other aspects. The Kinetic Energy Powers in Chapter Two showcase a wide variety of powers and abilities that let characters control, overcome, manipulate, or make use of friction.

Surface Traction

The basic Grab maneuver pits the Grabbing character's STR against the Grabbed target's STR. Those basic rules don't account for friction (surface traction), which can make it easier or harder to maintain a grip. An ungloved hand has better traction than a gloved hand, and a dry hand better traction than a wet one. Just think of all the movies featuring the classic cinematic grapple at the edge of the cliff where the villain falls to his death because his slick, sweaty hands can't hold on to the hero reaching out to try to save him.

If you want to account for traction when characters Grab or hold on to other characters or objects, the accompanying table provides suggested "Traction Ratings" for various surfaces. Multiply the rating by 5 STR, then add that amount to the Grabbing character's STR to determine how easy it is for him to hold on. For example, a character trying to hold on to an ice-slicked surface (Traction Rating -4) adds (-4 x 5=) -20 STR (in other words, he reduces his STR by 20) for purposes of determining how easily he can hold on. A character's minimum STR using this system is 5, regardless of traction modifiers.

If characters want to use Change Environment to alter traction, each +/-1 Traction Rating costs 3 Character Points as a combat effect.

DRAG

Drag is a resistant force exerted by fluids or gasses as objects move through them. Drag is proportional to the object's surface area presented toward the direction of motion, meaning a character can reduce or increase his drag by changing shape or size. Aircraft and sportscars are designed based on this phenomenon — their shape decreases their drag, allowing them to move more efficiently (*i.e.,* expend less fuel to attain and maintain high speeds). Similarly, parachutes increase drag to slow a falling character down.

Drag is proportional to an object's velocity, so as an object accelerates faster it takes more force to keep it accelerating or even to maintain the same velocity. In other words, the faster a body travels through air, the greater the opposing drag force. There's a point at which fuel is being burned to compensate for air drag, instead of propelling a vehicle faster. Eventually the drag force equals the maximum acceleration, and that means the object can't accelerate any faster, having reached its effective "top" speed. Past a certain speed, it becomes difficult to accelerate at all; for example, that's why terminal velocity in Earth's atmosphere is restricted to 30" per Segment — gravity can't move an object downward any faster than that through the air due to drag.

TRACTION EFFECTS

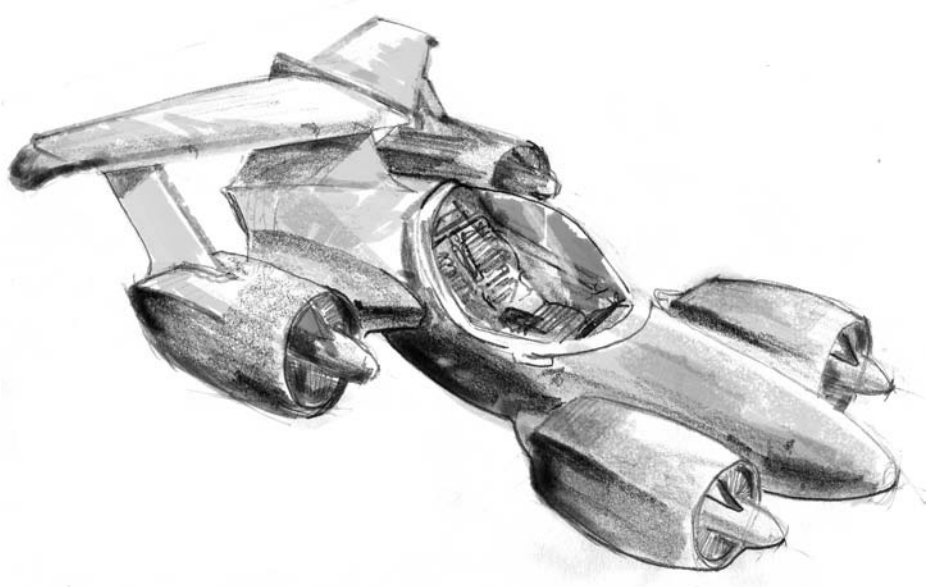
Traction Rating	Examples Special Effects
-6 or worse	Unnatural slipperiness
-5	Smooth surface polished with liquid film (ice with melted water)
-4	Polished with liquid film (frozen ice, hockey rink)
-3	Polished or solid/liquid mix (mud)
-2	Particulate solid (gravel, sand, crunchy snow)
-1	Smooth or liquid film (tile, hard-wood, rain, water)
+0	Rough surface, normal traction (sidewalk, road)
+1	Bumpy (cleats, rope, specially designed tires)
+2	Really bumpy (rug, chains, tree bark)
+3 or more	Clinging; unnatural stickiness

BUOYANCY

Buoyancy is a force exerted by the mass of a fluid on solid objects submerged within the fluid. Buoyancy opposes gravity and is proportional to the difference between the submerged object's weight and the fluid volume weight it displaces. Thus, small objects that weigh more than the water they displace sink, while light or inflated objects rise if submerged underwater.

The *HERO System* rules do not address bouyancy. However, "controlling bouyancy" could be the special effect of many Swimming-based powers. In a campaign that took place underwater, the GM might want to come up with rules that take the effects of bouyancy into account.





ENERGY

When a force is applied over a distance, work is performed and energy is either stored, released, or converted. In classic Newtonian physics energy is another fundamental entity like mass. Einstein proved the relationship between mass and energy in his famous equation $E = mc^2$ (energy equals mass times the speed of light squared).

Kinetic energy is the mechanical energy contained in moving mass, equal to $\frac{1}{2}mv^2$, where m and v are mass and velocity. In *HERO System* terms, kinetic energy is represented by movement.

Potential energy is the mechanical energy stored in objects affected by certain external forces, *e.g.,* compressed springs or gravity. When the external force is released the potential energy is converted to other forms, like kinetic energy. In *HERO System* terms, potential energy is represented by Strength (STR).

Deformation energy is the mechanical energy contained in the temporarily or permanently altered molecular structure of a damaged object. In *HERO System* terms, deformation energy is represented by damage dice (d6).

Heat energy is contained in objects with a higher temperature than the surrounding environment. Temperature depends on the amount of motion and disorder in the object's molecules. Heat energy naturally transfers (as radiation or air molecule excitation) from a hotter area to a cooler area.

Light energy is a visible form of electromagnetic radiation energy. The entire spectrum includes gamma rays, x-rays, ultraviolet rays, infrared, microwaves, and different forms of radio waves.

Sound energy is contained in compressional wave disturbances in the air, *i.e.,* sound is nothing more than air vibrating at different frequencies. Sudden and violent changes in air pressure can also cause sounds, like sonic booms induced by high speed movement.

MECHANICAL ENERGY

Kinetic, potential, and deformation energy are examples of *mechanical energy,* which causes, is stored in, and results from a moving body. In roleplaying campaigns people and objects are constantly flying around, perhaps colliding with other people and objects. A super-strong character may use his STR to throw a car, which converts potential energy to kinetic energy. When the airborne car hits the wall, kinetic energy is converted to deformation energy, inflicting damage on both the car and the wall. Similarly, STR converts to damage directly by punching or squeezing, to motion by leaping, lifting/carrying, and throwing, and to protection by being used to resist Knockback or cushioning falls.

Kinetic energy (movement mechanical energy) can likewise be converted for uses other than just moving. As discussed on page 207, movement can augment a character's STR for some purposes, and page 421 of *The HERO System 5th Edition, Revised* discusses how characters can use Flight to resist Knockback. Various Combat/Martial Maneuvers convert kinetic energy to deformation energy (damage) through the velocity/5 (or /3) mechanic.

chapter five:









SPEEDSTER CAMPAIGNING

SPEEDSTER CAMPAIGNING



Since few roleplaying game campaigns are run for a single player, typically you (the GM) must incorporate a speedster into a game that features other characters. This creates the challenge of letting a player play a speedster who has a lot of the classic speedster "bits" and abilities but who doesn't unbalance the campaign. After all, a roleplaying game should provide roughly equal "air time" for all characters, something comic books, novels, and movies don't have to worry about.

SELLING SUPER-SPEED

If a speedster isn't a full-time adventurer or crime-fighter, or sometimes even if he is, he might have a job that lets him take advantage of his abilities. If he has a Social Limitation: Secret Identity or has to hide the fact that he's a speedster, he may have to go to great lengths to conceal his abnormal productivity. For example, if he's a freelance writer, he might maintain multiple pen names so he can churn out 50 times as much work as an ordinary writer without anyone becoming the wiser.

If a speedster doesn't have to hide his light beneath a bushel, there are dozens of profitable uses for speedster abilities. The most obvious are jobs like courier ("When it absolutely, positively, has to be there three seconds from now"), but just about any work becomes easier when a character can move at hypervelocity. For example, a speedster housepainter could paint an entire block's worth of houses in the time it takes a mundane painter to get out his equipment for one job, and a speedster computer programmer can write, test, and bugproof massive amounts of code while his fellow programmers are pouring their morning coffee. A speedster artist can crank out a masterpiece in a minute... if he feels like it.

In some cases, a speedster's abilities may allow him to provide special services that don't necessarily relate to speed — for a premium fee, of course! A flying speedster might be able to repair or refuel planes in flight to prevent disasters or assist with a military effort. A Swimming speedster could reach depths unattainable by human technology for purposes of research or commerce. A Tunneling speedster could make a fortune in the construction industry (though at the risk of angering the excavators' union).

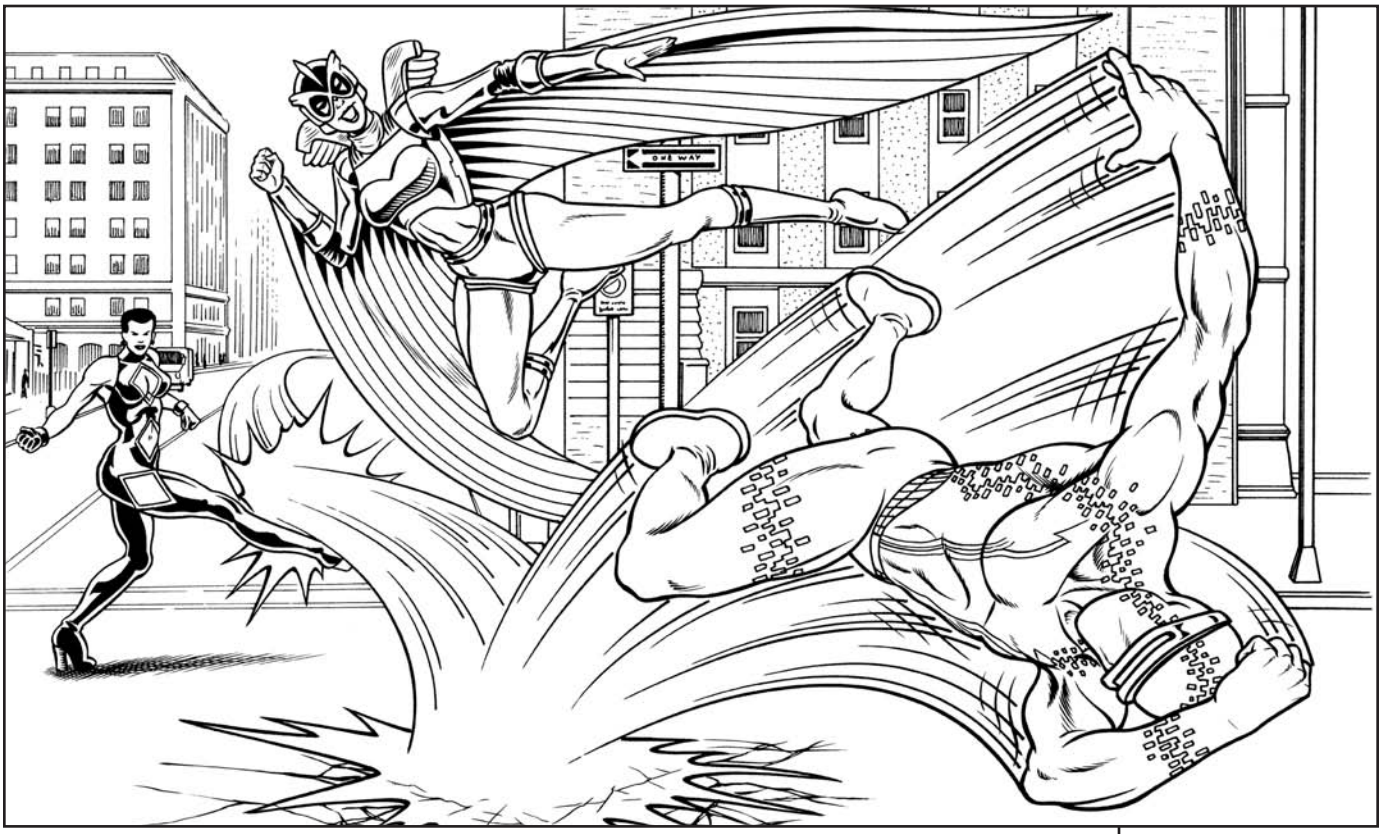
APPROVING THE SPEEDSTER

As with any other type of character, you should review a speedster carefully before allowing him into your campaign. But since speedsters tend to be more likely to cause game balance problems than many other types of characters, you may want to pay special attention to them during the review and approval process.

THE CHARACTER CONCEPT AND SPECIAL EFFECTS

First, make sure the character concept is sound, and that both you and the player are on the same page regarding what the speedster can do and where the player wants to go with the character. For most campaigns, it's going to be necessary for a speedster to start out a little "weak" compared to what you're used to from the source literature. For most gamers, particularly *Champions* gamers, the main inspiration for most speedsters is the DC Comics character the Flash. But unless your game is one where every character is built on many hundreds or even thousands of Character Points, you can't easily build a character who can do everything the Flash can do right off the bat... and in fact, you probably don't want to. Gaming isn't the same thing as comics or movies, and a character that works in a comic — like the Flash — may not work in a game, where the "author" (the GM) can't directly control him and keep him from doing game-unbalancing things. Instead, though it may be frustrating for the player, the character probably has to start off much weaker than his idols, then gradually, over the course of the campaign, grow into his power.

Because it's unlikely the character can start the campaign able to use every speedster trick already, a tight, well-defined speedster character concept helps both you and the player get a handle on the character (and, in the player's case, minimize frustration). Instead of going for plain old "super-speed" as a special effect, the player should consider a more precisely defined effect or explanation for his powers. That way he can more easily determine what powers are central to his character concept (which he should have when the game begins) and which are secondary (which he can buy later). This may be as severe as choosing "Whirling Powers" or "Vibration Powers" instead of pure Speedster Powers, or it may involve defining the source of the character's super-speed with greater precision ("I can harness the motion of the atoms in my body," "I have a telepathic link to the Speed Zone").



STACKING UP

Second, you should evaluate how a proposed speedster character fits into the "Speedster World" of your campaign. If a player's concept is that his character is one of the fastest, if not *the* fastest, man on the planet, you shouldn't allow him to use that concept unless you're willing to make it true. If a player wants his character to be a "mid-level" speedster who could one day grow into the top ranks, what does that mean? He needs to know what your benchmarks are for non-speedsters, low-powered speedsters, mid-range speedsters, and top-flight speedsters before he can decide how much DEX, SPD, and the like are appropriate for his character. If he's already taken his best guess and designed a speedster to suit, you may have to ask him to make a few changes so his concept is in line with your campaign parameters.

THE COST OF SPEED

Third, if a speedster has a power that you think is, or may be, unbalancing in your game, see if it has some cost associated with its use that diminishes or removes the problem. The main cost associated with most speedster powers is END — fast-moving characters with plenty of Phases tend to use up a *lot* of END (unless they've spent points on Reduced Endurance, which itself may be a balancing factor). Is the character likely to run into END usage problems that will keep him from being a problem in every combat? If so, he's more likely to merit approval than a character who won't.

Endurance isn't the only possible cost you can associate with a power. Instead of using up END, an ability could consume Charges. Or it might have a Side Effect that costs a character BODY, STUN, or something else important.

HINDRANCES

Fourth, has the player built enough hindrances — Limitations, Disadvantages, and other "story hooks" you can use — into his character to help you keep the speedster under control, work him into the campaign, and make his life interesting? Can you plausibly design adversaries who can take advantage of these weaknesses on occasion?

MULTIPLE SPEEDSTERS

Fifth, in some campaigns you may have to cope with having multiple speedsters. As long as they're reasonably distinct (for example, one runs at hypervelocity, the other's a teleporter), this probably isn't a problem. If they're too much alike, not only can the game balance problems they pose become even worse, but it makes it harder for you to find distinctive things for them to do. Be sure to evaluate multiple speedsters with an extra-cautious eye.

BRINGING IT ALL TOGETHER

Checklists aside, ultimately determining whether a character is appropriate for your campaign is a value judgment on your part. Even if you can answer most of the questions asked above in a positive way, there may be other factors you have to consider. For example, do you trust the player not to abuse his character's powers? The same speedster in the hands of two different players could be either a lot of fun and contribute to everyone's enjoyment of the campaign or a combat-spoiling nightmare of a PC, depending on the players' styles and attitudes. Be sure to think about all the relevant factors before letting that high-DEX, high-SPD, high-movement character into your game.

GAMEMASTERING FOR SPEEDSTERS

Once you let a speedster into your game, you've got to do things with him. This, too, presents challenges.

For one thing, making sure all characters get an equal share of "stage time" and attention is the Golden Rule of plotting, but it's especially important when one character gets a lot more Actions than the others. With a speedster in the campaign, you could easily end up with a character who gets twice as many Actions as some other characters, and whose out-of-combat ability to affect the world is equally greater. Unless you want to run the risk of having the speedster dominate most battles, you should make an effort to present a large number and variety of challenges so there's something for characters of all varieties to do. There should be some tasks specially suited for the speedster, tasks any character can take on, and things that only a *non*-speedster can do.

For example, given both combat and non-combat tasks, a group of heroes will probably divide the work according to speed level. Suppose a group of villains has set fire to an entire neighborhood and stayed nearby to taunt the heroes. When the heroes arrive, they face a dilemma: save the innocents and let themselves get beaten upon by villains; or fight the villains but risk letting the innocents suffer. A classic dilemma... but one the group may be able to avoid if it has a speedster. While the rest of the team starts the fight, the speedster uses his powers to rescue the innocents, then arrives at the battlefield in plenty of time to get a few licks in. You can even cut back and forth between the combat and the rescue as appropriate to give everyone enough his fair share of the spotlight.

LET THE SPEEDSTER HAVE HIS FUN

If you've got a speedster PC, you should do your best to encourage him to apply his powers creatively. The nature of speedster abilities often suggests many ways a speedster can use the environment around him or other "indirect" methods of attacking... even if he hasn't paid Character Points for a relevant speedster trick. Instead of worrying too much about who's paid for what, let the character make a Speedster Tricks roll to accomplish the task — encourage his creativity by not penalizing him based on what isn't written on his character sheet. Since you're the one controlling when and how he does this, you can regulate it so the speedster doesn't become unbalancingly effective based on a few Skill rolls.

Similarly, give a speedster PC the chance to strut his stuff. Let him show off the fact that he's *incredibly* fast, particularly out of combat when "game balance" really isn't a problem. For example, suppose the PCs in a *Champions* campaign are sitting around their base — it's a roleplaying scene, in other words. One of the heroes say, "Man, I'm hungry. I could really go for one of those New York-style pizzas we had when we accepted that award at the UN last week." The speedster blurs for a second, there's a stiff breeze kicked up out of nowhere that scatters some papers and dust, and suddenly the speedster has a pizza in his hands! The box says "Empire State Pepperoni Factory" and the smell wafting out of it is delicious. "Hey, where'd you get that?" the first character says. "Times Square," the speedster replies with a grin.

Has the speedster paid Character Points for some sort of ability to create food out of thin air? Probably not. But who cares? It won't unbalance the game for him to get a pizza for the PCs. It's a fun "bit" that lets him show off and entertain the other characters. There's absolutely no reason not to let him do it other than a cramped and incorrect view of how the *HERO System* rules work.

In some cases, you may even want to rely on the speedster's ability to do things like this as an element in a story. For example, the heroes have just a few minutes to locate a person they don't know in a large city. The speedster could look up everyone with the same name in the phone book and visit them within a minute — if the player thinks of that. How will the speedster's cleverness (or lack thereof) shape the story going forward?

CLASSIC SPEEDSTER PLOTS AND BITS

Just like other character types, there are certain classic plots, subplots, "bits," or plot seeds associated with speedsters, or with movement in general. Here are a few you can peruse when you're looking for ideas that revolve around your speedster characters. With regard to *Champions* speedsters, *Villainy Amok* has plenty of other ideas you can easily adapt to speedster-centric stories, such as a super-drug that grants addicts super-speed.

BALANCE OF POWER

A gradual and dangerous global shift of world politics ushers in a new age of national superpowers. For reasons unknown, alien species are using Earth as a battleground, secretly dispensing advanced technology to certain Earth governments, each of which thinks it has the only ace in the hole. One government gets alien technology from outer space. One government gets technology from another dimension. One government gets technology from the future. None of these governments is a traditional world superpower, which makes the existing Powers That Be nervous, even paranoid. Because the alien and extra-dimensional powers using humans as their catspaws are so far away, the responsible nations need a speedster to investigate the situation and find a way to put a stop to it.

THE BIG RACE I

A well-known charity organization has put together a race or competition between the heroes to raise funds for some great cause. The heroes are committed, and the media hypes the event. By the time the big day arrives, the atmosphere is such

that if the event doesn't go off as planned, the charity loses funding for the needy as well as credibility for future events. At various stages of the event, the heroes discover one or more questionable groups are taking advantage of this display to gather information about the heroes and their abilities, tap into and collect their paranormal energy and superspeed, or make money off them (either through illegal merchandising or committing a crime when they're otherwise occupied).

The charity organization may or may not actually be behind these plans. It makes for a stronger story to have the charity entirely innocent of shady doings, but in some campaigns suspecting the charity will come naturally to the heroes. The crux of the matter is that the heroes can't just refuse to participate when things start to go sour; walking away from the situation makes things even worse. If they do drop out of the race, they should suffer the consequences: bad publicity, bankrupting the charity, seeing the needy people they let down suffer.

THE BIG RACE II

The PC speedster and some other speedster — perhaps a Rival or arch-enemy, perhaps another hero with whom the character has a friendly rivalry — challenge one another to a race. This may be set up by an outside agency (as in the Big Race I) with all the potential complications and subplots that involves, or it may be purely between the racers for bragging rights. Use the racing rules in Chapter Four to resolve the competition, but make sure there are plenty of unexpected events along the way (people trying to rig the competition, crimes to stop in mid-race, and so on).

THE COLLECTOR

A sorceress from another dimension discovers the speedster from afar and casts a spell to track and observe him. When the time is right, she summons (and thus captures) him so she can harness his speed. In fact, she's acquired an entire collection of superpowered beings for the purpose of feeding her more powerful spells. The speedster's swiftness is the last component of a powerful spell that gives the sorceress's entire army the power of superspeed and certain victory in an upcoming series of battles.... if the heroes don't interfere with her fiendish plans.

If you don't want to use a sorceress in this story, you can substitute just about any ultra-powerful cosmic entity who has some reason for collecting superhumans (such as extending his own lifespan or the sheer joy of collecting).

HOAX

The *Hoax* is a story device used (even overused) in Silver Age comics that's difficult to replicate in a roleplaying game. A Hoax is a story involving deception: the reader sees an adventure full of unusual occurrences, and then a surprise twist ending where one character reveals what *really* happened behind the scenes. The fun of a Hoax is leading the reader on with a quirky mystery, and the surprise that the protagonist was secretly behind



the weird events he witnessed. At the end, a series of flashback panels shows a behind-the-scenes look at "what really happened."

Many super-speed effects are invisible to the naked eye, so speedsters are ideal Hoaxers. But because the protagonist usually perpetrates the deception, Hoaxes are tricky in RPGs and require a little adaptation. Either some PCs perpetrate the hoax and the end reveals it to the others, or the GM and his NPCs perpetrate the hoax and reveal it to the players. The important thing is that the players have to see the reveal; without that, there's no surprise and no point to the adventure.

RIVAL

A mysterious speedster appears in town one day, ostensibly to fight crime. He's faster and more efficient than the PC speedster, and may even gain popularity by out-performing him. Furthermore, as the PC speedster attempts to boost his abilities to catch up to the new guy, the new guy goes even faster. The rival doesn't talk much — although he's happy to pose for publicity photos, he basically remains a complete enigma to the heroes and to the public.

The crux of the scenario is, of course, who is this guy and what's his agenda? The classic (and predictable) approach is that he's a villain in disguise who's masquerading as a hero as part of some

overarching criminal plot (for example, to win enough accolades to earn a medal from the President so he can get close enough to the President to kidnap or kill him). Other possibilities include: he's a villain under some do-gooder cosmic being's powerful mind control; he's an illusion created by a wizard for some purpose; he's a cosmic being who's fallen to Earth and doesn't remember who he really is; he's some sort of PC group hallucination mysteriously brought to life.

TAMPERING WITH SUPER SPEED

This plot involves interfering with the speedster's powers in some way. Maybe the "speed energy" that gives him his powers is tapped or siphoned away, or a mysterious ray slows down all the molecules in his body, or he's somehow "blocked" from accessing the Speed Zone. Some possibile manifestations:

- The super-speed goes away (completely lost, "borrowed" by a friend, "stolen" by an opponent, mysterious "transmitted" to someone else as if it were a virus)
- The super-speed mysteriously develops a Side Effect (unplanned sonic booms, extra backdraft)
- The super-speed becomes erratic (cuts out at awkward times and places, cannot be turned off, amplified to super-sonic or faster than light)
- The speedster can no longer navigate or "steer"
- The speedster loses a complementary protective power (Life Support for Swimming, Force Field for Flight)

Over an extended period of time, the speedster starts to notice fluctuations in his abilities. Gradually, these fluctuations get worse, leading to full scale loss of control. Observations and examinations might uncover the ostensible reason for this, but reversing the process is either impossible or takes time. Meanwhile, the world goes on. The speedster continues to witness events for which super-speed would normally be the appropriate response. Unfortunately, responding to these events may unleash more problems. Eventually the speedster has to figure out what's going on, put a stop to it, and get full control of his powers back.

THE VERY LARGE PROBLEM

The Very Large Problem is a common classic plot for speedsters and other powerful characters. It involves a large-scale disaster the characters must prevent, counteract, or rescue people from. This plot is responsible for spawning such familiar phrases as, "He may be the most power mortal ever to walk the planet, but even *he* can't be in two places at once!"

A Very Large Problem features many of the following ingredients: a large distance or area to be covered; a short amount of time; a large amount of intricate work to be performed; a large number of combinations to try. In general, the problem should require a large-scale exhaustive approach, solvable by adding more people or more time. The scale of the problem must be proportional to the power of the speedster, otherwise it's too easy or too challenging. Similarly, you have to confront the speedster with obstacles — critically injured people to be rescued, fragile objects to keep from falling, inflexible mechanical delays, malicious security programming — or else there's no real drama.

Some examples Very Large Problems include:

Deliveries

The speedster must travel a large area and distribute life-saving objects in a short amount of time — for example, medicine, gas masks, poison antidotes, food, or water. A speedster could take a person who can provide a special service (like medical attention, or better yet a healing-spell) on a high-speed tour, effectively "delivering" the service to many places.

Retrievals

The speedster must travel a large area and collect dangerous objects or beings in a short amount of time — things like guns, loose animals, tainted food, booby-trapped toys, or poisoned candy. A speedster could even facilitate a full-scale evacuation of a city by carrying people out a few at a time.

Searches

The speedster has to look for a specific thing in a large area, *i.e.,* the proverbial Needle in the Haystack. It's possible the target doesn't even exist, but the only way to determine that is a lengthy wild goose chase. The perpetrator of this plot wants to keep the speedster busy while he does something else unchallenged.

Work

The speedster must perform an overwhelming amount of work or try a large number of combinations in a short amount of time. As with all Very Large Problems, the introduction of obstacles and complications is necessary — something has to prevent the speedster from just doing the work.

WEATHER DISASTER

Weather-related disasters like earthquakes, tornadoes, tidal waves, hurricanes, and volcanic eruptions occur naturally all over the world. Stopping them, or rescuing people from them, is a classic task for speedsters.

SPEED BUMPS

"Speed bumps" are forces or phenomena that would tend to resist super-speed in the "real world." They come in three categories: physiological; environmental; and obstacles. The GM (or perhaps a speedster's enemies) can use these to interfere with a speedster during a scenario. Some of them are only appropriate for campaigns stressing "realism." (See also *Terrain Effects And Modifiers* and *Movement Physics* in Chapter Four.)

Physiological Speed Bumps

The human body is a complex system requiring the constant circulation of fluids and oxygen to function. It has nerve and muscle systems that govern how fast a person can move and react. Unprotected and unaugmented, a human body subject to prolonged super-speeds would suffer a variety of ill effects. (Fortunately, most speedsters have sturdier than normal bodies.)

G FORCE

High rates of acceleration or deceleration, or abruptly sharp turns, can put a lot of extra gravitational or centrifugal force on a character. The human body reacts to such movement by restricting blood and oxygen flow to the brain, causing the traveler to black out. Circular and spinning motion introduce extra Gs on inner ear fluid, upsetting a speedster's sense of balance and DEX.

In game terms, forces greater than normal Earth gravity (1 G, or 60" per Turn) can cause characters to suffer momentary blackouts (not enough blood to the brain) and redouts (too much blood to the brain). The greater the acceleration (or deceleration, or centrifugal force), the greater the G forces on the character, and the greater his chances of experiencing problems or suffering injury.

To determine the effects of G force on a character moving at tremendous velocity, determine his rate of movement per Turn (don't forget to account for moving straight "up" or "down" compared to gravity; see page 206). Then consult the accompanying Personal G Forces Table.

In the Personal G Forces Table, the Damage done to the character is Attack Versus Limited Defense damage; the defense is one of the methods of protection from G forces (see below). The character takes this damage on each of his Phases that the increased "gravity" remains in effect.

G FORCES TABLE

Movement	G	AVLD Damage	Con Roll
60" per Turn	1	None	-0
61-120" per Turn	2	1d6	-1
121-180" per Turn	3	2d6	-2
181-240" per Turn	4	3d6	-3
241-300" per Turn	5	4d6	-4
301-360" per Turn	6	5d6	-5
...and so on			

If the damage would cause the character to lose consciousness, he may attempt a CON Roll at the indicated modifier to maintain quasi-consciousness. The Roll may only be attempted if the character would be at -0 STUN or worse. If it's successful, the character can stay conscious enough to come to a stop or otherwise keep from losing control (he can take no other Actions). A character may only attempt this Roll to overcome damage from G forces; it must be the most recent damage done, and the only damage that's put the character below 0 STUN.

Protection From G Forces

Most campaigns ignore the rules about G forces on speedsters; they're too realistic and add too much detail to a game. But in more "realism"-oriented games where they apply, here's how characters can protect themselves.

The simplest form of G force protection is to buy a PD Force Field that provides 2 points of PD per dice of AVLD damage the acceleration could cause. The Force Field takes the Limitation *Only To Protect Against G Force Damage* (-1). Thus, a character capable of 5 G acceleration (5d6 damage) can protect himself from G forces with a 10 PD Force Field costing 5 Real Points.

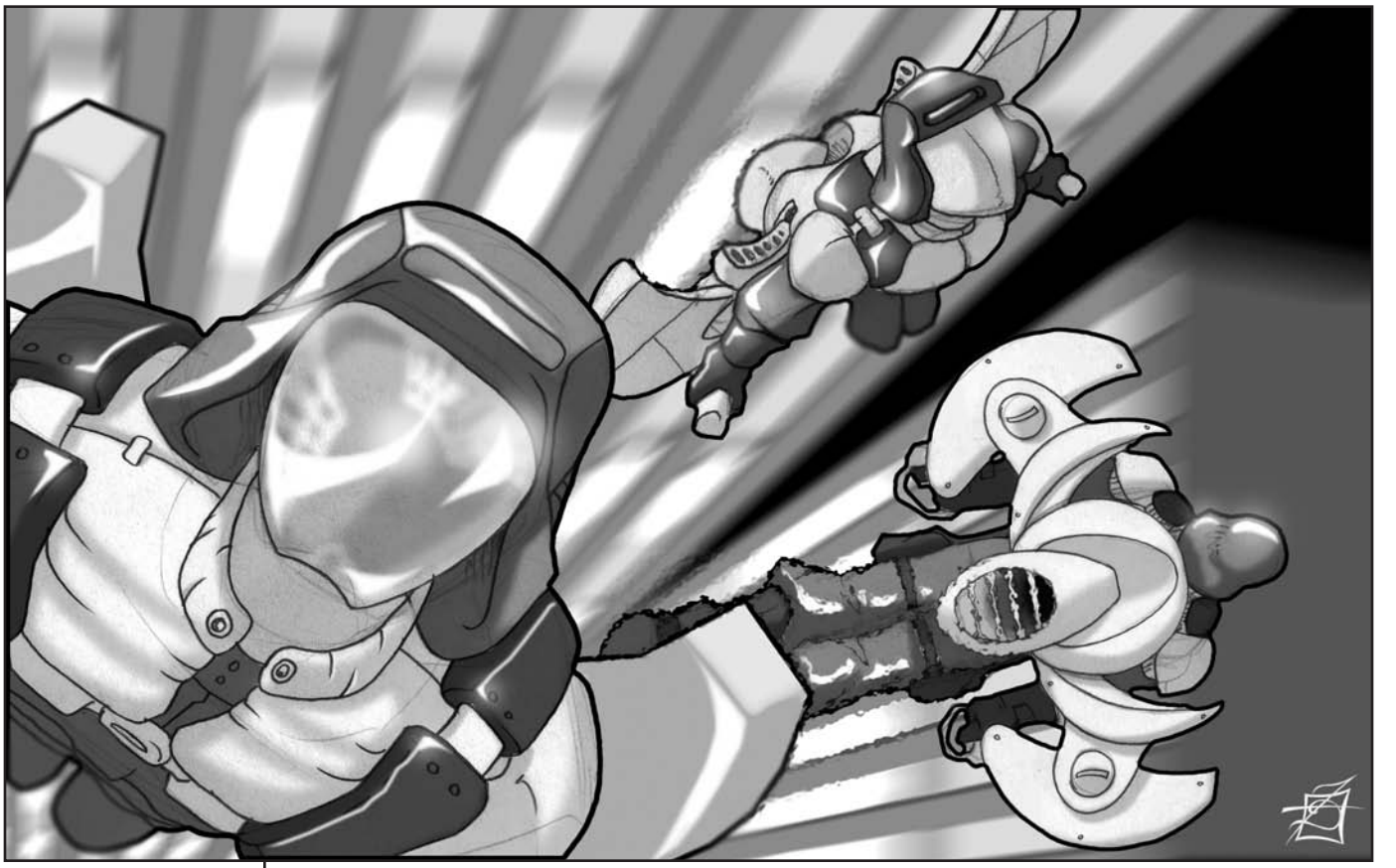
Alternately, the GM might prefer that characters use some other Defense Power. For example, Damage Reduction would counteract some of the acceleration, but not all; Power Defense might be more appropriate than Force Field in some settings or for some types of characters.

AIR PRESSURE

High speed travel creates an air pressure mismatch around the traveler, forcing air away and making it harder to breathe. Even when the pressure isn't high enough to cause harm, being in a high-pressure environment has other dangers. Nitrogen and other gases dissolve in the bloodstream under pressure. The affliction known as *the bends* (or, more formally, decompression sickness) occurs when divers try to ascend from underwater depths too rapidly — when the pressure is reduced quickly, the dissolved gases form bubbles and expand, which can cause debilitating pain and tissue damage. A fiendish GM might apply the same effect to speedsters who travel at high velocity for a long time and then suddenly slow down or stop.

The effects of the bends are highly variable. Some deep-sea divers have survived dozens of dives with no permanent effects, while others died or were left paralyzed. The only way to avoid the bends is to depressurize slowly. For a diver this involves a slow ascent or a pressure-control chamber; for a speedster it means slowing down and coming to a stop slowly instead of all at once.

For these purposes, assume that every 100" of movement per Turn (or fraction thereof) adds 1 atmosphere of pressure. For any decrease in pressure of greater than 1 atmosphere per minute, a character must make a CON Roll, with a penalty of -1 for each additional atmosphere of pressure. If he succeeds, he doesn't suffer from the bends.



If he fails, he suffers RKA 1d6 NND Does BODY damage (the defense is Life Support [Safe Environment: High Pressure]). If the character fails the roll badly (by 4 or more), the GM might want to increase the damage to 2d6 (or perhaps by +1 point per point the character missed the roll by). The character suffers an additional 1 BODY damage per hour until decompressed or returned to the higher pressure.

At the GM's discretion, a character suffering from the bends (*i.e.,* who fails the roll and is subjected to the NND Killing Damage) is physically incapacitated. To take any physical action, he must make an EGO Roll at -4 to withstand the pain (the *Resistance* Talent adds to this roll). If he fails, he cannot take the action. Each additional action requires a similar roll. At the same time, they will suffer a loss of 1 BODY per Hour until decompressed or returned to the higher pressure.

MUSCLE CRAMPS

Repetitive movement requires repetitive muscle motion, especially if the special effects of movement are physical exertion. Muscle motion builds up lactic acid, which eventually locks up a muscle, causing fatigue and cramps. In game terms, the GM may require a speedster to make a CON Roll after long periods of exertion (5 Minutes or more, with a -1 penalty for each step down the Time Chart beyond 5 Minutes) or suffer a cramp. A cramp reduces appropriate modes of movement by half and may penalize the character's DEX for some purposes as well.

LIGHTS

Speedsters perceiving the Fast Point Of View (page 254) may experience problems with most forms of indoor lighting. Lighting fed by alternating current (AC) appear to constantly flicker. Incandescent and halogen-based lights appear brighter and dimmer as the lighting filament gets hotter and cooler. Fluorescent lights strobe at a rate harmful to those viewing it for extended periods of time. The human brain cannot accept strobed input for long without developing headaches, nausea, or pseudo-epileptic symptoms. See page 260 for more information.

Environmental Speed Bumps

A body moving at super-speed interacts with the surrounding environment according to normal physical laws. Factors such as friction, air drag, backdraft, sonic booms, and static electricity can hinder a speedster.

FRICTION: HEAT TRAIL

A speedster moving along a surface at high speeds touches surrounding molecules and imparts energy into them, thereby raising the temperature. The ground, air, or water will be warmer as a speedster goes past, as will objects moved at high speed. A speedster may leave a heat trail behind him for 1d6 minutes, making it easy for some people (friends and foes) to track him with Infrared Perception and the like.

FRICTION: AIR DRAG AND HEAT DAMAGE

Friction from air plays a very significant role in high-speed movement — it can reduce velocity and induce heat damage. The *HERO System* rules generally assume air drag already factors into the maximum attainable velocity a speedster has purchased for a Movement Power (in other words, it's part of the "real world" considerations that govern how fast he can move).

Heat damage from air drag doesn't come into play until the speedster moves faster than twice terminal velocity (60" per Segment, or 720" per Turn). For every full 10" per Segment above 60", a moving body takes 1d6 Normal Damage (energy), with no Knockback. So, for example, a speedster moving 960" per Turn (120" per Phase for a SPD 8 character, for instance) takes 2d6 Normal Damage each Segment, applied against his ED. Most speedsters are tough enough to withstand this low-level damage, so unless a speedster moves exceptionally fast the heat damage is negligible.

BACKDRAFT

A moving speedster creates an air disturbance and influences the movement of others who follow — a phenomenon known as "backdraft" or "backwash." Air gets pushed out of the speedster's path, vacating the space. Air molecules flow back in after a speedster passes, so as a speedster moves the trailing air fills the space behind him, picking up speed and blowing as wind in the same direction with strength proportional to the speedster's velocity and body size (a bigger body displaces more air). Any particulate or gaseous matter in the vicinity is sucked along, and even some solid objects (mostly lightweight ones, like pieces of paper) can get swept up by the backdraft.

In a "realistic" game, a speedster may need to define backdraft as a Side Effect (Telekinesis in a "trail" behind him, proportional to velocity, affects the environment rather than the character — though it may have dangerous effects for the speedster if he comes to a sudden stop!). In other games, backdraft is just a bit of flavor text (the GM describes how the speedster disturbs the environment around him as he passes) or could be bought as a controllable power (see *Backdraft,* page 64).

SONIC BOOMS

When an object moves though air faster than the speed of sound, the rapidly-changing air pressure in the backdraft is super-sonic and causes a *sonic boom.* Sound is a compressional wave disturbance in air, water, or the ground caused by a moving or vibrating body. Sound travels at a natural speed depending on the medium through which it travels and the characteristics of the medium (temperature, viscosity, pressure, and altitude). The speed of sound in water is higher than in air, and still higher in solids. At room temperature — sound travels faster in warmer air — the speed of sound in air is 332 meters per second (166" per Segment, or 1,992" per Turn). The speed of sound varies quite a bit with the substance (see accompanying table).

SPEED OF SOUND BY MEDIUM

Substance	Speed Of Sound (MPH)	Speed Of Sound (Inches per Segment and per Turn)
Air (room temperature)	743	166" per Segment (1,992" per Turn)
Aluminum	11,455	2,560" per Segment (30,720" per Turn)
CO_2	577	129" per Segment (1,548" per Turn)
Glass	7,831-11,187	1,750"-2,500" per Segment (21,000"-30,000" per Turn)
Helium	2,170	485" per Segment (5,820" per Turn)
Lead	2,707	605" per Segment (7,260" per Turn)
Steel	11,455	2,560" per Segment (30,720" per Turn)
Vacuum	N/A	Sound does not travel in a vacuum
Water	3,155	705" per Segment (8,460" per Turn)

EFFECTS OF A SONIC BOOM

1. Images to Hearing Group, +4 to PER Rolls, Area Of Effect (10" Cone)
2. RKA 1d6, Area Of Effect (10" Cone), Only Versus Brittle Objects (*i.e.,* those with no more than 3 DEF and 1 BODY)
3. Hearing Group Flash 6d6, Area Of Effect (10" Cone)

Sound is produced by changes in air pressure, with larger changes causing louder sounds. When high-speed movement forces air pressure changes that make the sound exceed its natural speed, the resulting loud release of energy produces a sonic boom. Lightning triggers a sonic boom (thunder) by sudden heating and displacement of air along the path of the bolt. Aircraft that exceed the speed of sound (Mach 1) displace air with similar results. Down on the ground, certain moving bodies can cause sudden air displacement and thus a local sonic boom: bullets, bombs, balloons popping, whips (the "crack" is a mini-sonic boom), speedsters.

As a speedster moves through air at supersonic velocity he builds up a pressure wave in front as the air cannot get out of his way fast enough. In his wake, pressure drops as the air cannot rush in behind him fast enough to keep the pressure stable. The result is a three-dimensional cone-shaped area behind the speedster with sonic boom effects (see accompanying table). A man-sized moving body such as a speedster causes at least the first two effects to occur. A speedster at Mach speeds going down a city street will break windows (typically DEF 1, BODY 1) in all vehicles and buildings up to five floors.

The campaign's "realism" level determines how to handle speedster sonic booms. In cinematic settings, sonic booms rarely matter except as flavor text or a purchased ability (see *Sonic Boom Attack,* page 81). But a speedster in a "realistic" campaign setting would have to be aware of his velocity and, if necessary, take steps to avoid producing annoying and possibly destructive booms. (A larger moving body, such as a jet aircraft, can cause tremendous booms due to increased air buildup and wake. At Mach speeds the "boom carpet" [area on the ground affected by the boom] is one mile wide for each ~300 meters (or 150") of altitude. The lower the plane's altitude, the more intense the boom over a smaller area. For this reason, non-military sonic booms over the United States are illegal. When the

Concorde was flying, it was restricted to booms out over the ocean, and even military booms are subject to strict limitations.)

Normally a stationary observer can hear the Doppler shifting of sound of an approaching body. However, a supersonic body moves faster than sound waves, so an observer needs Ultrasonic Hearing to detect the high/low frequency sound on approach/passing. To an observer, a sonic boom "looks" like an explosive wall of sound coming toward him. A speedster moving at supersonic speeds doesn't hear anything beside or behind him — the sound can't catch up to him.

STATIC ELECTRICITY

"Realistically," a speedster moving along a surface accumulates loose electrons and builds up a static electrical charge. The lower the humidity of the surrounding air, the less the charge leaks off until he touches a metallic object, at which point the charge arcs toward it with a familiar electric spark. Moving charges also generate a magnetic field, so if GM wants to be particularly "realistic," a speedster generating static electricity may also attract small ferrous objects.

In a cinematic game, a character might take advantage of this phenomenon by buying a power like *Feel The Spark* (page 71). "Realistic" speedsters may suffer these effects, plus the others described above, whether they want to or not.

Obstacles

In addition to physiological and environmental factors, various obstacles can slow a speedster down.

INACCESSIBILITY

Accessibility is major issue for speedsters, since so many speedster tricks have Limitations like *Must Pass Through Intervening Space.* Super-speed alone doesn't let a speedster magically reach inaccessible places or items, or avoid the effects of the environment he moves through. For example, a speedster's destination could be completely sealed off by a locked door, a Force Wall, or some other impenetrable barrier. A character could use brute force to gain access, or perhaps certain Skills, but at the risk of other problems (like triggering an alarm). Other accessibility problems include targets being hidden or out of reach.

PORTABILITY

A speedster can't move things he can't lift (and in many games, even if he can lift them he's subject to the Encumbrance rules). Furthermore, a speedster can't quickly move that which cannot be moved quickly, such as delicate or motion-sensitive objects: a badly injured person; a bomb connected to a mercury switch; a house of cards.

DELAYS

"Realistically," the slow (to a speedster) pace of physical, social, and technological systems may hinder a character who can move at hyper-velocity. For example, a speedster with no other powers besides pure speed cannot make any of the following processes faster: plant growth; cooking food; the actions of any bureaucracy; computer processing; copy machine operation; VCR tape rewinding; water coming out of a faucet; most actions taken by normal-speed humans.

In fact, sometimes technological components are deliberately designed to be slow to provide system reliability or security. Typewriter keyboards were originally arranged in part to slow typists down to keep them from damaging the machines. A VCR ejects a tape slowly to permit the tape to reel carefully back into the cartridge and prevent damage. A rotary dial telephone has a built-in regulator. Security keypads and some computer systems have a built-in delay between access attempts to prevent exhaustive approaches to bypassing them. If a speedster encounters a slow system, he may or may not be able to speed it up by disabling a regulator and "helping" the slow component along at the risk of blowing out the system. (This may require Skill Rolls with appropriate Skills like Computer Programming, Electronics, Lockpicking, Security Systems, or Systems Operation.)

Chemical reactions occur all the time at a certain natural rate. Energy is usually absorbed or released in these reactions. Some speedster tricks may allow a speedster to speed up or slow down these processes by affecting the energy level. A speedster can also alter the temperature or pressure of the area (Change Environment) to alter the rate of a chemical reaction (for example, slow down combustion or speed up evaporation).

THE SPEED ZONE



A campaign tells a story, and all stories are told from some point of view (POV). How a GM runs and describes a super-speed effect depends on who can observe it. Normally the GM places the "camera" to suit the witnesses' perception abilities. For example, if a character has Microscopic for the Sight Group, the GM often has to place the camera at the subatomic level for the benefit of that character, while keeping the camera at a macroscopic level for his team-mates.

FAST AND SLOW PERCEPTIONS

When super-speed comes into play, you can divide characters into two types: those who can perceive super-speed phenomena (the Fast POV); and everyone else, who can't (the Slow POV). Normal perception is from the Slow POV; most people can't perceive super-speed effects unaided. In fact, not every speedster can necessarily perceive super-speed events. To have the Fast POV, a character needs the ability to perceive at hyper-speeds — *Speed Perception* (see below). (Of course, the GM may let a speedster have the Fast POV, at least at some times, as a side effect of his powers, if that seems appropriate and won't unbalance the game.) There's also a Slower POV for long-term events (see sidebar).

In discussing Slow and Fast POVs, this section also covers two types of events: *Phased events,* actions characters can initiate and which take one second of time (or more); and *Sub-Segment events,* which occur entirely within a single Segment. Sub-Segment events tend to be high-speed/super-speed events, and often they occur too fast for PCs (except, of course, some speedsters) to interfere with.

The Slow Point Of View (POV)

The Slow POV is how most of the world perceives events — it's the point of view of the "average observer." People move at similar speeds in the real world, although certain "high speed" objects (jets, bullets, and the like) may move much faster. Speedsters enter the equation as characters who can move just as fast as, if not faster than, the "high speed" objects. The faster a speedster (or object) moves, the less of his actions remain visible to the Slow POV. In short, a Slow POV viewer usually sees the results of a super-speed event rather than the event itself.

Imagine two automobiles horribly mismatched in speed. A Yugo travels down the highway at 10 mph, racing a Jaguar traveling over 100 mph. The Yugo driver perceives the Jaguar in his rear-view mirror for a very short period of time, they are neck and neck for the briefest of instants as they meet, and the Jaguar rapidly disappears from the Yugo driver's slow view. The faster the Jaguar, the less time the Yugo driver can perceive it, let alone interfere with it in some way. The Jaguar driver perceives the Yugo first as an obstacle in the distance, briefly as a peer, and then the Yugo rapidly shrinks in the distance behind him.

Character-initiated Actions are Phased events and take roughly one Segment — one second of real time — to occur (if not more). Phased events are completely visible to the Slow POV unless they're purchased with Invisible Power Effects or some other game mechanic "conceals" them.

Many events in the real world are Sub-Segment — they take place entirely within a single second of real time. Examples include fan blades rotating, bullets firing, explosions detonating, balloons popping, and the entire life-span of certain subatomic particles. These events occur so swiftly a Slow POV observer cannot perceive them, making them effectively invisible. If a Sub-Segment event has no perceivable interaction with the surrounding environment, then the Slow POV might not even be aware it took place at all. For example, certain subatomic particles are created, live, and die all without the average person knowing about it.

More familiar Sub-Segment events affect the environment, allowing a person with the Slow POV to perceive the effect, if not the event itself. For instance, a gunshot appears as an injury (or damage) inflicted on the target even though the bullet in flight is invisible to most people. Each high-speed event listed in the Sub-Segment Events table generates certain observable Slow POV effects. In some cases the source of the effect is completely invisible, in some cases it's simply a blur, and in a few cases it's obvious (*i.e.,* a bullet comes from a gun that makes a loud bang when fired).

Speedsters can generate most Sub-Segment effects by emulating the design or nature of a real-world event in some way, but raw speed alone may not be enough. For example, fans move air with specially angled blades, and bullets are crafted to maximize muzzle velocity and impact. To emulate a fan, a speedster needs a similarly-shaped object, or the ability to shape his hand to mimic a fanblade; to emulate a bullet, he needs an object of similar size and shape to throw at hypervelocity.

THE SLOWER POINT OF VIEW

Another point of view easily overlooked when considering speedsters and hypervelocity is the *Slower POV,* or how the world looks from the perspective of long-term events such as flowers blossoming, trees growing, paper discoloring in the sun, and radioactive material decaying. To the Slower POV most of the world blinks past as if at super-speed. In a speedy world, this would seem to be a real hindrance.

Sometimes, however, events or movement can escape detection because they're moving or happening so slowly that there's little perceptible difference from one moment to the next. Time-lapsed photography would capture these tiny differences, and speed them up upon viewing so the differences could be seen in real time, but they might easily escape the notice of ordinary characters, much less speedsters — and thus perhaps not be detectible until they're dangerous....

SUB-SEGMENT EVENTS

Sub-Segment Event	What The Slow POV Sees (The "Effect")
Balloon/Bubble Popping	Instantaneous change from an inflated sphere to deflated rubber, leftover fragments of rubber, the audible "pop"
Bullet	A localized impact, inflicting concentrated injury/damage
Electricity, Lights	A continuous level of ambient light
Explosion	A wide-area impact, inflicting wide-spread damage, accompanied by flame and noise
Computer Calculations	Input data transforms into a resulting output piece of data
Rotating Fan/Propeller	A disturbance in and movement of air or water, the blur of the fanblades moving
Television, Movie Screen	A continuous moving and talking picture

REAL WORLD EVENT SPEEDS

Sub-Segment Interval	Real World Event
0.0000000001 second (10^{-10})	Life of subatomic particles
0.0000000066 second (10^{-9})	Light travels 1"
0.00000001 second (10^{-8})	High speed computer processing
0.0000001 second (10^{-7})	Minimum time for light to impress a photographic plate; minimum time for a "continuous" recording camera to record a single frame
0.000001 second (10^{-6})	Typical computer internal processing
0.00001 second (10^{-5})	Dynamite exploding
0.0001 second (10^{-4})	Human voice sampling (digital communications), high speed bullets
0.0058 second (10^{-3})	Sound propagating 1"
0.001 second (10^{-3})	Lightning striking, bullets, balloons popping, supersonic realm
0.01 second (10^{-2})	Human reflexes, some nerve impulses, and some perception
0.02 seconds (10^{-2})	Human nerve impulses
0.1 second (10^{-1})	Human ears hear a distinct echo sound
0.4 second (10^{-1})	Baton twirl
0.25 second (10^{-1})	Human eye reception of stationary visual image
0.1-1 second (10^{-1})	Human perception

FIREARM MUZZLE VELOCITY

Gun/Ammo	Muzzle Velocity (Feet/Second)	Muzzle Velocity (Meters/Second)	Muzzle Velocity (Inches/Segment and /Turn)
.38 special	810	247	123" (1,476" per Turn)
.45 Colt revolver	860	262	131" (1,572" per Turn)
12 gauge shot	1,125	343	171" (2,052" per Turn)
.22 long rifle	1,150	350	175" (2,100" per Turn)
.357 Magnum	1,450	442	221" (2,652" per Turn)
.44 Magnum	1,470	448	224" (2,688" per Turn)
7.62mm NATO	2,700	823	411" (4,932" per Turn)
Flechette	4,850	1,478	739" (8,868" per Turn)

REAL-WORLD SPEEDS

Speed is relative. You can tell how a speedster compares to non-speedsters by looking at the Speed Chart, his inches of movement, and his speedster abilities, but how do speedsters compare with common high-speed events in the real world? Some of these real-world events are measured by linear movement, while some are complete events which begin and end within a very short time interval. The Real World Event Speeds, One-Second Events, and "Few Second" Events tables list (a) some real-world occurences (starting with very short interval Sub-Segment events and progressing into the Phased (1 Segment) realm), (b) some events that can happen in 1 second, and (c) some short-term multi-second events

ONE-SECOND EVENTS

In 1 second (1 Segment),

Light travels 186,282 miles in air, or 124,000 miles through glass

Sound travels approximately 660-760 miles (depends on the medium propagated through)

A telephone signal travels 100,000 miles through a wire

A meteor in space travels 40 kilometers

A lightning leader bolt travels 290 miles toward the ground

Earth travels 18.5 miles in solar orbit

The primary shock waves of an earthquake travel 5 miles

A .22-caliber rifle bullet travels approximately 366 meters (1,200 feet) (see the Firearm Muzzle Velocity table)

A cheetah, the fastest mammal with a top speed of approximately 70 miles per hour, sprints 31 meters (15.5", or 100 feet)

A race horse covers 7.5-9" (50-60) feet on a flat track

Flames spread 10 meters (5") from the center of an explosion

A household light bulb (60 Hz) turns on and off 60 times, giving the sensation of constantly being on

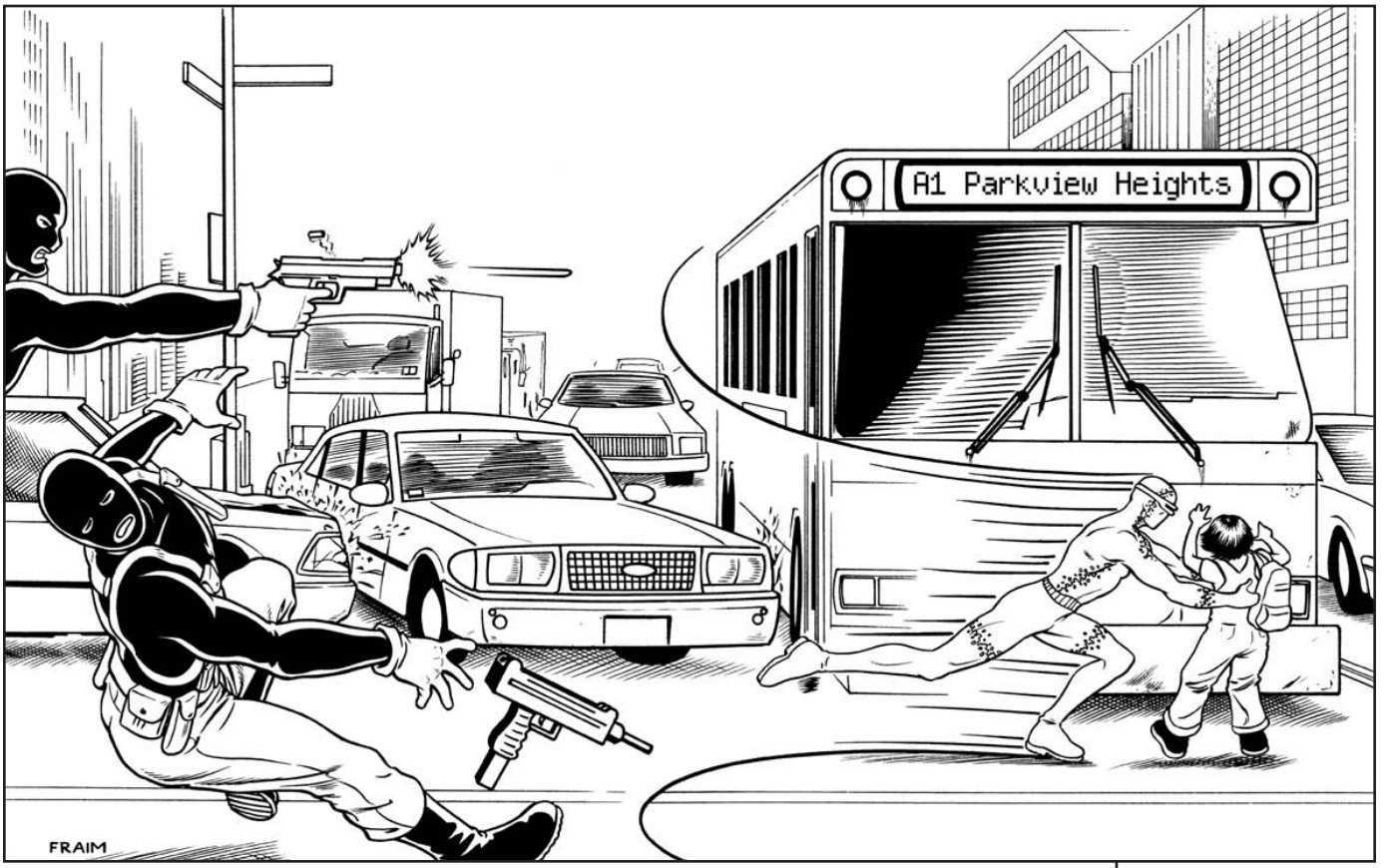
A human eye sees 24 frames of film at the movies*

*: The human eye requires 0.25 seconds to receive a single stationary image and relay that information to the brain. Faster than that and stationary images blur together into perceived continuous motion. It takes 24 images or more per second to reliably fool the human eye into perceiving multiple images as motion. A character moving faster than that, *i.e.,* 13" per Segment, appears as a blur, assuming he maintains the same velocity within the observer's entire field of vision.

See *Speed Of The Lightning Bolt!,* page 10, for more information.

"FEW SECOND" EVENTS

Second Interval	Real World Event
1.25 seconds	Light travels from the Moon to the Earth
1.5-2 seconds	Earth-boring machine bores a hole one inch in diameter, 3 feet deep
2.5 seconds	An echo leaves the surface and returns from deepest known part of ocean (35,800 feet)
5 seconds	Safe speed for each person to pass through a revolving door
5 seconds	The sound of thunder travels 1 mile
6 seconds	Most tents catch fire after exposure to flame
6 seconds	A parachutist's static line parachute opens
6 seconds	Absorb a pint of oxygen through lungs while running



SPEEDSTER REACTION TIME

Nerve impulses are the physiological basis for action and reaction. Sensory input is transmitted to the brain by nerve impulses, and action orders from the brain to muscles are likewise carried by nerve impulses. In a normal 1" tall person it takes about 0.02 seconds for a nerve impulse to travel from toe to head. In theory, at least, speedsters whose powers involve moving or reacting at hypervelocity have much faster nerve impulses. In part things like high DEX and SPD, Lightning Reflexes, and various speedster abilities represent this.

Since DEX determines who (or what) acts first in a Phase, the question arises: how fast does a speedster have to be — in other words, how high does his DEX (possibly augmented by Lightning Reflexes) have to be — to beat or interrupt certain real-world events like the ones listed in the accompanying tables? (Of course, "being so fast I can interrupt Sub-Segment events" could be the special effect of many speedster abilities, regardless of DEX; this discussion is more theoretical.)

The *HERO System* rules for determining who acts first in a Phase — the DEX order — in effect already divide single seconds into smaller time intervals for game purposes. Assuming, for the sake of discussion, that the maximum DEX possible for characters is 100, the rules effectively divide each Segment into 100 intervals, each 1/100 second long. Only a speedster with DEX 100 (again, possibly augmented further by Lightning Reflexes or the like) could hope to beat or interrupt any Sub-Segment event occuring during that Segment. As the 1/100 second intervals tick by, slower speedsters, and eventually characters with sub-speedster reaction times, get their Actions in turn.

The accompanying tables, which tell you how fast various phenomena and events are, tell you how precisely you have to subdivide a Segment, and thus what their "DEX" is for purposes of when they would "act" during a "Phase."

To match the speed of lightning (.001-.01 second), a speedster would need a DEX value of 100-1000. To out-race dynamite exploding (.00001-.001 second), a speedster would need a DEX value just above 1000-100,000. To move faster than a computer could calculate, a speedster's DEX value would have to exceed 1 million.

Obviously no speedster cannot afford such astronomical amounts of DEX. The Character Point cost prohibits buying enough SPD, DEX, and movement to match the muzzle velocity of a gun to enable the speedster to literally out-race bullets, or to grab a bomb as it's exploding and carry it safely away. Yet in the comics and movies speedsters routinely race against lightning bolts, dodge explosions, and even out-run sound and light. To simulate these classic speedster abilities, you have to buy speedster powers like the ones in Chapter Two and define the special effect as "I can outrace lightning!" (or whatever it is the character wants to do). The Slow Versus Fast Point Of View Table lists some common "speedster tricks " and how they're perceived by both Slow POV and Fast POV characters, and recommends powers from Chapter Two that simulate those abilities.

SLOW VERSUS FAST POINT OF VIEW

What The Slow POV Perceives (The "Effect")	What The Fast POV Perceives (The "Event")	Powers From Chapter Two
A target some distance from the speedster suddenly reacts as if it were attacked (for example, it shows signs of injury/damage, it falls over, and so on) even though the speedster doesn't appear to have moved (or at best seems to have blurred slightly for a moment)	The speedster moves to the target, attacks, and returns to his original position	The Fist Is Quicker Than The Eye, Speedster Against Many
The speedster attacks multiple targets, or one target many times, in the space of a second	The speedster moves around attacking multiple targets in sequence, or hits the same target several times rapidly in succession	Rapid-Fire Punch, Speedster Against Many
A target within HTH Combat range of the speedster reacts as if it were attacked (for example, it shows signs of injury/damage, it falls over, and so on) even though the speedster doesn't appear to have moved	The speedster attacks the target	The Fist Is Quicker Than The Eye
The speedster suddenly creates something from nothing, or converts a pile of spare parts into a working object, or turns a working object into a pile of spare parts or fragments	The speedster creates, assembles, or disassembles an object	Some Disassembly Required, Rapid Repair
The speedster instantly disappears from one place and appears at another	The speedster runs (or otherwise moves) from one place to another	Hyper-Running III, Where'd He Come From?
The speedster instantly changes the appearance, condition, or functionality of a target	The speedster incrementally changes the appearance, condition, or functionality of a target	Some Disassembly Required, Fashion Victim
The speedster instantly changes clothing	The speedster changes clothing	Fashion Victim
The speedster knows what's going on at a distant location even though he hasn't moved, or barely seemed to move	The speedster moves to a distant location, looks at what's happening there, and returns	Here's What I Saw
The speedster repels bullets	The speedster reaches up, plucks a barely-moving bullet from mid-air, and hurls it aside harmlessly	Slow Missiles
An explosion occurs where the speedster was standing. It should have hurt him, but all of a sudden he's well outside the blast radius, completely unharmed.	The speedster out-races an explosion	Outrunning The Blast

The Fast Point Of View (POV) And The Speed Zone

The Fast Point of View is what observers who have the *Speed Perception* ability (page 98 or the text box on page 258) can perceive. (In some cases, the special effects of other abilities may involve a character "having" what amounts to Speed Perception for a specific purpose.) Ordinarily the GM only has to describe events for the Slow POV, but once a speedster or other character with Speed Perception enters the game, he may have to take the Fast POV into account. Instead of just saying "Vector vanishes" (which is what most observers perceive), he has to tell the speedster, "Vector flew behind those clouds over there at hypervelocity."

When a speedster enters the *Speed Zone* — the realm of the Sub-Segment — he moves and acts mostly unimpeded, although he's visible to the Fast POV, and of course his actions leave traces in the physical world. It's a classic scene: a speedster villain "walks" into a bank lobby populated with bodies frozen in time. He wanders around taking as much money as he can carry, humiliates the security guard by unbuckling his pants, kisses the attractive teller, and leaves a calling card before walking out. A split-second later, people with the Slow POV perceive the end results of his actions: the calling card suddenly appears, the money just as suddenly disappears, the security guard's pants fall down, and the teller feels something brush against her lips. Later on, a sufficiently fast security camera shows the police what really happened from the Fast POV — the speedster moved in at such speed that everything around him *seemed* to be "frozen in time," did whatever he wanted to do, and then left... all in the space of a microsecond.

PERCEIVING THE SPEED ZONE

Using Speed Perception (which is built with the *Rapid* Sense Modifier) to perceive the Speed Zone (the Sub-Segment realm) is analogous to a character using a Microscopic Sense to perceive the Microverse (the world of the very tiny). Both forms of Enhanced Perception allow a character to perceive into a "dimension" he may (or may not) be able to affect, but whose actions and events he can observe thanks to that ability. For example, depending on how efficient his Speed Perception is and how observant he happens to be, a character with Speed Perception could see:

- Rotating fan blades clearly defined as they spin
- Bullets moving through the air
- Balloons visibly change from inflated to deflated as they pop
- Explosions appear as growing balls of fire
- "Invisible" or constant motion effects appear discrete (*e.g.,* he could see individual movie frames)

In other words, Speed Perception permits a character to perceive high-speed events play out before him and comprehend them, provided the events would normally be visible/audible to him if they were slowed down to "normal speed." For example, a bullet would be visible — if it were slowed down, it's certainly large enough for anyone to see — but a stream of computer data would not be (unless the character also had the ability to "see" magnetic impulses and very tiny objects).

Described below are eight "levels" of the Speed Zone, representing increasingly smaller portions of a second (the smallest interval perceivable and actionable by most humans unaided), and thus increasingly faster actions and events. Each "level" down divides by 1,000 — in other words, each level represents events a thousand times faster than the level above, and contains a slice of time only 1/1000 as long as the level above. A character using Speed Perception can see objects and people moving at these velocities, or during these slices of time, as if they were stationary relative to him (or moving so slowly that he can perceive them, if not stationary). In some cases the special effects of speedster tricks may dictate that a character can, for a Segment at least, "speed perceive" into a given "level" of the Speed Zone.

The One Second (Segmented) Zone

Within a single second (1 Segment), here's what both Slow POV and Fast POV can perceive:

- A speeding car (90 mph) travels about 20" (40 meters)
- A human body falling at terminal velocity (30"/Segment) travels about 30" (60 meters)
- A character can make a Combat Move with full perception and normal OCV and DCV, or a Noncombat Move at 0 OCV, ½ DCV
- A bullet fired by a .38 Special revolver traveling about 810 feet per second goes about 124"
- A bullet fired by a .44 Magnum traveling about 1,470 feet per second goes about 224"
- A complete lightning stroke from sky to ground, with multiple return strokes
- A grenade explodes instantly
- Complex computer systems switch between multitasking software processes several times
- Hundreds, thousands, and even millions of radio and TV waves travels past a specific point

The Milli-Perception Zone

Within a single millisecond (1/1000 or 10^{-3} of a second), here's what the Fast POV can still see and hear:

- A speeding car (90 mph) travels about 0.04 meters (4 centimeters)
- A falling human body falls about 0.06 meters (6 centimeters)
- Characters in the normal-speed world are at DCV 0, and cannot make attacks, because this interval of time is too fast for them to react (it's as if they're standing still; see *Entering The Speed Zone,* below)
- A .38 bullet goes about 0.2 meters (20 centimeters)
- A .44 bullet goes about 0.4 meters (40 centimeters)
- Lightning appears to be standing still
- A grenade explodes slowly and visibly
- Bursting balloons and explosions have slowed down significantly (if not completely)
- Computer systems spend this time within a single software process
- A digitizer has sampled a human voice 8 times
- Electric lights (incandescent and fluorescent) gradually flicker brighter and dimmer
- Water waves appear to be frozen
- There is complete silence, since this interval is faster than the speed of sound

The Micro-Perception Zone

Within a single microsecond (1/1,000,000 or one-millionth (10^{-6}) of a second), here's what the Fast POV can still see and hear:

- Cars and falling bodies appear to stand still
- Characters in the normal-speed world are at DCV 0 (see above)
- Both .38 and .44 bullets are barely crawling along, appearing to hang in mid-air
- Bursting balloons, explosions, and lightning appear frozen in time
- Typical computers execute several machine instructions, high speed computers are still chugging along at the process level
- Long-wave radio has stopped; one to ten AM radio waves move past a specific point

SPEED ZONE LEVELS

One Second Zone
Millispeed Zone
Microspeed Zone
Nanospeed Zone
Picospeed Zone
Femtospeed Zone
Attospeed Zone

The levels are in order from longest to shortest time interval. As noted in the main text, each "level" down divides by 1,000 — in other words, each level represents events a thousand times faster than the level above, and contains a slice of time only 1/1000 as long as the level above.

■ Observers can still see, since it's not near the speed of light (300,000,000 meters per second) yet, although there may be some visual distortions, since light can only travel 300 meters in this tiny interval

The Nano-Perception Zone

Within a single nano-second (1/1,000,000,000 or one-billionth (10^{-9}) of a second), here's what the Fast POV can still see and hear:

■ Most physical movement (vehicles, bodies, bullets, explosions) appears to stand still; everyone is at OCV and DCV 0 (see above)

■ Typical computers have appeared to stop; higher speed computers are executing single machine instructions

■ Observers start to see color distortion, since visible light hasn't traveled very far (0.3 meters) in this very short time interval, and frequencies of light are in this realm. This level also approaches the speed of all electromagnetic energy, such as electricity, magnetism, radio waves, and X-rays.

■ AM, FM, and television broadcasts have stopped, and between one and 1,000 short-wave radio waves move past a specific point

■ Anything traveling further than 0.3 meters during this time interval would be moving faster than the speed of light

The Pico-Perception Zone

Within a single pico-second (1/1,000,000,000,000 or one-trillionth (10^{-12}) of a second), here's what the Fast POV can still perceive:

■ The distance that light travels is much shorter (0.3 millimeters)

■ Super-computers have appeared to stop; espionage- or military-level code-breaking computers are still running

■ This is the limit of reliable recording speed on magnetic media — any faster and the resulting data becomes random

■ All radio has stopped, and an observer can start to see discrete infrared and visible light waves

The Femto-Perception Zone

Within a single femto-second (1/1,000,000,000,000,000 or one-quadrillionth (10^{-15}) of a second), here's what the Fast POV can still perceive:

■ All infrared and visible light wave movement has stopped, and characters start to see discrete ultraviolet and X-rays

■ Espionage- or military-level code-breaking computers are executing single machine instructions, requiring specially-manufactured "processor-in-memory" chips

The Atto-Perception Zone

Within a single atto-second (1/1,000,000,000,000,000,000 or one-quintillionth (10^{-18}) of a second), here's what the Fast POV can still perceive:

■ All ultraviolet light and x-rays have stopped, and an observer can start to see discrete gamma rays

Beyond the Atto-Perception Zone

In one-septillionth (10^{-24}) of a second, light can travel across a proton. Within this interval, subatomic particles still move at high speeds. Unstable particles within an atomic nucleus can be created and destroyed. The lifespan of a hadron, the subatomic particle that holds the nucleus together, can be measured in this interval. Quantum computer prototypes are still very much active.

Unless the campaign accepts FTL movement, the bodies which can still move during time intervals shorter than 10^{-24} second must be so small, and move over such a tiny distance, as to be beyond the scope of the campaign.

SPEED PERCEPTION

Here are the various levels of Speed Perception from page 98, with further notes on how they affect a character's perceptions.

Cost	Power
15	*Millispeed Perception:* Rapid (x1,000) for Sight Group. Events in the normal-speed world are slowed down to the point where they can be perceived as if they took an entire second. Slower events seem to be standing still, or nearly so. At this level most speedster tricks can be perceived as they occur, though some of the more powerful ones may seem to be moving very quickly.
30	*Microspeed Perception:* Rapid (x1 million) for Sight Group. Events in the Milli-Perception Zone are slowed down to the point where they can be perceived as if they took an entire second. Slower events seem to be standing still, or nearly so. At this level virtually all speedster tricks can be perceived as they occur
45	*Nanospeed Perception:* Rapid (x1 billion) for Sight Group. Events in the Micro-Perception Zone are slowed down to the point where they can be perceived as if they took an entire second. Slower events seem to be standing still, or nearly so.
60	*Picospeed Perception:* Rapid (x1 trillion) for Sight Group. Events in the Nano-Perception Zone are slowed down to the point where they can be perceived as if they took an entire second. Slower events seem to be standing still, or nearly so.
75	*Femtospeed Perception:* Rapid (x1 quadrillion) for Sight Group. Events in the Pico-Perception Zone are slowed down to the point where they can be perceived as if they took an entire second. Slower events seem to be standing still, or nearly so.
90	*Attospeed Perception:* Rapid (x1 quintillion) for Sight Group. Events in the Femto-Perception Zone are slowed down to the point where they can be perceived as if they took an entire second. Slower events seem to be standing still, or nearly so.

ENTERING THE SPEED ZONE

Perceiving the world as slowed down to a virtual standstill is one thing. It's a fun ability and can explain a lot of other abilities, but it doesn't allow a character to have any actual effect on combat or the world around him. Actually *getting the world to slow down* is quite another, since that can significantly unbalance a game. The character who can move so fast, or so disrupt the flow of time, that other characters have no chance to act or react to him is effectively unstoppable... unless carefully handled by the GM.

Moving so quickly that other people are "frozen in place" is referred to as entering *the Speed Zone.* Other common terms for it are going into "Fast Time" or "Bullet Time," but whatever you call it, the effect is the same: the character can move and act between the ticks of the clock, while slower characters are unable to do anything.

Buying Speed Zone Extra-Dimensional Movement

Since the Speed Zone effectively represents another state of reality, the power used to simulate the ability to enter it is Extra-Dimensional Movement. Since this effect is particularly powerful, additions to and expansions of the cost structure of Extra-Dimensional Movement are required. Additionally, characters who can enter the Speed Zone *must* buy certain ancillary abilities (see below) to reflect the fact that they remain able to interact with the "real world." The GM is free to adjust the cost of Speed Zone Extra-Dimensional Movement or any ancillary abilities as he sees fit to make the cost of the ability balance out its utility... assuming he's willing to let player characters buy them at all.

Speed Zone Extra-Dimensional Movement involves entering another state of reality at a point corresponding to the character's location in the normal world, so the base cost of the Power is 22 Character Points (see pages 171-72 of *The HERO System 5th Edition, Revised*). However, that base cost is only enough to take a character into the Millispeed "level" of the zone. Each faster level — each level "down," so to speak — costs an additional +2 Character Points.

The basic "enter the Speed Zone" power described above only allows a character to remain in the Zone for a very short period of time. If he wants to stay in the Speed Zone longer — in other words, if he wants to be able to take more Actions while everyone around him is unable to act — he has to pay more Character Points. Each step down the Time Chart that a character can "remain in the Speed Zone" (subjectively speaking) costs +30 Character Points. See the accompanying table for a summary of costs, and *How The Speed Zone Works,* below, for more information.

Extra-Dimensional Movement is an Instant Power, and thus only costs END when used. However, due to the subjective distortion of time a character entering the Speed Zone experiences, to him it seems as if the power must be maintained for a long period of time. Therefore, while in the Speed

SPEED ZONE EXTRA-DIMENSIONAL MOVEMENT COST TABLE

Cost	Effect
22	*Enter The Speed Zone, Basic Power:* The character can enter the Speed Zone. Subjectively, he "remains" there for an Extra Phase, giving him one Phase's worth of Actions he can take
52	*Enter The Speed Zone (1 Turn):* As above, but subjectively the character can "remain" in the Speed Zone for 1 Turn, giving him nearly an entire Turn's worth of Actions he can take
82	*Enter The Speed Zone (1 Minute):* As above, but subjectively the character can "remain" in the Speed Zone for 1 Minute, giving him several Turns' worth of Actions he can take
112	*Enter The Speed Zone (5 Minutes):* As above, but subjectively the character can "remain" in the Speed Zone for several minutes
142	*Enter The Speed Zone (20 Minutes):* As above, but subjectively the character can "remain" in the Speed Zone for almost half an hour
172	*Enter The Speed Zone (1 Hour):* As above, but subjectively the character can "remain" in the Speed Zone for an hour
	...and so on (+30 Character Points per step down the Time Chart)
Cost	**Level Modifiers**
+0	*Millispeed Level:* The character can enter the "millispeed" level of the Zone. He has SPD 2 while in the Speed Zone.
+2	*Microspeed Level:* The character can enter the "microspeed" level of the Zone, making him faster than characters at the Millispeed Level. He has SPD 4 while in the Speed Zone.
+4	*Nanospeed Level:* The character can enter the "nanospeed" level of the Zone, making him faster than characters at the Microspeed Level and "above." He has SPD 6 while in the Speed Zone.
+6	*Picospeed Level:* The character can enter the "picospeed" level of the Zone, making him faster than characters at the Nanospeed Level and "above." He has SPD 8 while in the Speed Zone.
+8	*Femtospeed Level:* The character can enter the "femtospeed" level of the Zone, making him faster than characters at the Picospeed Level and "above." He has SPD 10 while in the Speed Zone.
+10	*Attospeed Level:* The character can enter the "attospeed" level of the Zone, making him faster than characters at the Femtospeed Level and "above." He has SPD 12 while in the Speed Zone.
Cost	**Advantages**
+¼	Quick Entrance: using Speed Zone Extra-Dimensional Movement only takes a Half Phase Action
+½	Quick Entrance: using Speed Zone Extra-Dimensional Movement only takes a Zero Phase Action

Zone, a character must pay END for his Extra-Dimensional Movement *every Phase,* as if it were a Constant Power. If he stops paying END, he "drops out" of the Speed Zone and back into the normal-speed world, losing any Speed Zone Actions he may not yet have taken. (On the other hand, with the GM's permission he might be able to Push the power to enter faster levels of the Speed Zone.) The character may, of course, buy Reduced Endurance for his Speed Zone Extra-Dimensional Movement.

ANCILLARY ABILITIES

Buying Speed Zone Extra-Dimensional Movement isn't the end of the story, however. Since the character is technically in another "dimension," people in the normal-speed world generally can't affect him... but he can't affect them. He has to pay Character Points to have the ability to affect the normal-speed world while he's in the Speed Zone. Specifically, he *must* buy the following powers:

- Speed Perception (page 98) at a level to match or exceed the level of the Speed Zone he can enter (for example, if he can enter the Picospeed Level, he must buy at least Picospeed Perception)
- Speed Zone Sight (page 106)
- Speed Zone Touch (page 106)

How The Speed Zone Works

Since Extra-Dimensional Movement takes a Full Phase to use, it takes a character a Full Phase to enter the Speed Zone (he can decrease the time required using the *Quick Entrance* Advantage indicated in the Speed Zone Extra-Dimensional Movement Cost Table).

PHYSICAL CORRESPONDENCE

The Speed Zone and the normal world are coterminous — that is, their physical spaces correspond exactly. Moving, say, 3" in the Speed Zone means moving the precise same 3" in the normal world.

Similarly, all objects, people, and other phenomena are coterminous. A person walking down the street is walking there in both the normal-speed world and the Speed Zone (the difference is, in the normal speed world he seems to be moving at normal walking speed; in the Speed Zone, from the Fast POV, he seems to be standing still at whatever point he was when the character entered the Zone). Any actions taken in the Speed Zone, like breaking an object, affect both "dimensions," it's just that to characters in the Speed Zone (with Fast POV) they seem to be happening at normal, mundane speeds while to characters in the normal-speed world (with Slow POV) they seem to happen instantaneously.

SUBJECTIVE VERSUS OBJECTIVE TIME

The defining feature of the Speed Zone, the aspect that makes it so powerful and potentially unbalancing in the game, is that while a character's in the Speed Zone, objective time — the normal flow of time in the game — ceases for him. To him time *seems,* subjectively, to continue for a short period (the period he purchased), when in reality it doesn't continue at all.

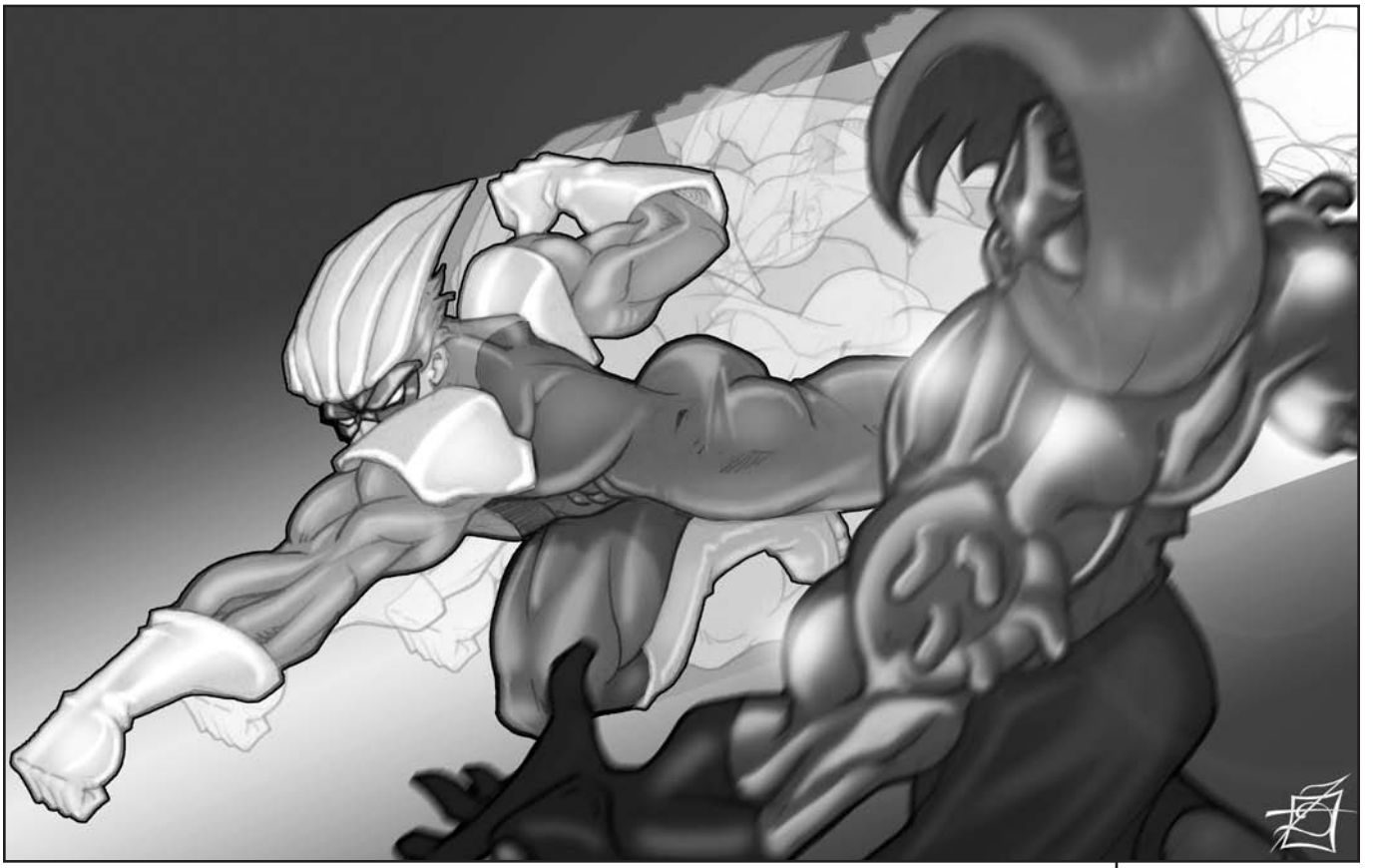
In game terms, this gives the character a period of time when he can act but no one else can, and thus a number of Actions he can take while no one else can act at all. To people in the normal-speed world, it seems as if all these Actions take place in the space of the character's Phase in a single second (1 Segment), but to the character in the Speed Zone, they seem to have taken much longer. Thus, in effect, Speed Zone Extra-Dimensional Movement "compresses" a large period of time into a single "Phase" of the character's, allowing him to act during that period as if it were as long as he subjectively thinks it is even though only a fraction of a second actually passes objectively.

Since using Speed Zone Extra-Dimensional Movement takes a Full Phase, and this Phase applies both objectively and subjectively, the "first Phase" a character has when entering the Zone is used up by using the power itself. In later Phases he can perform any Action he normally could.

Example: *Kinetik (DEX 30, SPD 10) buys Enter The Speed Zone (1 Turn) for 52 Character Points (plus all the mandatory ancillary abilities). This allows him to enter the Millispeed Zone, giving him a subjective SPD 2. When he activates the power, he gets 1 Turn's worth of Actions that he can take in the space of a single Phase. This is his "subjective Turn," during which the world appears frozen and only he can move around and take Actions. However, the first Full Phase of his subjective Turn is always taken up by the act of entering the Speed Zone.*

For example, on his Phase in Segment 2, Kinetik decides to enter the Speed Zone and activates his Extra-Dimensional Movement. He now gets one subjective Turn's worth of Actions he can take while no one and nothing else can act. His first "Phase," in "subjective Segment 6," is lost to using Extra-Dimensional Movement, leaving him one more subjective Phase's worth of Actions. When he's done with his subjective Turn, he automatically drops back out of the Speed Zone... right at DEX 30 in objective Segment 2, where he was when he entered the Zone. Other characters who have a Phase in Segment 2 at DEX 29 or lower now get to act.

Later Kinetik earns some Experience Points and improves his Enter The Speed Zone so he can access the Femtospeed Zone. That gives him a subjective SPD 10 when he's in the Zone — a much better situation for him, especially since it matches his real-world SPD.



SPEED ZONE ACTIONS AND COMBAT

While a character is in the Speed Zone, his SPD depends not his *Speed* Characteristic but on the level of the Zone he can access. To put it another way, the faster the level of the Speed Zone a character can access, the more Actions he gets while in the Zone because the faster he seems to be moving compared to the normal-speed world or characters in slower Zone levels. A character in the Millispeed Zone has a subjective SPD 2 during his subjective time in the Zone; one in the Attospeed Zone has subjective SPD 12; characters at the levels in between have other amounts of SPD. (Entering the Speed Zone does not constitute "changing SPD" or require the use of those rules — but remember that the character's first Phase in the Zone, regardless of what Segment it occurs in, is taken up by the act of having entered the Zone.)

The subjective Phases of a character in the Speed Zone are just like ordinary Phases. In a subjective Phase, a character can perform two Half Phase Actions, or one Full Phase Action, and as many Zero Phase Actions as he likes; if he performs an Attack Action, his Phase ends. Other standard *HERO System* rules about Actions and the like apply unless the GM rules otherwise.

A character in the Speed Zone can take any Actions he could take in the normal-speed world during his subjective Phases. He can move, attack, read books, paint a picture, whatever he wants. But his ability to act while other people are "frozen in place" gives him a nigh-insurmountable tactical advantage.

With the GM's permission a character can Abort to enter the Speed Zone, since doing so slows or stops attacks against him to the point where he can protect himself from them. However, he may only take defensive Actions while in the Zone after Aborting; if he tries to perform any other types of Actions, he immediately drops out of the Zone back into the normal-speed world.

Attacks Against The Normal-Speed World

A character in the Speed Zone can attack characters and other targets in the normal-speed world. By the rules governing the way the "dimension" of the Speed Zone works, paying for Superspeed Touch and Superspeed Sight lets a character see and affect targets in the normal-speed world in any way. A speedster can punch someone with his fist, pick up a gun and shoot it at a target, fire an Energy Blast, use a Combat or Martial Maneuver, or use a speedster trick like Dizzying Spin or Let's Wrap This Up, all without paying any further Character Points. (By the strict letter of the rules, a character who wants to do these things *should* buy Transdimensional for any attack or effect he wants to use against the normal-speed world. However, the cost of doing so, on top of the cost of Speed Zone Extra-Dimensional Movement, would become prohibitive, so as a shortcut the rules presented here simply require the character to buy Superspeed Touch and extend its effects to all attacks. Gamemasters who want to be more strict about things should require Transdimensional for any attack or effect a character wants to use against the normal-speed world, perhaps allowing a character to buy a Variable Power Pool solely for buying Transdimensional as a naked Advantage for any of his other powers.)

However, the *effects* of the attacks a character makes and the Actions he takes don't actually occur, and are not felt, until he "drops out" of the Speed Zone and re-enters the normal-speed world (usually after he's taken all his subjective Phases). At that point, to the Slow POV suddenly all the attacks and Actions seem to take place at once in a split-second.

Example: *While in the Speed Zone at the Femtospeed level, Kinetik decides to use his first eight subjective Phases to attack eight opponents in the area. Four he Rapid-Fire Punches, two he uses Grab By on to take away their weapons, and two he uses his Sonic Boom Fingersnap on. One by one he moves to the first four and punches each of them dozens of time in the space of his subjective second of action. One by one he moves to the next two and takes away their guns. One by one he moves to the next two and snaps his fingers next to their ears, though he's moving so quickly there's no sound yet. On his final subjective Phase, he makes a Full Move away from the battlefield so he has a good view of the fun. Then he drops out of the Speed Zone. It's still DEX 30 in Segment 2. Suddenly, to persons with the Slow POV, the following simultaneously happen: the first four targets get bashed around (and perhaps take Knockback) as if someone had punched them repeatedly; the weapons in the hands of the next two vanish; two mini-sonic booms occur next to the other two and Knock them Out; and Kinetik seems to have instantaneously moved from where he was to his current position... and he's got the two guns with him.*

Common and dramatic sense indicate that some attacks and Actions are effectively useless when performed by a character in the Speed Zone. For example, trying to Presence Attack persons in the normal-speed world is a waste of time, because to them the character's actions and words occur so quickly they can't perceive them (and thus can't be affected by them). The GM has the final say on what a character in the Speed Zone can do, and what the effects of his actions are on the normal-speed world.

Targets in the normal-speed world are at DCV 0 and DECV 0 against attacks made by a character in the Speed Zone — they're effectively "frozen in place" and helpless against him. They have no capacity to make attacks against him or do anything else that might effect him, even if they have abilities that give them the Fast POV so they can perceive what he's doing. Only other characters who can enter the Speed Zone themselves can oppose him.

Combat In The Speed Zone

If there's another character in the combat who has an objective Phase that Segment and can enter the Speed Zone, things might go a little differently. When a character enters the Speed Zone, the GM must ask any such characters if they, too wish to enter the Speed Zone. If they do, they can enter the Speed Zone at the same moment as the character even if their Phases have not yet occurred in the Segment.

HEY, WHAT'S GOING ON WITH THE LIGHTS?

In campaigns stressing "realism," such as some Iron Age Champions games, characters in the Speed Zone (at any level) or who have the Fast POV may have trouble perceiving due to how they interact with light, which itself moves at tremendous speeds. (Any character in the Speed Zone is automatically in a silent world, since he's traveling faster than the speed of sound; he can only hear speech and other sounds made by characters who are also in the Zone.)

At the Millispeed Level, lighting fed by alternating current (AC) appears to constantly flicker. Incandescent and halogen-based lights appear brighter and dimmer as the lighting filament gets hotter and cooler. Fluorescent lights strobe at a rate harmful to those viewing it for extended periods of time (the human brain cannot accept strobed input for long without developing headaches, nausea, or pseudo-epileptic symptoms). In game terms, the character suffers a minimum of -1 to Sight PER Rolls, and may experience a Drain of CON or STUN if he looks at fluorescent lights for 1 Turn or longer.

At the Microspeed Level, characters can still see (they're not yet moving near the speed of light, which is approximately 186,000 miles or 300,000,000 meters per second). However, they may experience some visual distortions, since light can only travel 300 meters in the microspeed interval. In game terms, they suffer a -2 or greater Sight PER Roll penalty in situations where the GM thinks that would be appropriate.

At the Nanospeed Level, visible light can only travel 0.3 meters, and frequencies of light are in this realm. This may make it very difficult to perceive things with sight — characters suffer a -3 or greater Sight PER Roll penalty in situations where the GM thinks that would be appropriate.

At the Picospeed Level, visible light can only travel 0.3 millimeters, which may effectively plunge the speedster into a world of darkness. Characters suffer a -3 or greater Sight PER Roll penalty in situations where the GM thinks that would be appropriate.

At the Femtospeed Level, all infrared and visible light wave movement has stopped, and characters start to see discrete ultraviolet rays. Characters suffer a -4 or greater Sight PER Roll penalty in situations where the GM thinks that would be appropriate.

At the Attospeed Level, all ultraviolet light wave movement has stopped. Characters suffer a -4 or greater Sight PER Roll penalty in situations where the GM thinks that would be appropriate.

Of course, this level of "realism" isn't appropriate for many campaigns. In the interest of fun and dramatic sense, the GM just lets the speedster go on perceiving as normal.

At that point two or more characters are in the Speed Zone and the GM begins tracking the Zone's subjective time as usual. (Of course, as usual when a character's first subjective Phase in the Zone occurs, he "loses" it to having used Enter The Speed Zone.) The characters in the Zone get their usual subjective Phases, and may choose to attack other Speed Zone targets instead of normal-speed world targets. If so, the standard rules about who

acts first in a Phase and the like apply. Characters in the Speed Zone have their normal CVs and ECVs against each other, use their normal DEXs to determine who acts first in a Phase, may use any ability against each other as if they were in the normal-speed world, and so forth. Characters at faster levels of the Zone have higher subjective Speed Zone SPDs, giving them more subjective Phases to act in.

Leaving The Speed Zone

When a character chooses to leave the Speed Zone — he "drops out," in speedster parlance, since he's "dropping down" from Speed Zone speeds to normal-speed world speeds — he returns to the same objective Phase he was in at the same objectve point in the DEX order at which he entered the Speed Zone. He cannot choose a later point in the Phase, or wait until a later Segment.

Example: *Kinetik entered the Speed Zone in his Phase in Segment 2 — in other words, on DEX 30 in Segment 2. He takes his full subjective Turn's worth of Speed Zone actions and then must drop out of the Zone, since his Speed Zone Extra-Dimensional Movement won't let him remain in his hyperaccelerated state for more than 1 Turn. When he drops out, it's still DEX 30, Segment 2. Any other normal-speed world characters with DEX 30 who go after him get to act, then the GM continues counting down the DEX order to 29, 28, and so forth until the Segment ends. Of course, this assumes Kinetik's activities in the Speed Zone haven't already ended the combat....*

Other Speed Zone Effects

Accessing the Speed Zone has other effects besides the ones described above.

First, when a character enters the Speed Zone, in effect time stops. All activity throughout the normal-speed world (*i.e.,* "Reality") ceases as far as the character is concerned. Only activity in the Speed Zone itself, as discussed on page 254 under *The Fast Point Of View,* continues: activity on levels "above" the one the character occupies occurs, but slowly to the character's point of view; activity on the character's level seems to be moving at ordinary speeds to his perspective (*i.e.,* those events take place as if occurring over a subjective second of time); and activity on levels "below" the one he occupies seems to be moving correspondingly quickly.

Thus, while a speedster's in the Speed Zone, all normal-speed world activity seems to slow down or cease. For people in the normal-speed world many physical laws seem to be temporarily suspended. Most people are "frozen in place," between ticks of the clock. If someone was falling when a character activated his Speed Zone Extra-Dimensional Movement, to the character's perception that person remains suspended in mid-air (or, at worst, falling much more slowly) until the character leaves the Zone. If someone's about to be hit by a car, everything is "suspended" in mid-collision. (Of course, being in the Speed Zone gives the character a chance to prevent these tragedies from occuring — he can move the person out of the way of the car, and gently lower the falling person to the ground, so that they don't get hurt. This is, in fact, the main heroic use of the Speed Zone in many adventures.) Similarly, most effects that would ordinarily harm the character now cannot. For example, he may be able to walk through a fire or on the surface of a star and feel nothing; the energy is moving so slowly (or is even "frozen") that it lacks the ability to harm him (or inflicts much less harm, as judged by the GM). On the other hand, if the character touches a sharp object, like a blade, he can still cut himself; being in the Speed Zone doesn't remove the object's sharpness or its capacity to harm someone who touches it. The GM should adjudicate other situations as he sees fit.

During the time a character spends in the Speed Zone, no one and nothing in Reality ages, decays, or otherwise suffers any effects from the passage of time... because time isn't passing. Even the character himself doesn't age because his perception and use of the "extra time" is only subjective. However, many speedsters have Limitations or Disadvantages that make them age faster than normal because their powers "burn them up" more quickly, and one possible explanation for that might be all the time the character spends in the Speed Zone.

THE SPEED ZONE AS "TIME STOP"

Given the way the Speed Zone works, characters who have the power to manipulate time can use it as a form of "Time Stop" instead of hypervelocity. The special effect of their form of Speed Zone Extra-Dimensional Movement is "Time Stop Extra-Dimensional Movement," in which they freeze time and do whatever they want for the defined period, then let time resume flowing forward once more.

SPEEDSTER COMBAT

Here are some new and expanded rules and options pertaining to speedsters before and during combat.

SPEEDSTERS IN COMBAT

Here's some information about fighting with or against speedsters.

Using Super-Speed In Combat

One of the occasionally frustrating things about playing a speedster who can move at hypervelocity is the restrictions the *HERO System* rules *seem* to impose on the character's use of the full scope of his abilities. "I can move at the speed of light out of combat, why can't I do that in a battle?" "I can break the sound barrier without breaking a sweat, but I only have a 30" Combat Move?" "I can clean my house in a microsecond; why can't I take Armadillo's armor apart as an Attack Action?"

The answer is, a speedster *can* do all of those things, and more — he just has to pay for them. One of the governing principles of the *HERO System* is that you get what you pay for, you don't get abilities or attacks for free. For example, if a character wants to run at the speed of light or speed of sound in combat, all he has to do is pony up the right amount of Character Points. That means Running at 1,795,600,000" per Turn for the speed of light (Running +224,446,000" for a SPD 8 character, costing 448,910,000 Character Points) or 1,992" per Turn for the speed of sound in air (Running +243" for a SPD 8 character, costing a mere 486 Character Points).

But of course there are other ways around this "dilemma" — affordable ways. Those ways are known as "speedster tricks," and you can find hundreds of them already written up in Chapter Two. A speedster doesn't have to literally have enough inches to run at, say, the speed of light in combat; he just has to buy abilities with the special effect of "I can run at the speed of light in combat." The Speed Zone rules (pages 251-61) are particularly helpful for this, if the GM allows them. Rather than get frustrated by a supposed "limitation" of the *HERO System* rules, use the rules creatively to do an end run around the "restrictions" and create just the sort of speedster you want.

Combatting Speedsters

Between their high DEXs and SPDs, large amounts of movement, and amazing "speedster tricks," speedsters sometimes make very difficult opponents — and that doesn't even take into account the possibilities of the Speed Zone. Here are some tips and tricks for fighting these oh-so-frustrating opponents.

PERCEIVING THE SPEEDSTER

First, you can't attack what you can't see, so you have to neutralize or remove a speedster's ability to act so fast he can't be seen (which may include buying abilities like *Quicker Than The Eye* that literally provide a fast-moving speedster with Invisibility). Speed Perception isn't an appropriate ability for most non-speedsters, but there are other ways to figure out where the speedster is.

First, even if they can't buy Speed Perception, characters may be able to obtain other abilities that make effective substitutes. Motion detectors, for example, are a commonly-available technology. While they might need to be souped up with a bit of super-science or magic so they can perceive objects moving as fast as a speedster can move, but that's not beyond the power of most PCs teams to do.

Second, a character with sufficiently acute senses might be able to justify buying some Rapid for them. For example, suppose a character's powers involve precise control over energy, and one of his abilities is Radar. He might not have Rapid for his Radar initially, but after fighting speedsters for a while he could train himself to focus on it so precisely that he can even see objects and people moving at hypervelocity.

Third, even if characters can perceive a speedster as he acts, they may be able to "track" him by the effects he has on the environment. He probably leaves footprints, friction marks, or other evidence of his passage. The backdraft of his movement may carry along lightweight objects for a short distance, creating a sort of "arrow" that points directly toward him. Clever characters may spill flour or the like onto the ground to make sure the speedster leaves a "trail."

HINDERING THE SPEEDSTER

A speedster's primary assets are his DEX, SPD, and movement, so a clever tactician finds ways to remove or reduce those advantages. One of the best weapons for doing this is Change Environment, which allows characters to create a zone in which

the speedster has to make a (heavily-penalized) DEX Roll every Phase to keep his footing — for example, a sheet of ice or a field of frictionlessness. A large enough CE field, possibly with Personal Immunity or Selective so the hero creating it and his allies are safe from its effects, can really take the wind out of a speedster's sails.

Negative Adjustment Powers, like Drain, Suppress, and Transfer, can also work wonders. DEX and SPD are expensive, so removing a lot of them is difficult and costly, but in the end it's often worth it to slow the speedster down. Negatively Adjusting a Movement Power may work even better, especially with the cheaper modes of movement like Leaping and Swimming. For the ultimate in movement deprivation, Entangle the speedster.

You can also a hinder a speedster by interfering with or blinding his Senses using Darkness, Flash, or Images. If he can't see where he's going, his movement abilities aren't likely to help him much — or at least he's risking a painful collision.

A more exotic tactic is to turn the speedster's speed against him by making it disadvantageous to act frequently or move swiftly. For example, a Major Transform could change the speedster so that every potentially END-using action (including ones bought to 0 END) that he takes costs x10 END. At that rate, even the hardiest speedster burns out pretty quickly. Tripping the speedster or making him lose his footing (as with the Change Environment effects described above) can result in skids or collisions that are particularly painful because of the speedster's high velocity. And if he happens to hit something sharp or jagged, that may be the end of the road for him.

HITTING THE SPEEDSTER

With their high DCVs and defensive abilities, speedsters are often hard to hit, but clever attackers have several options for evening up the odds.

First and foremost are area-affecting attacks, whether they're inherently that way (Change Environment, Darkness) or have the *Area Of Effect* or *Explosion* Advantages. That neatly negates the speedster's DCV edge by attacking against DCV 3. A One Hex Accurate attack has that feature without the problem of potential collateral damage. For characters who lack such attacks, Spreading a Ranged attack serves as a substitute.

Second, try attacks that target the speedster mentally: Mental Powers and powers with the *Based On ECV* Advantage. Most speedsters' minds aren't any harder to hit than any other non-mentalist character's — not even a speedster can outrace the speed of thought! The *Line Of Sight* and *No Range Modifier* Advantages may also be helpful when targeting speedsters with non-mental powers, since they often use their movement abilities to maintain a generous distance between themselves and attackers.

Third, in genres that allow the Multiple Attackers Bonus, gang up on the speedster to take advantage of it. This may require some planning, since most characters can't keep up with a speedster, but even one group attack may suffice to take a speedster out of the fight. Even if the Multiple Attackers Bonus isn't allowed, clever tactics by two or more characters may go a long way to counteracting common speedster defensive tactics. For example, if one character Holds his Action, and the other makes an attack intended to force the speedster to Abort to a Dodge or Flying Dodge, the character who's Holding can then launch an area-affecting attack the speedster can't avoid by Diving For Cover.

PERCEPTION AT HIGH VELOCITY

The standard *HERO System* rules impose no PER Roll penalty on characters who move quickly — they can perceive just as well as any other character. (However, characters using MegaMovement abilities do have to buy special perception abilities to perceive well enough to avoid obstacles; see page 264 of *The HERO System 5th Edition, Revised* rulebook, and the *Speed Perception* and *Swift Sight* powers in Chapter Two of this book.).

For some campaigns, this may not seem "realistic" or proper. At the GM's option, you can use the PER Roll modifiers in the accompanying table. Characters can counteract this penalty by buying the *Rapid* Sense Modifier for a Sense or Sense Group with the Limitation *Only To Counteract Movement Penalties* (-1). One purchase of Rapid counteracts up to -2 worth of penalties; thus, buying Rapid three times counteracts a -6 penalty completely, and negates all but -2 of a -8 penalty.

If the campaign uses the Speed Zone rules described above, the *Speed Perception* ability (at any level) also functions in the manner described here. A character who can see super-fast movement can likewise perceive easily when he himself moves at hypervelocities.

At the GM's option, the PER Roll penalties for moving at high speed also apply to Navigation rolls. This is most likely to be relevant when a character's moving so fast that he can't easily perceive landmarks — he passes by them too quickly.

If a character moves at high velocity through a crowded area (such as most city streets, particularly during daylight hours), the character may have to make a PER Roll every Phase to spot obstacles. If he fails, he collides with an obstacle. (Alternately, the GM might let him make a DEX Roll with a penalty equal to the amount he missed the PER Roll by, to avoid the obstacle and keep moving; if the roll fails, a collision occurs.)

VELOCITY PERCEPTION MODIFIERS

Velocity	PER Roll Modifier
Up to 20"	-0
21-40"	-1
41-80"	-2
81-160"	-3
161-320"	-4
321-640"	-5
641-1,250"	-6
...and so on	

USING SPEED

The standard rules for SPD and Phases work perfectly well for most campaigns and characters. But in some instances, a GM may prefer to alter the standard rules to make things easier, harder, or just different in his campaign.

Changing SPD

The rules on page 357 of *The HERO System 5th Edition, Revised* rulebook describe the standard method for changing SPD and provide an optional rule that allows for SPD changes in mid-Turn. Here are some other options for changing SPD in mid-Turn; they tend to be easier to use than the rules in the rulebook, but may also cause game balance problems.

1. Instead of waiting until both SPDs have a Phase in the same Segment, the character can act on his new SPD in the first Phase he would have after any Segment in which his old SPD would have had a Phase. For example, if a character switches from SPD 6 to SPD 8 in his Phase in Segment 8, under the standard optional rule he'd have to wait until Segment 12 — the first Segment in which both SPDs have a Phase — to get an Action. Using this rule, he gets a Phase in Segment 11. After Segment 8, the next Phase that SPD 6 would ordinarily get is in Segment 10. Once Segment 10 passes, he starts to get the Phases for SPD 8 — and the next Phase for SPD 8 after Segment 10 is in Segment 11.

2. The character immediately gets to start using the Phases of his new SPD, but he cannot have more Phases in a Turn than the higher SPD would allow. For example, if a character switches from SPD 6 to SPD 8 in his Phase in Segment 8, he immediately starts using the SPD 8 Phases. After Segment 8, the next Segment in which SPD 8 gets a Phase is Segment 9, so the character gets a Phase then (and, going forward, in Segments 11 and 12 of that Turn, provided he gets no more than eight Phases in the entire Turn).

Optional SPD Systems

Some *HERO System* gamers consider the SPD Chart a little frustrating. It creates a level of predictability that makes it easy for "power gamers" and rulesmongers to exploit the system in ways that diminish the fun of the game, and it tends to introduce an element of "sameness" into every combat. If that's the case in your campaign, you may want to change the way SPD and Actions work. Several options are discussed below.

ROLLED SPEED

One variant for the SPD Chart that gets rid of at least some of the predictability mentioned above is to have characters roll to see if they get a Phase in each Segment. If the roll succeeds, they get a Phase, in the normal order of DEXs.

The main issue with this system is how to roll. The GM needs to evaluate the possible methods carefully to ensure balance within his group. Some possibilities include:

1. Get a twelve-sided die (d12). Each Segment every character rolls a d12; characters who roll less than or equal to their SPD get a Phase on that Segment. On the average, that should give each character the same number of Phases per Turn that he normally gets... but they won't occur in predefined Segments.

You could substitute 2d6-1 instead of 1d12, but the bell curve that results from rolling two dice means characters will get far fewer actions than normal (or have to spend a lot more points on SPD).

The benefit to this method is that it eliminates predictability. The drawback is that it does such a good job of eliminating predictability that it may leave a character action-less for a long period of time. If a player happens to get a string of unlucky rolls, his character just has to stand there, unable to do anything, which may not make much sense and certainly leaves the player feeling frustrated.

2. At the beginning of each Turn, each character rolls 1d6 and adds his SPD, to a maximum of 12. This indicates the number of Phases the character gets in that Turn. The GM may assign those Phases to the Segments indicated by the SPD of the same number, or use some other method of allocation (see below).

The benefit to this method is that it creates variability; a character can never count on having more Phases per Turn than his SPD plus one. However, it also causes several potential problems. First, it gives all characters at least +1 SPD, which isn't unbalanced (everyone gets it, after all) but can slow the game down. Second, sometimes a relatively slow character may get more actions than a relatively fast character — in fact, in a game where the slow and fast characters aren't separated by more than a point or two of SPD, this could happen frequently. That result may not be very satisfactory; it may mean the dice are more important than the SPD the character paid for. The same "the dice are better than the SPD" problem can result in Heroic games with characters who have low average SPDs (3-4).

3. Each Segment, every character rolls 2d6-1 and adds it to his SPD. If he gets a 12 or better, he gets a Phase that Segment. Characters with SPD 12 thus automatically get a Phase every Segment, and characters with SPDs of 9 or above will usually get one every Phase thanks to the bell curve of the 2d6 roll.

The benefit to this system is that it should allow every character roughly the same number of Phases per Turn, but not in predefined Segments. The drawback is that it tends to give some characters more Phases than normal, which may slow down combat.

One drawback all of these methods have is that they increase the time it takes to run a combat. They add in some extra die rolling and number-tracking in place of the SPD Chart's relative ease of use.

VARIABLE PHASES

Instead of changing the number of Phases a character has, you can change which Segments they occur in.

The easiest way to do this is to declare that all characters get a number of Phases per Turn equal to their SPDs — but they can use those Phases in any Segments they wish. For example, a SPD 5 character could choose to take his Phases on Segments 2, 3, 7, 9, and 12 during one Turn, and on Segments 2, 4, 5, 10, and 12 the next Turn. To keep characters from abusing this rule (by, for example, acting in Segments 1-4 and then acting in Segment 5 to Martial Dodge with all Combat Skill Levels in DCV), the GM may require characters with SPDs below 7 to skip at least one Segment between Phases (really low SPDs, such as 2-3, may have to skip two or more Segments).

Another possibility is to use the same distribution pattern for a character's Phases, but randomly determine which Segment they start on. At the beginning of each Turn, every character rolls ½d6; the number rolled indicates the Segment the character's Phases begin on. For example, if a SPD 5 character rolled a 1, his Phases would occur on 1, 3, 6, 8, and 10 — the same pattern as SPD 5, but on different Segments. In some cases the GM may need to alter the distribution pattern to ensure every character gets his full number of Phases per Turn.

COUNTDOWN

In a "countdown" system for initiative, each character has a certain number of initiative dice; the faster the character, the more dice. At the beginning of a combat round, all characters roll their initiative dice. Starting with the highest number rolled, the GM counts down to 0. Each character gets one action on his highest number rolled, and *another* action every X steps below that. Thus, the higher the number a character rolls, the more times he gets to act in that round.

To simulate this sort of initiative in the *HERO System,* you need to do two things: (a) decide how many dice to roll, and how characters buy them, and (b) how to count down (*i.e.,* how many points to subtract between actions). For example, perhaps characters roll a number of initiative dice equal to their SPD, and then you subtract 4 points between actions. That would yield a number of actions per Turn roughly equal to the character's SPD, but with the possibility of sometimes going more or fewer times. If you wanted to allow more actions, you could reduce the subtractor; to allow fewer actions, increase it.

Example: *Andy decides to use a "countdown" system for initiative in his Champions game. Every character rolls dice equal to his SPD to get an "action total." A character gets a Phase on his action total, then gets one more Phase every 4 points below that. A character can Hold his Action to a later point in the countdown, but must use it before his next number comes up. If two character have a Phase on the same number, the one with the highest DEX goes first; if DEXs are tied, highest INT goes first; if INTs are tied, the highest PRE goes first; if PREs are tied, neither character gets an action because Andy is now incredibly annoyed at both of them.*

At the start of a battle, Defender (SPD 5) and Ankylosaur (SPD 4) roll initiative dice. Defender rolls 5d6 and gets 16; Ankylosaur rolls 4d6 and gets 19. Ankylosaur clearly has the upper hand in this battle in terms of initiative!

The combat starts on 19, and Ankylosaur gets an action. He also acts in 15, 11, 7, and 3 — he gets one more action than he could expect on the average since he rolled well. On the other hand, Defender goes in 16, 12, 8, and 4, so he doesn't act quite as often as he normally would.

OBTAINING EXTRA PHASES

Many gamers like the SPD Chart as a concept, but find it somewhat rigid and inflexible in a rules system that otherwise has a high degree of flexibility and customizability. They want to provide an option for characters to take extra Phases, or move their Phases to different Segments, at the cost of some penalty.

One such system focuses on CV. A character can move a Phase down the SPD Chart (*i.e.,* take his Phase earlier) for a -1 CV penalty per Segment (this applies to both OCV and DCV). The penalty lasts until the character skips a future Phase (*i.e.,* does nothing, not even taking a Recovery). If a character takes multiple Phases early, the penalties are cumulative, and he must skip one Phase per penalty to remove the penalties.

Example: *A character with SPD 5 decides he wants to take his Phase in Segment 5 in Segment 4 instead. He does so, suffering a -1 CV penalty. He keeps that penalty until the end of the Turn, unless he skips one of his Phases (in Segment 8, 10, or 12). If he decides to take his Segment 8 Phase in Segment 6, he suffers another -2 CV penalty for a total of -3 CV. He skips his Phase in Segment 10, which reduces the penalty to -2.*

A character can still Abort to a defensive action using the normal rules. This has no effect on CV, but of course forces the character to do nothing in his next Phase.

On the other hand, at the GM's option a character who delays his Phase by one Segment gets a +1 CV bonus per Segment delayed. This is *not* the same as Holding an Action. Holding gains no such bonus, but lets the character act whenever he wants to or a specified condition occurs; a delayed Phase can only be taken on a future Segment at the character's DEX in the initiative order.

Additionally, a character may take *extra* Phases if he wants to, but the penalty is more severe: -3 CV per extra Phase. If a character takes multiple extra Phases, the penalties are cumulative; extra Phase penalties are also cumulative with early Phase penalties. Characters cannot remove this penalty; it lasts until the combat ends or the GM decides it vanishes.

EXTENDED RANGE MODIFIER TABLE

Range Modifier	Distance	KM	Notes
-0	Up to 4"	—	4-lane highway width, height of 2 average building stories or an elevator
-2	5-8"	—	
-4	9-16"	—	
-6	17-32"	—	
-8	33-64"	—	50" is length of a football field
-10	65-125"	0.25 km	An average city block is 80"; the Washington Monument is 84" tall; Seattle's Space Needle is 92" tall
-12	126-250"	0.5 km	The speed of sound in air is approximately 172"/second; Chicago's Sears Tower is 222" tall
-14	251-500"	1 km	The Eiffel Tower is 300" tall; elevation of the lowest clouds (1 km)
-16	501-1,000"	2 km	
-18	1,001-2,000"	4km	Average depth of Earth's oceans
-20	2,001-4,000"	8 km	Mt. Everest is 4,422" tall
-22	4,001-8,000"	16 km	11-20 km/sec is Earth's escape velocity
-24	8,001-16,000"	32 km	Elevation of the highest clouds
-26	16,001-32,000"	64 km	Diameter of the Chicago city limits
-28	32,001-64,000"	125 km	Diameter of the Los Angeles metropolitan area
-30	64,001-125,000"	250 km	Grand Canyon is approximately 349 km long
-32	125,001-250,000"	500 km	North-south length of England and Scotland
-34	250,001-500,000"	1,000 km	640 km is thermosphere (atmosphere) boundaries, FTL permitted
-36	500,001-1 mil"	2,000 km	
-38	1.1-2 mil"	4,000 km	Diameter of the Moon; the continental US has a "diameter of approximately 4,600 km
-40	2.1-4 mil"	8,000 km	North-south length of Africa
-42	4.1-8 mil"	16,000 km	The Earth is 12,740 km in diameter
-44	8.1-16 mil"	32,000 km	Geosynchronous orbit of Earth
-46	16.1-32 mil"	64,000 km	Earth's circumference is 40,038 km
-48	32.1-64 mil"	125,000 km	Diameter of Saturn or Jupiter
-50	64.1-125 mil"	250,000 km	
-52	125.1-250 mil"	500,000 km	The speed of light in a vacuum is 299,792 km/sec (149,896,000"); distance from Earth to the Moon (202 million")
-54	250.1-500 mil"	1 mil km	
-56	500.1 mil-1 bil"	2 mil km	Diameter of the Sun
-58	1.1-2 bil"	4 mil km	
-60	2.1-4 bil"	8 mil km	
-62	4.1-8 bil"	16 mil km	
-64	8.0-16 bil"	32 mil km	
-66	16.1-32 bil"	64 mil km	
-68	32.1-64 bil"	125 mil km	The distance from the Earth to the Sun (1 Astronomical Unit, or AU) is 150 million km (see Astronomical Units Table)
-70	64.1-125 bil"	250 mil km	2 AUs
-72	125.1-250 bil"	500 mil km	4 AUs
-74	250.1-500 bil"	1 bil km	8 AUs; Uranis is 6.7 AUs from the Sun
-76	500.1-1 tril"	2 bil km	16 AUs
-78	1.1-2 tril"	4 bil km	32 AUs; Pluto is 25 AUs from the Sun
-80	2.1-4 tril"	8 bil km	64 AUs; the Oort cloud (on the edge of the Solar System) is 65 AUs from the Sun
-82	4.1-8 tril"	16 bil km	125 AUs
-84	8.1-16 tril"	32 bil km	250 AUs
-86	16.1-32 tril"	64 bil km	500 AUs
-88	32.1-64 tril"	125 bil km	1,000 AUs
-90	64.1-125 tril"	250 bil km	2,000 AUs
-92	125.1-250 tril"	500 bil km	4,000 AUs
-94	250.1-500 tril"	1 tril km	8,000 AUs
-96	500.1-1 quad"	2 tril km	16,000 AUs
-98	1.1-2 quad"	4 tril km	32,000 AUs
-100	2.1-4 quad"	8 tril km	64,000 AUs; 1 light-year is 63,072 AUs
-102	4.1-8 quad"	16 tril km	125,000 AUs, or 2 light-years
-104	8.1-16 quad"	32 tril km	250,000 AUs; the distance from Sol to Alpha Centauri (the nearest star) is 270,000 AUs
-106	16.1-32 quad"	64 tril km	500,000 AUs, or 8 light-years
-108	32.1-64 quad"	125 tril km	1 million AUs, or 16 light-years
-110	64.1-125 quad"	250 tril km	2 million AUs, or 32 light-years
-112	125.1-250 quad"	500 tril km	4 million AUs, or 64 light-years
-114	25.1-500 quad"	1 quad km	8 million AUs, or 125 light-years
-116	500.1-1 quin"	2 quad km	16 million AUs, or 250 light-years

To obtain the distance in miles, multiply kilometers by 0.6214.

mil: Million • bil: Billion • tril: Trillion • quad: Quadrillion • quin: Quintillion

Example: *Continuing the example from above, after skipping his normal Phase in Segment 10, the character decides he needs to take an extra Phase in Segment 11. This adds -3 to his CV penalty, for a total of -5 (remember, he eliminated one -1 penalty by skipping his Phase in Segment 10). Good luck!*

At the GM's option, all penalties may disappear when the Turn ends. This could encourage character to add or advance Phases late in the Turn, though, so consider this rule carefully before implementing it.

Of course, CV isn't the only thing a system like this could penalize. The rule could instead impose a DEX reduction (say, -2 DEX per early Phase or -4 per extra Phase), for example. The GM may also want to include other restrictions, such as not allowing the use of Optional Combat Maneuvers or multiple-Power attacks on early or extra Phases.

The GM should examine carefully any Skill Levels (of any type) bought to counteract the early/extra Phase penalties. The proper way for a character to obtain more Phases with points is to buy more SPD, not to eliminate the early/extra Phase penalties.

RELATED RULES CHANGES

If you change the way SPD works, you may need to change the way some other rules work. For example, you may want to eliminate the Post-Segment 12 Recovery, or change the way the points gained/removed by use of an Adjustment Power fade/return. As with any other major new rule introduced into the game, be prepared to change or abandon it if it proves unworkable.



THE RANGE MODIFIER

Speedsters can cover so much ground that they may be able to attack targets a *long* way away, or have to make PER Rolls at great distances for purposes of Navigation. To assist the GM with determining how difficult this can be, the accompanying Extended Range Modifier Table expands on the standard Range Modifier reference table.

Extended out far enough, the Range Modifier begins to involve Astronomical Units (AUs) — the distance from Earth to the Sun. Some cosmic speedsters might fight on battlefields that large.

COMBAT MODIFIERS

For the most part, Combat Modifiers work the same for speedsters as for any other type of character. Here are notes on a few.

MOVEMENT

Under the standard *HERO System* rules, moving (*i.e.,* using a Movement Power) doesn't impose any sort of combat modifier on a character. It doesn't alter his OCV, give him a higher DCV, or the like. Sometimes Combat/Martial Maneuvers that involve movement provide CV modifiers, and the Velocity-Based DCV rules may change a character's DCV if the GM chooses to use them. But the standard rule is that no matter how fast or slow a character chooses to move, moving in and of itself doesn't affect his CV or the like. Similarly, there's no Attack Roll penalty for trying to hit a moving target.

But, as always, the GM can change this if he wants to. For example, a GM might decide that performing a Half Move in a Phase imposes a -1 OCV penalty on a character. Another GM might want characters moving quickly to be harder to hit, so he applies the PER Roll penalty listed in the table on page 263 as a bonus to characters' DCVs.

ENCUMBRANCE

Don't forget that Encumbrance can really slow down a character, as well as reducing his DCV. Many speedsters can move fast but aren't particularly strong, which makes them vulnerable to the effects of Encumbrance.

SURPRISE MOVE

Because they move around so much, speedsters may frequently try to get Surprise Move bonuses by attacking targets from behind, moving in unexpected ways, and so forth. This is perfectly legitimate — after all, the speedster paid good Character Points for his abilities, so he should get to take full advantage of them. But it can also slow down the game and cause game balance problems if it's done too much. Don't forget that if characters get *used* to a speedster's swiftness and tactics, they're not very surprising anymore, so the speedster should get no bonus or a lesser bonus.

CARRYING COMBATANTS

Sometimes a character wants to carry a friendly combatant, allowing that other character to gain the benefits of his movement while still being able to attack. The GM may permit this, subject to the following restrictions.

First, the character has to have a Casual STR sufficient to lift the passenger (remember, a character's full STR indicates an amount of weight he can pick up and stagger with for a step or two — far more than a speedster or any other character could easily carry around the battlefield). A character may not use STR "gained" from movement (see page 207) for this purpose unless the GM so permits. The Encumbrance rules still apply.

Second, this requires the carrying character to Grab the carried character, which has the standard effect on both their CVs (see pages 387-88 of *The HERO System 5th Edition, Revised* rulebook).

Third, carrying a character this way constitutes a Full Phase Action no matter how many of his inches of movement the carrying character uses.

Fourth, the carried character has his own DCV or the carrying character's DCV, whichever is *less.* In addition to the penalties for being Grabbed (see above), his OCV suffers a penalty equal to the carrying character's velocity divided by 10 (vel/10), representing the bumpiness of the ride and the awkwardness of the situation. However, for every 5 STR above his Casual STR that the carrying character uses to "stabilize" the passenger (which of course costs END), reduce the passenger's OCV penalty by 1 (to a minimum of -1).

COMBAT AND MARTIAL MANEUVERS

Here's more information about Combat Maneuvers that speedsters favor or which are particularly useful for them, including some new ones the GM can introduce into the campaign if desired.

ADDING DAMAGE WITH VELOCITY

There's no general rule in the *HERO System* that says "velocity adds to damage." If a character wants his velocity to increase the damage or effect of his attack, he has to use a Maneuver involving velocity, such as Grab By, Move By, Move Through, or Passing Strike. The individual rules for these Maneuvers, as well as the rules on pages 406-07 of *The HERO System 5th Edition, Revised* rulebook, discuss how velocity from these Maneuvers augments damage.

Characters can perform velocity-augmented Maneuvers like Grab By, Move Through, and Passing Strike with their Noncombat Movement — it's difficult, due to the OCV and DCV modifiers imposed by moving at Noncombat speeds, but possible. In this case, the velocity bonus for the maneuver depends on how fast the character's actually moving (it's not restricted to his Combat Movement). For example, a STR 10 character with Flight 30", x8 Noncombat who performs a Move Through at 240" does (2d6 + (240/3=80) =) 83d6 damage — he's not limited to adding just 10d6 (from his 30" Combat Movement). Of course, he has almost no chance to hit his target, and is likely to really hurt himself with the half damage, but sometimes a hero's gotta do what a hero's gotta do.

Standard Combat Maneuvers

Most of the Standard Combat Maneuvers work normally for speedsters, but a few have special aspects or applications.

DISARM BY

This optional new Combat Maneuver allows a speedster to move past someone and Disarm them, in effect combining some aspects of Move By with Disarm. It requires at least a Half Move, and can be performed with a Full Move if desired. It imposes a -4 penalty on OCV and a -2 on DCV. If the Attack Roll succeeds, the character engages in a STR Versus STR Roll Contest to see if he Disarms the target, and his velocity divided by 5 adds to his STR (not his STR dice) only for purposes of succeeding with the Disarm. Otherwise, standard rules for Disarm apply. In particular, remember that a Disarmed object goes flying ½d6 hexes in the direction of the strike — the character *does not* get to take it away and keep it (that requires a Grab By).

Characters can make Multiple Disarm Bys if they so desire, at the same additional penalty as for Multiple Move Bys. They cannot combine Disarm By with Move By, taking objects away from some targets and hitting others.

At the GM's option, a character performing a Disarm By can make a Sleight Of Hand roll to replace the Disarmed object with some other object he's already holding.

GRAB

Sometimes a character Grabs a moving character, either using a normal Grab or via Telekinesis. When a moving character is Grabbed, he immediately gets a standard Casual STR Roll to break out. If the GM is using the optional rule on page 207 regarding the effect of movement on STR, then the character's Casual STR may be calculated with that in mind if the GM permits (but keep in mind that ordinarily those rules require movement to be devoted to STR; the character doesn't get to move *and* apply his movement to increase his STR). If the roll succeeds, the character keeps moving until the end of his declared inches of movement (assuming he wasn't there already). If the roll fails, the character is reduced to 0" of movement and remains in the hex where he was Grabbed; he has to break out in the usual fashion, without gaining any STR benefit from movement. Being slowed to 0" this way does not damage or harm a moving character (though it may expose him to harm in the form of other attacks and the like).

Typically a Grabbed character cannot use a Movement Power to keep moving while Grabbed, dragging the person Grabbing him along for the ride. The GM may choose to allow this based on the special effects involved, the situation, game balance, dramatic sense, and other factors, but if so the moving character may be subject to Encumbrance rules for carrying so much weight.

Grab And Throw Velocity

With the GM's permission, a character can Grab another character, move with that character, and then Throw the character so that the thrown character can perform a Disarm By, Grab By, Move By, or Move Through using the velocity of the character who Grabbed-moved-Threw to calculate the damage/effect. Typically this causes fewer game balance problems with Disarm By and Grab By than Maneuvers that cause damage, but each GM has to decide what's best for his campaign. If the GM permits this, the STR damage the Thrown character can apply is limited to his own or the throwing character's STR, whichever is less. A Thrown character performing a Move By/Through takes half/full damage, per the usual rules for those Maneuvers. The character doing the moving and Throwing has to make an Attack Roll to Throw the Grabbed character to the right place to perform the desired Maneuver; the Thrown character has to make an Attack Roll to hit the target.

GRAB BY

Speedsters love using this maneuver, since it simulates the classic trick of "move past someone at hyper-velocity and snatch something out of his hand." They often buy Combat Skill Levels with it to improve their chances to hit, or abilities that give them bonus STR with it (see *Battering Ram* and *Run-By Grabbing* in Chapter Two for examples).

At the GM's option, a character performing a Grab By can make a Sleight Of Hand roll to replace the Disarmed object with some other object he's already holding.

A character cannot end a Grab By with a Move Through, unless the GM lets him do it as a multiple-Power attack or Sweep.

MOVE BY

For obvious reasons, Move By is an extremely popular Combat Maneuver for speedsters; in some ways it's their "signature" Maneuver, the way Haymaker can be for strong characters. Here are some additional rules for it.

A character can add his HA damage to his Move By (or Move Through) damage, provided the GM believes that makes sense based on the special effects of the HA and the Combat Maneuver. For example, if the HA is defined as a club, a character might be able to run past someone and smash them with it, but if it's defined as electrifying his fist that might not affect Move By damage at all. In some cases, such as the *Battering Ram* speedster power in Chapter Two, a character might buy HA with a Limitation indicating that it *only* works with Move By. In any event, the damage from the HA dice should not be halved, though the GM is free to do so if he feels that's necessary to maintain game balance.

A character cannot end a Move By with a Move Through, unless the GM lets him do it as a multiple-Power attack or Sweep.

MOVE SLAM

A *Move Slam* is a new Combat Maneuver that lets a character pick up a target, move with it, and then let it go or throw it so it slams into a wall, the ground, another character, or the like and takes damage. The damage depends on the character's velocity more than his STR.

A Move Slam imposes no CV modifiers of its own. However, since it involves Grab, any character performing a Move Slam automatically suffers the standard CV penalties for Grabbing a character (see pages 387-88 of *The HERO System 5th Edition, Revised*). Thus, he'll be at ½ DCV against other attackers (including the Grabbed target) and at full OCV against the Grabbed target but ½ OCV against other targets. At the GM's option, if the target is unconscious, is an inanimate object, or is otherwise unresisting, the characters suffers only the standard -1 OCV, -2 DCV penalties for Grab.

To perform a Move Slam, a character must first Grab his target. This is a separate Attack Action, not part of the Move Slam. Thus, at a minimum a Move Slam takes two Phases (one to Grab, one to Move Slam), though these Phases don't have to be consecutive. A character could Grab his target, carry that target around for several Phases (during which the target might try to break free, of course), and then Move Slam him. The character might not even have to Grab the target at first; he could Move Slam someone who voluntarily agreed to be carried along by him.

After the character Moves with his Grabbed target, he can Slam him. To do so, he must have something reasonably solid to slam him into — a wall or the ground, typically; it all depends on the angle of his movement and the circumstances. In some cases he may want to Slam the target against another target (see below). In most cases the character moves to within 2" of what he's Slamming the target into and then "throws" or drops the target into it. If the character wants to Throw the target a greater distance than 2", use the Throwing Table on page 35 of the *HERO System 5th Edition, Revised* rulebook to see if he can do so; in that case penalties for Throwing an unbalanced and/or unaerodynamic object may apply.

To Slam a target, the character must succeed with an Attack Roll. If the roll succeeds, the target takes ((STR/2) + (velocity/3)) in d6 of Normal Damage and is in the hex occupied by the object he was Slammed into. (The GM may convert this to the equivalent DCs of Killing Damage if what the target's Slammed against is sharp, jagged, or the like.) If the roll fails, the target takes no damage at all and is in the hex his attacker occupied when he made the Attack Roll *or* the hex occupied by the object he was supposed to Slam into, whichever he prefers. Whether his Attack Roll succeeded or failed, the character no longer has a hold on the target — the Grab has ended. To perform another

STUNNING AND MOVEMENT

Because a character takes half or full damage from his own Move By/Through, he could Stun or Knock himself Out by performing the Maneuver.

With a Move By, the character has to plot his entire movement path before performing the maneuver, as detailed in the text. If he's Stunned or Knocked Out, the plotted movement pay still applies, even if it means he's tumbling along the ground, unconscious, due to momentum. (See the Uncontrolled movement rules on page 220 for more detailed rules.)

With a Move Through, the character should have already declared which of the three "follow-through" options — move with the target, keep moving to the end of his own movement, or stop in the hex where he hit the target — he wants to use. If he's Stunned or Knocked Out, the declared condition still applies, even if it means tumbling along the ground, unconscious, due to momentum.

Alternately, the GM could declare, based on special effects, the circumstances, common sense, and dramatic sense, that the character stops moving where he is when Stunned or Knocked Out.

ADVANTAGES ON STRENGTH

Sometimes a character has an Advantage on his STR that affects how the target takes damage (such as Armor Piercing or Penetrating). In that case, the damage he takes from performing a Move By or Move Through does not have that Advantage on it (unless the GM decides it should). Such Advantages have no effect on Disarm Bys or Grab Bys.

INAPPLICABLE MOVEMENT

Characters may not perform Disarm Bys or Grab Bys with Extra-Dimensional Movement, FTL Travel, Teleportation, any MegaScaled form of movement, or Telekinesis. However, they may perform them at Noncombat Movement speeds with other forms of movement (though this means the character has a base OCV of 0; see page 204).

Move Slam on the target, the character has to Grab the target again and start moving.

Slamming One Target Into Another

Sometimes a character wants to Move Slam one target into another — in other words, Slam one enemy into another enemy so they both take damage. To do this, the character must succeed with his Slam attack at a Weapon Size/Shape penalty of -2 OCV (if the Grabbed target is unconscious) or -4 OCV (if he's awake). These penalties are in addition to any the character suffers for performing a Grab. If the Attack Roll succeeds, both targets takes standard Move Slam damage.

MOVE THROUGH

Move Through is also popular with speedsters, though less so than Move By since they don't depend as much on STR and are often a little too fragile to take half damage repeatedly. Here are some additional notes and rules for the Maneuver.

A character can add his HA damage to his Move Through damage, provided the GM believes that makes sense based on the special effects of the HA and the Combat Maneuver. For example, if the HA is defined as a club, it might not be of any use when running right into someone, but an HA defined as having large, blunt horns might add to a Move Through. In some cases a character might buy HA with a Limitation indicating that it *only* works with Through (like the *Battering Ram* power in Chapter Two).

Characters cannot perform "Multiple Move Throughs." See page 397 of of *The HERO System 5th Edition, Revised* regarding Sweep Move Throughs.

If a character performs a Move Through on a target, the situation may arise in which the Knockback roll indicates the attack would do Knockback, but the target can't take Knockback (perhaps because he's standing against a wall, or the like). In that case, the character takes only half damage from his own Move Through — he "did" Knockback, even if the target didn't actually move. However, in the interest of common sense and dramatic sense, the GM may, if he wishes, rule that this was the equivalent of "no Knockback" and apply full damage.

Optional Combat Maneuvers

Most of the Optional Combat Maneuvers work normally for speedsters, but a few have special aspects or applications.

COVER

This Maneuver tends to work poorly against speedsters because of their high DEXs... unless it's performed by another speedster, of course. On the other hand, speedsters may find it very useful against other characters. In fact, properly employed it's a great way to simulate the effect of super-speed — the speedster moves so quickly he can hit people who don't even know he's got the drop on them. See *Superspeed Coverage,* page 84, for a related speedster trick.

DIVE FOR COVER

Because it allows them to move while avoiding an attack, Dive For Cover is popular with speedsters. Here are some additional rules and notes regarding it.

A character can Dive For Cover two or more times in a row, provided the special effects and timing allow for that. For example, a character who Dives For Cover and ends up prone, but is attacked in a later Segment before he's had a chance to get to his feet, might not be allowed to Dive For Cover again, since he hasn't had a chance to reorient himself and get into a position that would allow him to move quickly again. But in some campaigns, the GM might let characters who are "prone" Dive For Cover by scrambling, rolling, or crawling out of the way.

A character ordinarily cannot Grab another character and Dive For Cover with or for him, but sometimes the GM may permit this. See *Rescuing Other Characters,* page 272, for further discussion.

HIPSHOT AND HURRY

Like Cover, these two Maneuvers can help to simulate super-speed. In the (usually rare) situation where a speedster finds himself outclassed in the DEX department, he can invoke these abilities to make himself even faster... albeit at a price.

The text of and rules for these Maneuvers implies that they're used for attacking. The GM can allow them for some other Actions, such as movement, but if so he must make sure the penalties involved are appropriate and genuinely affect the character. However, characters cannot Hipshot/Hurry to take a Recovery, as the rules for taking Recoveries make clear.

RAPID FIRE AND SWEEP

Both of these Maneuvers are handy for speedsters to represent their ability to attack lots of targets in the blink of an eye. They tend to use Sweep more than Rapid Fire, but a handful of pebbles can make for a devastating attack when each of them is thrown at hyper-velocity! Unusual types of Sweeps, such as Sweep Disarm, Sweep Move Slam, or Sweep Throw are a great way for a speedster to show off his abilities.

Martial Maneuvers

Speedsters sometimes buy Martial Arts to represent their ability to move and strike quickly in HTH Combat; see page 22 for an example. Here are some notes on Maneuvers and elements they often buy.

FLYING DODGE

The Flying Dodge maneuver is a popular one for many speedsters, since it lets them keep moving around the battlefield while avoiding attacks mroe easily. Here are some additional rules regarding it.

If a character has a Held Half Action, he may use it to use Flying Dodge. In that situation, he gets a Half Move and the +4 DCV bonus.



If a character Aborts to a Flying Dodge, he gets the Full Move worth of movement normally associated with the maneuver.

If a character with Flying Dodge moves out of the way of an area-affecting attack, compare the inches moved to where the attack hits (typically the hex the character was formerly standing in) and the attack's size — it's possible that, as with a Dive For Cover, the character's movement didn't carry him far enough to get out of the way. If the Flying Dodge's movement carries him beyond the area covered by the Area Of Effect/Explosion, then the attack doesn't affect him.

If a character uses Flying Dodge to try to avoid a ranged non-area-affecting attack, he still gets to move and still gets a DCV bonus from the maneuver, but he's not automatically missed — the attacker still gets a roll to hit (unlike with Dive For Cover, where the attack would automatically miss). If it's a HTH attack, the Attack Roll is irrelevant, since the character won't be in HTH combat range any longer.

If a character performs a Flying Dodge to, for example, move around a corner so his attacker cannot see him, that does *not* mean his attacker's attack automatically misses. The *HERO System* combat rules model a highly dynamic situation — two or more characters acting in the midst of battle — with a relatively rigid set of timed and controlled actions. It's not as if one character moves while everyone else does nothing, then the next person acts, and so on — all the actions in a combat Segment are occurring more or less "at once," but are resolved in a certain order to manage the game. The attacker's attack might hit just as the character starts his Flying Dodge or the like. The fact that he declares that he's moving around an obstacle doesn't ensure he'll get there in time — all the maneuver provides is a DCV bonus.

If a character uses a Flying Dodge against a Ranged attack, the Range Modifier that applies to the attacker derives from the distance between the attacker and where the character is at the end of his movement. For example, if a character begins a Flying Dodge 4" away from his attacker (-0 Range Modifier) and ends it 12" from his attacker (-4 Range Modifier), the attacker suffers a -4 Range Modifier penalty.

If a character uses Flying Dodge, but gets hit with an attack anyway, and that attack causes Knockback, calculate the Knockback from the hex the character moved to when he used Flying Dodge.

THE FULL MOVE ELEMENT

If a character has a Martial Maneuver with the *FMove* element, such as a Passing Strike, he can perform a Half Phase Action before using it. However, that means he can only make a Half Move when using a Movement Power with his Martial Maneuver.

Characters cannot use Martial Arts maneuvers with the FMove element in the same manner as a Multiple Move-By.

PASSING DISARM

Standard Disarm rules (such as the Disarmed object goes flying ½d6 hexes) apply to Passing Disarms. If the character wants to be able to keep the weapon or object he snatches from the target while moving past him, he'd need to build a Passing Takeaway type of maneuver.

INTERPOSING EXAMPLE

Sir Gareth tries to defend his injured squire, Roderick, from the attacks of an assassin. He moves between Roderick and the assassin, Interposing himself. He puts his Skill Levels into DCV and has a base DCV of 8; he opts to reduce it by 5, to 3. This tells the assassin he's going to have to expose himself to Sir Gareth's attack if he attacks Roderick — Sir Gareth gets a +5 OCV on attacks against the assassin (which he could use for a Block or an offensive attack). His base OCV is 6; it's 11 versus the assassin only, and only if the assassin attacks Roderick instead of him.

PASSING STRIKE

Passing Strike is a favorite of many speedsters, who think of it as something akin to "Martial Move By." But while the two are similar, they have important differences. First, the CV modifiers are different; a Passing Strike is more accurate than a Move By. Second, Passing Strike makes better use of the character's STR, allowing him to do full STR damage instead of STR/2.

Third, characters cannot perform "Multiple Passing Strikes" the way they can perform Multiple Move Bys. However, a character could use a Sweep Passing Strike to hit multiple targets. In this case, he gets the full movement addition to his damage (*i.e.,* velocity/5) on all attacks. He doesn't have to "slow down" between attacks, nor does making the attacks reduce his speed.

OTHER COMBAT EFFECTS

Here are some notes on other combat conditions encountered by speedsters that aren't dealt with by Combat Modifiers and Maneuvers.

COLLISIONS

Sometimes two characters deliberately run into each other. Resolve this as if each had simultaneously performed a Move Through on the other. Since they *want* to hit each other, you can probably dispense with the Attack Roll altogether and simply assume they collide as planned, but if you want them to make Attack Rolls, each character's CV modifiers are based on his own velocity alone. However, the damage each of them take is based on their *combined* velocity — in other words, each character does his own STR damage + ((his velocity plus target's velocity)/3)d6 of damage to the other character, and takes half that much damage, with his own Move Through. Each character takes the half/full damage from his own Move Through, plus the full damage caused by his opponent's Move Through, separately — he applies defenses to each of them individually, and they don't add together for purposes of determining whether he's Stunned or the like.

Example: *Ramrod has STR 40 and Running 30". Tank has STR 60 and Running 15". They deliberately run into each other at full speed to determine who's tougher. Ramrod does 23d6 damage ((STR/5=8) + ((30 + 15)/3=15) to Tank, and takes half that himself (or all of that, if Tank takes no Knockback). Tank does 27d6 damage ((STR/5=12) + ((30 + 15)/3=15) to Ramrod, and takes half that himself (or all of that, if Ramrod takes no Knockback).*

If a character collides with a large object, typically he takes his velocity/3 in dice of Normal Damage, but limited to a number of dice equal to the DEF+BODY of the object impacted. The GM may alter this in the interest of game balance, common sense, and dramatic sense. See also page 223 regarding collisions caused by Uncontrolled movement.

DRAGGING

Characters may sometimes find themselves dragged along the ground behind speedsters, galloping horses, fast-moving chariots or stagecoaches, motorized vehicles, or the like. In that situation, the dragged character typically takes velocity/3 in d6 of Normal Damage. The GM can change some or all of this to Killing Damage if the surface is particularly sharp, abrasive, or the like; he can reduce the damage if the surface is soft. A dragged character can make a Breakfall roll at -1 per 2d6 of damage he'd otherwise take to reduce the damage by half.

RESCUING OTHER CHARACTERS

One of the most classic and heroic speedster "bits" is for a super-fast-moving character to move someone out of the way of harm, or to interpose himself to block an attack a hapless innocent would otherwise take. Here are some optional rules to help characters do just that.

Diving For Cover With Others

Ordinarily a character can only Dive For Cover himself, he can't take someone else along with him. However, the GM may permit this if desired. In this case, the speedster can do either of the following:

- Dive For Cover from where he's standing, taking someone who's in the same or an adjacent hex with him. He suffers a -2 penalty to the DEX Roll for each person he carries along (in addition to the standard penalty based on distance moved).
- move up to someone and Dive For Cover from that point. In this case the standard DEX Roll penalty depends on the entire amount of inches moved (not just the "dive" from where the rescuee was located), and the character suffers an additional -2 penalty to the DEX Roll for each person he carries along. Unless the GM rules otherwise, the character could Dive For Cover this way with multiple people that he picks up either in groups or one at a time along his movement path.

In either case, the GM may restrict how many people a character can carry based on his STR, available limbs, or other factors. If the character fails his DEX Roll, he and everyone he's carrying suffer the negative effects. When he lands, he and everyone he's carrying are considered "prone," and are subject to all other rules governing Dive For Cover unless the GM rules otherwise.

Interposing 

In the *HERO System,* it's difficult for one character to defend another. He can attack his friend's attacker, or use a Block to parry the attacker's blows. He could even Dive For Cover in front of the attacker's blow, automatically taking the damage his friend would have suffered. Players and GMs who want another way to defend other characters can use this optional rule, which only applies to HTH Combat.



To *Interpose* himself into a fight, a character moves in between the attacker and the person he wants to defend. Then he tells the GM what sort of a DCV penalty he wants to take. Every -1 he takes to his DCV is a +1 to his OCV if the attacker again attacks the person he's defending. (He can apply the OCV bonus to Block, if desired.) The attacker knows this; he can tell what the character's doing and the potential consequences. The DCV penalty and OCV bonus apply only against that one attacker; against all others, the character has his usual OCV and DCV.

A character who doesn't want to be defended can cancel the Interpose attempt by moving 1" in the direction of his attacker or otherwise declaring that he chooses not to be defended. If the Interposing character is aware of the decision, the Interposing effects go away; he gets his full DCV back. If the Interposing character is not aware of the decision, his DCV stays reduced... but he does not get an OCV bonus if the other person attacks the person the character thinks he's defending.

A character can Interpose to protect a doorway or window, to keep someone from getting through it. If the attacking character tries to get past him, the interposing character gets his OCV bonus.

SUCKER ATTACKS

Sometimes characters want to trick an enemy into attacking them in such a way that the attack misses and accidentally hits one of the attacker's comrades. Usually this involves tricking one foe into shooting another foe with a gun or blaster, but it may mean sidestepping so that two characters trying to perform a Move Through on the same target run into each other instead.

To make a sucker attack, the character has to have a Held Action available. He waits until the first attacker is just about to attack, then Dodges so the second attacker takes the hit instead. First, he must make a DEX Roll against the first attacker's DEX Roll to time his Dodge just right — if he fails, the first attacker's attack goes off before he Dodges. Second, the first and second attackers must be properly "lined up" for one to have a chance to hit the other. If so, the first attacker must make an Attack Roll using only his base OCV (as calculated from DEX, without Combat Skill Levels, maneuver bonuses, or the like) against the second attacker's DCV. If that roll succeeds, the second attacker takes the damage intended for the character.

SPEEDSTER GADGETS



Not every speedster's powers are inherent — some speedsters rely on gadgets to provide them with special movement abilities or the capacity to move at hyper-velocity. This section includes many such devices, and other gadgets pertaining to motion and speed. (See also *The Ultimate Vehicle* and *The HERO System Vehicle Sourcebook* for hundreds of vehicles and related equipment.)

ARMOR OF THE UNSEEN STEP

Effect: Teleportation 8", Position Shift
Target: Self
Duration: Instant
Range: Self
Charges: 8
Breakability: Unbreakable

Description: This suit of plate armor provides the wearer with the ability to move without physically crossing the intervening space. This means he can easily make Surprise Move attacks against his foes, avoid certain obstacles or traps, and so on.

Game Information: *Armor (7 PD/7 ED) (21 Active Points); OIF (-½), Mass (Half Mass; -½), Independent (-2) (total cost: 5 points)* ***plus*** *Teleportation 8", Position Shift (21 Active Points); OIF (-½), Independent (-2), 8 Charges (-½) (total cost: 5 points). Total cost: 10 points.*

ARM-WINGS

Effect: Flight 12", Gestures
Target: Self
Duration: Constant
Range: Self
END Cost: 2
Breakability: 5 DEF

Description: The character's costume has wings attached underneath the arms. By moving his arms, the character can fly. However, he has to keep moving at least one of his arms to keep flying; if he stops to perform other actions with both of his arms or hands, he starts to fall.

Game Information: *Flight 12" (24 Active Points); OAF (-1), Gestures (throughout; -½). Total cost: 10 points.*

Options:

1) Strong Wings: Increase to Flight 16". 32 Active Points; total cost 13 points.

2) Weak Wings: Decrease to Flight 8". 16 Active Points; total cost 6 points.

3) Realistic Wings: The character must keep both his arms moving constantly if he wants to remain in the air. Change to Gestures (both hands throughout; -1). Total cost: 8 points.

4) Agile Wings: The character's wings provide him so much control over his Flight that he can turn on a dime. Add No Turn Mode (+¼). 30 Active Points; total cost 12 points.

5) Wing-Blades: The edges of the character's wings are so sharp that he can cut people with them as he flies by. Character also buys HKA 1½d6, Armor Piercing (+½), Reduced Endurance (0 END; +½) (50 Active Points); OIF (-½), Only With Move Bys (-1), No Velocity Damage Bonus (-½), No Knockback (-¼). Total cost 15 points; total cost of Arm-Wings 25 points.

BOOTJETS

Effect: Flight 15"
Target: Self
Duration: Constant
Range: Self
END Cost: 3
Breakability: 6 DEF

Description: Built into the soles and/or sides of this pair of boots are jets that allow the wearer to fly.

Game Information: *Flight 15" (30 Active Points); OIF (-½). Total cost: 20 points.*

Options:

1) Faster Bootjets I: Increase to Flight 20". 40 Active Points; total cost 27 points.

2) Faster Bootjets II: Increase to x8 Noncombat. 40 Active Points; total cost 27 points.

3) Faster Bootjets III: Increase to Flight 30". 60 Active Points; total cost 40 points.

4) Slower Bootjets: Decrease to Flight 10". 20 Active Points; total cost 13 points.

5) Realistic Bootjets: The bootjets have a small supply of high-efficiency fuel; once it's used up, the wearer has to refuel it before he can fly again. Add 1 Continuing Fuel Charge (2 Minutes, Difficult to obtain fuel; -¾). Total cost: 13 points.

BOOTS OF THE CRICKET

Effect: Leaping +6", Clinging
Target: Self
Duration: Constant
Range: Self
END Cost: 0
Breakability: 4 DEF

Description: This pair of fine, supple leather boots contains two enchantments. The first allows the wearer to leap much further than he ordinarily could; the second allows him to walk along walls and ceilings like an insect. A clever, acrobatic warrior can use them to obtain Surprise Move bonuses in combat; a thief who wears them finds it much easier to steal and then escape pursuit.

Game Information: *Leaping +6", Reduced Endurance (0 END; +½) (9 Active Points); OIF (-½), Independent (-2) (total cost: 3 points)* ***plus*** *Clinging (normal STR) (10 Active Points); OIF (-½), Independent (-2) (total cost: 3 points). Total cost: 6 points.*

CLING-BOOTS

Effect: Clinging (normal STR)
Target: Self
Duration: Constant
Range: Self
END Cost: 0
Breakability: 2 DEF

Description: These boots use vacuum technology, super-adhesives, or some other method to allow the wearer to stand and walk on walls as if they were normal ground.

Game Information: *Clinging (normal STR) (10 Active Points); OIF (-½). Total cost: 7 points.*

Options:

1) Strong Boots: Increase to +15 STR. 15 Active Points; total cost 10 points.

2) Weak Boots: Add Cannot Resist Knockback (-¼). Total cost: 6 points.

3) Realistic Boots: Clinging to walls is tiring work. Add Costs Endurance (-½). Total cost: 5 points.

4) Experimental Boots: Sometimes the boots' technology fails to work — a real problem if the character is already far up a wall. Add Activation Roll 14- (-½). Total cost: 5 points.

COPTERPACK

Effect: Flight 12", No Turn Mode, Sideways Maneuverability
Target: Self
Duration: Constant
Range: Self
Charges: 1 Continuing Fuel Charge lasting 1 Hour
Breakability: 8 DEF

Description: Similar to a Jetpack, this backpack-like device contains a rotor and set of helicopter blade that fold up to fit within. When the wearer activates the 'Pack (which takes time), the blades unfold, allowing him to fly away.

Game Information: *Flight 12", No Turn Mode (+¼), Sideways Maneuverability (+½) (42 Active Points); OIF (-½), Extra Time (Extra Phase to activate; -½), Side Effects (KA ½d6, Area Of Effect (2" Radius) around character, automatically occurs when Flight is in use, only affects environment around character; -0), 1 Continuing Fuel Charge lasting 1 Hour (requires specially-refined jet fuel, Difficult to obtain; -¼). Total cost: 19 points.*

Options:

1) Strong Copterpack: Increase to Flight 15". 52 Active Points; total cost 23 points.

2) Weak Copterpack: Decrease to Flight 9". 31 Active Points; total cost 14 points.

3) Realistic Copterpack I: Using the Copterpack tires the character out. Add Costs Endurance (-½). Total cost: 15 points.

4) Realistic Copterpack II: The character has to keep at least one hand on the Copterpack's controls at all times. Add Gestures (throughout; -½). Total cost: 15 points.

5) Experimental Copterpack: Sometimes the rotor and blades fail to unfold properly, or lock up in mid-flight. Add Activation Roll 14- Jammed (-1) and increase Side Effects to -½. Total cost: 11 points.

COSMIC FLYER

Effect: FTL Travel (1 LY/hour)
Target: Self
Duration: Constant
Range: Self
END Cost: 0
Breakability: Unbreakable

Description: This device, the product of alien superscience or the powers of some cosmically-powerful entity, allows the rider to travel through space at eight thousand times the speed of light! Since it's a ridden device, it provides no life support; the character has to have some way to survive in the vacuum of space while using it.

The designer can make this device look like any rideable object he wants: a bizarre, alien-tech motorcycle; a surfboard; a high-tech platform; an altar; a flying Buick, or the like. The chosen appearance usually depends on the character's costume, name, or powers.

Game Information: *FTL Travel (1 LY/hour) (36 Active Points); OAF (-1). Total cost: 18 points.*

Options:

1) Faster Cosmic Flyer: Increase to FTL Travel (4 LY/hour). 40 Active Points; total cost 20 points.

2) Slower Cosmic Flyer: Decrease to FTL Travel (1 LY/4 hours). 32 Active Points; total cost 16 points.

3) Realistic Cosmic Flyer I: It takes training and skill to ride a Cosmic Flyer. Add Requires A Power (Use Cosmic Flyer) Roll (-½). Total cost: 14 points.

4) Realistic Cosmic Flyer II: Though the Cosmic Flyer is self-powered, riding and steering one takes

a lot of the user. Add Costs Endurance (-½). Total cost: 14 points.

5) Realistic Cosmic Flyer III: One of the major problems with using the Cosmic Flyer in combat is that if the rider takes Knockback, he often gets knocked off the Flyer! Add Side Effects (if character takes Knockback, must make a DEX Roll at -1 per full 2" of Knockback or he falls off the Flyer; -¼). Total cost: 16 points.

6) Ungrabbable Flyer: Not only is the Cosmic Flyer unbreakable, but it's so thoroughly under the character's control that no one can take it away from him — if anyone tries, it simply comes to him at his mental command. Remove OAF (-1). Total cost: 36 points.

7) Flyer As Weapon: If the character takes the *Ungrabbable Flyer* option, he can also use the Flyer as a weapon by sending it away from him to smash into his enemies. Change to:

Cost	Power
60	*Cosmic Flyer:* Multipower, 60-point reserve
4u	1) *Flight:* FTL Travel (1 LY/hour)
6u	2) *Weapon:* Energy Blast 12d6

Total cost: 70 points.

DRILL GAUNTLETS

Effect: Tunneling 6" through DEF 12 materials
Target: Self
Duration: Constant
Range: Self
END Cost: 5
Breakability: 10 DEF

Description: This device is a set of metal gauntlets with special drill bits attached to them so the character can burrow through earth, stone, walls, and just about anything else.

Game Information: *Tunneling 6" through DEF 12 materials (48 Active Points); OIF (-½). Total cost: 32 points.*

Options:

1) Strong Gauntlets: Increase to Tunneling 8". 52 Active Points; total cost 35 points.

2) Weak Gauntlets: Decrease to Tunneling 4". 44 Active Points; total cost 29 points.

3) Realistic Gauntlets I: The drill bits on the Gauntlets severely hinder the character's ability to use his hands. Add Side Effects (-4 to DEX Rolls involving manual dexterity, always occurs and applies as long as gauntlets are worn; -½). Total cost: 24 points.

4) Realistic Gauntlets II: The batteries in the Gauntlets have a limited power supply. Add 12 Charges (-¼). Total cost: 27 points.

5) Experimental Gauntlets: Due to their experimental nature, the Gauntlets break down easily. Add Activation Roll 14- (-½). Total cost: 24 points.

FLIGHT DISK

Effect: Flight 10", Usable As Attack
Target: One character
Duration: Constant
Range: Touch
END Cost: 0
Breakability: 10 DEF

Description: This device, a disk about two inches in diameter and half an inch thick, uses sophisticated antigravity technology to allow the person it's attached to to fly. The user can give it to another person and allow that person to fly instead. Alternately, he can attach the disk to an object weighing no more than 100 kilograms and make that object fly at the rate of 10" per Phase until someone removes the disk.

Game Information: *Flight 10", Usable As Attack (does not work against targets who have their own Flight or gravity-manipulation powers; +1), Reduced Endurance (0 END; +½) (50 Active Points); OAF (-1). Total cost: 25 points.*

Options:

1) Strong Disk I: Increase to Flight 15". 75 Active Points; total cost 37 points.

2) Strong Disk II: Increase to x4 Noncombat. 62 Active Points; total cost 31 points.

3) Weak Disk: Decrease to Flight 8". 40 Active Points; total cost 20 points.

4) Realistic Disk: Flying via the Disk tires the user out because he constantly has to alter his body attitude to steer. Remove Reduced Endurance (+½). 40 Active Points; total cost 20 points.

5) Experimental Disk: Even the most skilled gadgeteers have difficulty miniaturizing antigravity technology and getting it to work properly all the time. Add Activation Roll 14- (-½). Total cost: 20 points.

6) Maneuverable Disk: The Disk grants the user a great deal of aerobatic maneuverability. Add No Turn Mode (+¼). 55 Active Points; total cost 27 points.

7) Many Disks: The character has several Disks he can give to his comrades or use as weapons. Character also buys x8 Flying Disks for an additional 15 Character Points (total cost: 40 points).

8) Attached Disk: The Disk attaches to the character's costume or body so firmly that enemies cannot take it away in combat. Change OAF (-1) to OIF (-½). Total cost: 33 points.



FLIGHT PLATFORM

Effect: Flight 15", Usable Simultaneously
Target: Two characters
Duration: Constant
Range: Self/Touch
END Cost: 4
Breakability: 7 DEF

Description: This is a small platform, big enough to hold maybe two people at most, with handles on either side. It uses hover technology (or like systems) to fly. Ordinarily it would qualify as a Bulky Focus, but its built-in gravity negators make it extremely easy to carry.

Game Information: *Flight 15", Reduced Endurance (½ END; +¼) (37 Active Points); OAF (-1) (total cost: 18 points)* ***plus*** *Usable Simultaneously (+½) for Flight (18 Active Points); OAF (-1), Both Characters Must Fly Together (-1) (total cost: 6 points). Total cost: 24 points.*

Options:

1) Strong Platform: Increase to Flight 20". 50 + 25 = 75 Active Points; total cost 25 + 8 = 33 points.

2) Weak Platform: Decrease to Flight 10". 25 + 12 = 37 Active Points; total cost 12 + 4 = 16 points.

3) Realistic Platform: The platform needs fuel to function. Add to Flight 1 Continuing Fuel Charge lasting 1 Hour (requires specially-refined jet fuel, Difficult to obtain; -¼). 37 + 18 = 55 Active Points; total cost 16 + 6 = 22 points.

4) Experimental Platform: The technology that powers the Platform isn't as reliable as it should be. Add Activation Roll 14- (-½) to Flight. Total cost 15 + 6 = 21 points.

5) Larger Platform: Increase Usable Simultaneously to (up to 8 people at once; +1). 37 + 37 = 74 Active Points; total cost 18 + 12 = 30 points.

FLIGHT RING

Effect: Flight 20"
Target: Self
Duration: Constant
Range: Self
END Cost: 4
Breakability: 8 DEF

Description: Considered one of the most advanced super-devices in the world, this is an antigravity-based flight device built into a finger-ring. The wearer's body heat and kinetic motion power the miniaturized antigravity engine.

Game Information: *Flight 20" (40 Active Points); IIF (-¼). Total cost: 32 points.*

Options:

1) Strong Flight Ring: Increase to Flight 25". 50 Active Points; total cost 40 points.

2) Weak Flight Ring: Decrease to Flight 15". 30 Active Points; total cost 24 points.

3) Realistic Flight Ring: The ring has an internal power source that limits how long a character can use it each day. Add 1 Continuing Fuel Charge lasting 5 Minutes (recharged via special electrical ring-recharging device; -½). Total cost: 23 points.

4) Experimental Flight Ring: Technology this advanced doesn't always work properly — a bad thing when you're way up in the air. Add Activation Roll 14- (-½). Total cost: 23 points.

5) Glowing Ring: This form of Flight Ring is larger and glows when used, making it obvious where the character's ability to fly comes from. Change IIF (-¼) to OIF (-½). Total cost: 27 points.

GLIDER CAPE

Effect: Gliding 12"
Target: Self
Duration: Constant
Range: Self
END Cost: 1
Breakability: 2 DEF

Description: The character's cape is designed with a special aerodynamic shape, and is cleverly reinforced, so he can glide through the air while wearing it.

Game Information: *Gliding 12" (12 Active Points); OAF (-1), Costs Endurance (-½). Total cost: 5 points.*

Options:

1) Faster Glider Cape: Increase to Gliding 15". 15 Active Points; total cost 6 points.

2) Slower Glider Cape: Decrease to Gliding 8". 8 Active Points; total cost 3 points.

3) Realistic Glider Cape: The character's ability to glide depends on his holding his body a certain way; if he moves the wrong way or tries to perform other actions than just gliding, he falls to earth. Add Requires A PS: Use Glider Cape Roll (-¼) and Gestures (throughout; -½). Total cost: 4 points.

4) Parachute Cape: The character cannot actually glide, but his cape can act as a parachute to keep him from hurting himself in falls. Add Limited Movement (character cannot gain altitude, and must move at least 12" downward for every 1" forward; -½). Total cost: 4 points.

5) Concealable Hangglider: The character's cape doesn't normally allow him to glide, but it (or his costume) conceals a hangglider-like device that lets him glide once it's activated. Change OAF (-1) to IAF (-½) and add Extra Time (Full Phase to activate; -¼). Total cost: 5 points.

GLIDER-WINGS

Effect: Gliding 8"
Target: Self
Duration: Constant
Range: Self
END Cost: 1
Breakability: 2 DEF

Description: Attached to the undersides of the character's costume's arms and the sides of the costume's torso are panels of high-tech fabric (or some similar substance) that allow him to glide through the air. However, he has to hold his arms just right for the device to work; otherwise he plummets to the ground.

Game Information: *Gliding 8" (8 Active Points); OAF (-1), Costs Endurance (-½), Gestures (throughout; -½). Total cost: 3 points.*

Options:

1) Strong Glider-Wings: Increase to Gliding 12". 12 Active Points; total cost 4 points.

2) Weak Glider-Wings: Decrease to Gliding 6". 6 Active Points; total cost 2 points.

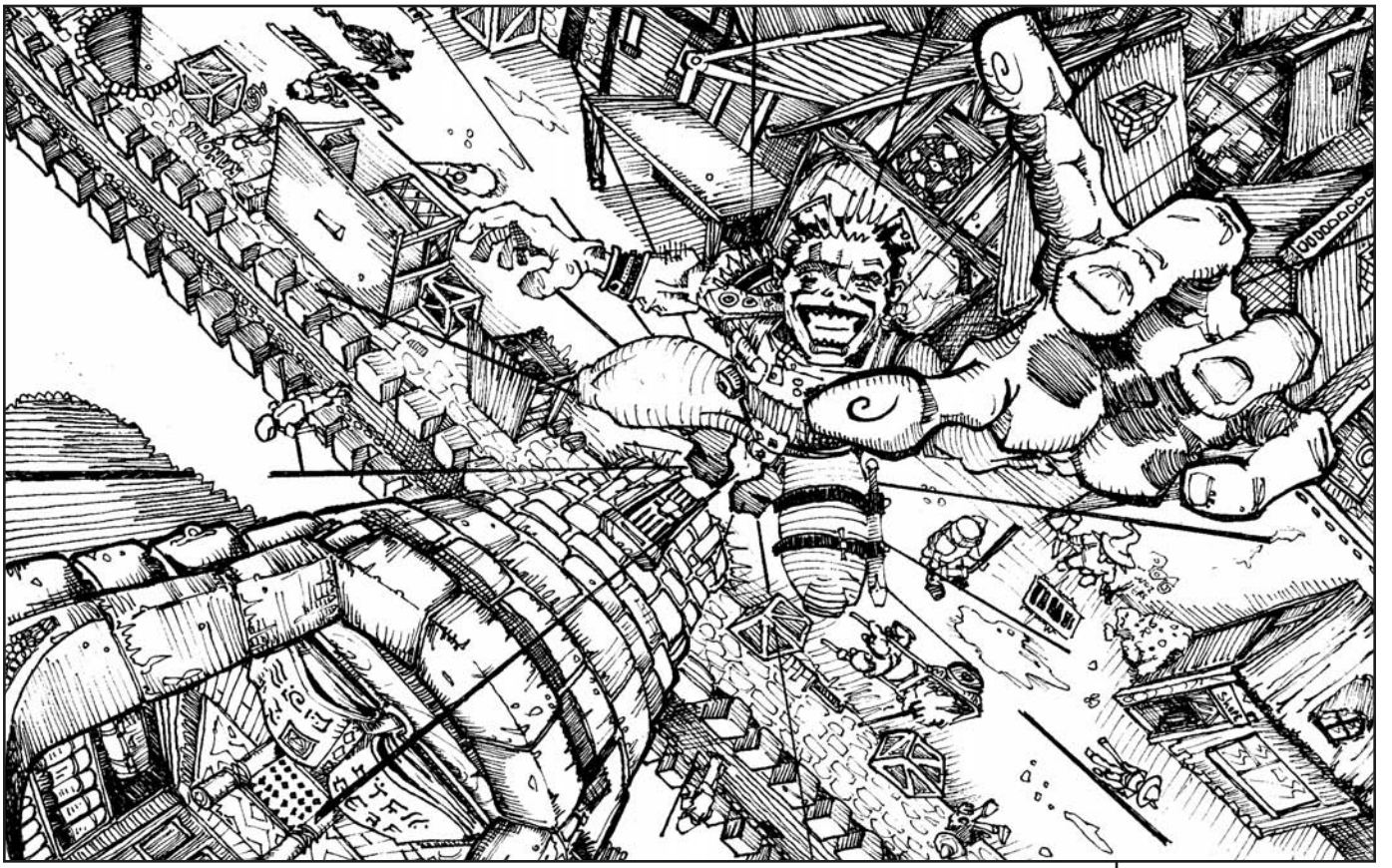
3) Improved Glider-Wings: The character's glider-wings don't impair his ability to use his arms and hands. Remove Gestures (-½). Total cost: 3 points.

HOVERSHOES

Effect: Flight 6", No Turn Mode
Target: Self
Duration: Constant
Range: Self
END Cost: 1
Breakability: 3 DEF

Description: This device is a set of shoes or boots with powerful anti-gravity plates on the bottom. When activated, the plates allow the wearer to "walk on air." He can climb as if he were climbing stairs, run as if he were on the ground, and so forth. There's a limit to how fast he can go, though — no more than half his Combat Movement with Running, up to a maximum of 6". (If you prefer, you can simply re-calculate the cost of the Hovershoes with the appropriate inches of Running for the character.)

Game Information: *Flight 6", No Turn Mode (+¼) (15 Active Points); OIF (-½), Cannot Move Faster Than Half Wearer's Combat Movement With Running Or 6", Whichever Is Less (-0). Total cost: 10 points.*



Options:

1) Strong Hovershoes: Increase to Flight 9". 22 Active Points; total cost 15 points.

2) Weak Hovershoes: Decrease to Flight 3". 7 Active Points; total cost 5 points.

3) Realistic Hovershoes: The power packs built into the Hovershoes have a very limited life before they need recharging. Add 12 Charges (-¼). Total cost: 9 points.

4) Experimental Hovershoes: The anti-gravity technology in the Hovershoes is experimental. Best not to walk too far above the ground. Add Activation Roll 14- (-½). Total cost: 7 points.

JETPACK

Effect: Flight 15"
Target: Self
Duration: Constant
Range: Self
Charges: 1 Continuing Fuel Charge
Breakability: 6 DEF

Description: A common gadget among powered armor wearers and gadgeteers, this backpack-like device has a built-in rocket system that allows the wearer to fly. It uses a form of specially-refined and enhanced jet fuel. At the GM's option, a character could refuel with ordinary gasoline (which reduces the Flight to 12", or even less).

If a Jet*pack* is not to a character's taste, you can use this write-up to represent any similar type of gadget: a Jetbelt; Jetbracers; Jet-Harness; and so on.

Game Information: *Flight 15" (30 Active Points); OIF (-½), 1 Continuing Fuel Charge lasting 2 Hours (requires specially-refined jet fuel, Difficult to obtain; -0). Total cost: 20 points.*

Options:

1) Strong Jetpack: Increase to Flight 20". 40 Active Points; total cost 27 points.

2) Weak Jetpack: Decrease to Flight 10". 20 Active Points; total cost 13 points.

3) Realistic Jetpack I: Steering with a rocket strapped to your back isn't exactly easy. Add Increased Turn Mode (Flight with the Jetpack always has a +2" Turn Mode; -¼). Total cost: 17 points.

4) Realistic Jetpack II: Unfortunately, the Jetpack can be dangerous to the user. If it takes even a single point of BODY damage past its defenses from an energy attack (or any other attack that could ignite the fuel), it bursts into flame, causing the user to take 2d6 damage every Phase (no defense) until the flames are extinguished. You can represent this with a -¼ Limitation. Total cost: 17 points.

5) Realistic Jetpack III: The character has to keep at least one hand on the Jetpack's controls at all times. Add Gestures (throughout; -½). Total cost: 15 points.

6) Experimental Jetpack: Miniaturizing a rocket to fit into a backpack *and* not become hot enough to burn the wearer is difficult; as a result, sometimes the rocket stops working. Add Activation Roll 14- (-½). Total cost: 15 points.

7) Self-Powered Jetpack: Instead of using fuel, this form of the Jetpack draws on the character's own energy. Remove Charges (-0). Total cost: 20 points.

8) Jet-Staff: Instead of being a worn backpack-like device, this is a metallic staff that projects a rocket blast, graviton manipulation wave, or the like out of the bottom end so the person holding it can fly. Change OIF (-½) to OAF (-1) and add Gestures (throughout; -½). Total cost: 12 points.

9) Mach Speed Jetpack: This powerful form of the Jetpack allows a character to fly at extremely high speeds, possibly Mach 10 or higher (assuming he has the ability to breathe at that speed, and resist the G-forces generated).

Cost	Power
35	*Mach Speed Jetpack:* Multipower, 53-point reserve; all OIF (-½), 1 Continuing Fuel Charge lasting 2 Hours (requires specially-refined jet fuel, Difficult to obtain; -0)
3u	1) *Standard Flight Mode:* Flight 24", x4 Noncombat; OIF (-½)
1u	2) *Mach Speed Mode:* Flight 5", MegaScale (1" = 1 km; +¼); OIF (-½)

Total cost: 39 points.

MECHANO-STILTS

Effect: Stretching 20" plus Running +10"
Target: Self
Duration: Constant
Range: Self
END Cost: 0/2
Breakability: 30 DEF

Description: This device is a set of retractable tubes that fit over the wearer's legs and function like mechanized stilts. They can extend up to 20", allowing the character to reach objects far off the ground and walk at incredible speed (he gains +1" Running for every 2" of Stretching he uses). If he positions himself properly, he can also kick distant targets (sometimes by fully retracting one stilt, aiming his leg at the target, and then extending the stilt so it smashes right into the target).

The *Limited Body Parts* Limitation receives a higher value for this power than it normally does, since the ability to Stretch only the legs is much less useful than the ability to Stretch just the hands or arms.

Game Information: *Stretching 20", Reduced Endurance (0 END; +½) (150 Active Points); OIF (-½), Always Direct (-¼), No Noncombat Stretching (-¼), Limited Body Parts (legs only; -1) (total cost: 50 points)* ***plus*** *Running +10" (16" total) (20 Active Points); OIF (-½), Linked (-½) (total cost: 10 points). Total cost: 60 points.*

Options:

1) Long Stilts: Increase to Stretching 24" and Running +12". 180 + 24 = 204 Active Points; total cost 60 + 12 = 72 points.

2) Short Stilts: Decrease to Stretching 16" and Running +8". 120 + 16 = 136 Active Points; total cost 40 + 8 = 48 points.

3) Realistic Stilts: Walking on 130 foot-tall stilts, much less fighting in them, requires special training. Add Requires A Power (Use Mechano-Stilts) Roll (-½) to both powers. Total cost 43 + 8 = 51 points.

4) Experimental Stilts: The technology required to make the Mechano-Stilts work is still experimental; sometimes they don't activate properly, or spontaneously retract without warning. Add Activation Roll 14- (-½). Total cost 43 + 8 = 51 points.

NON-SLIP BOOTS

Effect: Clinging,Only To Prevent Skids
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Breakability: 2 DEF

Description: These boots have special non-slip soles so that no matter how fast he moves or how sharply he turns, the wearer doesn't have to worry about losing his footing or skidding. (Alternately, the GM may prefer that characters build these boots using the traction rules on page 239, with each +1 traction counteracting a -1 worth of penalties to DEX Rolls to avoid slipping, tripping, or falling.)

Game Information: *Clinging (normal STR) (10 Active Points); OIF (-½), Only To Prevent Skids (-2). Total cost: 3 points.*

POTION OF SWIFTNESS

Effect: +3 SPD
Target: One character (usually self)
Duration: Constant (1 minute)
Range: Self
Charges: 4
Breakability: 1 DEF

Description: A character who imbibes this potion finds his reactions and reflexes heightened to incredible degrees. For the next minute, he can act much quickly (and thus more often) than normal.

Game Information: *+3 SPD, Delayed Effect (may have available a number of potions equal to character's INT; +½) (45 Active Points); OAF Fragile (-1¼), Concentration (0 DCV throughout brewing; -1), Extra Time (6 Hours to brew; -3½), Requires An Alchemy Roll (to brew; -½), 4 Continuing Charges lasting 1 Minute each (-¼). Total cost: 6 points.*

POTION OF SYLPHEN AGILITY

Effect: +10 DEX
Target: One character (usually self)
Quaffing Time: Half Phase
Duration: Constant (1 minute)
Range: Self
Charges: 4
Breakability: 1 DEF

Description: A character who imbibes this potion suddenly has the grace and agility of a sylph. For the next minute, he can move more deftly, strike more accurately, and dodge more easily.

Game Information: *+10 DEX, Delayed Effect (may have available a number of potions equal to character's INT; +½) (45 Active Points); OAF Fragile (-1¼), Concentration (0 DCV throughout brewing; -1), Extra Time (6 Hours to brew; -3½), Requires An Alchemy Roll (to brew; -½), 4 Continuing Charges lasting 1 Minute each (-¼). Total cost: 6 points.*

ROCKETBOARD

Effect: Flight 20", Only In Contact With A Relatively Smooth Solid Surface
Target: Self
Duration: Constant
Range: Self
END Cost: 2
Breakability: 10 DEF

Description: This super-tech skateboard not only travels with microjet-assisted speed, it has special tires that let it ride straight up walls! With a rocketboard beneath his feat, there's almost nowhere a character can't go in an urban environment (but the board won't work on rough surfaces, include bare or plant-covered earth in most circumstances, or on any surface less firm than loosely-packed earth). The GM may require a PS: Skateboarding roll if the character wants to perform unusual stunts, like wall-riding or jumps.

Game Information: *Flight 20", Reduced Endurance (½ END; +¼) (50 Active Points); OAF (-1), Only In Contact With A Relatively Smooth Solid Surface (-¼). Total cost: 22 points.*

Options:

1) Faster Rocketboard I: Increase to Flight 25". 62 Active Points; total cost 27 points.

2) Faster Rocketboard II: Add x4 Noncombat. 56 Active Points; total cost 25 points.

3) Slower Rocketboard: Decrease to Flight 15". 37 Active Points; total cost 16 points.

4) Realistic Rocketboard I: This form of Rocketboard moves quickly along the ground, but cannot climb walls or the like. Change to Running 20", Reduced Endurance (½ END; +¼) (50 Active Points); OAF (-1), Does Not Add To Base Running (-¼), Only On Appropriate Terrain (-¼). Total cost: 20 points.

5) Realistic Rocketboard II: The rocketboard has a small supply of high-efficiency fuel; once it's used up, the wearer has to refuel it before he can ride again. Add 1 Continuing Fuel Charge (30 seconds, Difficult to obtain fuel; -1). Total cost: 15 points.

6) Realistic Rocketboard III: Riding a rocketboard is difficult; many users lose their balance and fall off... then watch helplessly as the Rocketboard zooms away from them. Add Activation Roll (equal to character's DEX Roll, this write-up assumes a DEX Roll of 12- or 13-; -¾) and Side Effects (character falls to the ground and loses the rest of his Phase, but the rocketboard keeps traveling in the same direction for the rest of the Segment, plus 1d6 more Phases [at the character's SPD] or until stopped; -½). Total cost: 14 points.

7) Experimental Rocketboard: Unfortunately, this form of the Rocketboard doesn't always work properly... which can really be a problem if the character's several stories up a wall when the engine conks out. Add Activation Roll 14- (-½). Total cost: 18 points.

8) Armed Rocketboard: The character's Rocketboard mounts a small rack of mini-missiles that it can fire at targets directly in front of it. Character also buys RKA 3d6, Explosion (+½) (67 Active Points); OAF (-1), Limited Arc Of Fire (One Hex Row, only on same horizontal level as Rocketboard; -1), 4 Charges (-1). Total cost: 17 points.

ROCKET FLYER

Effect: Flight 20", No Turn Mode
Target: Self
Duration: Constant
Range: Self
Charges: 1 Continuing Fuel Charge
Breakability: 10 DEF

Description: This flight device is, essentially, a jet engine the character can ride by standing on it or straddling it. The character steers it through posture and body attitude, making it extremely maneuverable — it can literally turn on a dime when operated by a trained user. The downside is that it's relatively easy to misdirect the device or take it away from the rider.

The designer can make this device look like any sort of flying creature or object: a bat; a bird of prey; a V-wing; a pterosaur; or the like. The chosen appearance usually depends on the character's costume, name, or powers.

Game Information: *Flight 20", No Turn Mode (+¼) (50 Active Points); OAF (-1), 1 Continuing Fuel Charge lasting 2 Hours (requires specially-refined jet fuel, Difficult to obtain; -0). Total cost: 25 points.*

Options:

1) Faster Rocket Flyer I: Increase to Flight 25". 62 Active Points; total cost 31 points.

2) Faster Rocket Flyer II: Add x4 Noncombat. 56 Active Points; total cost 28 points.

3) Slower Rocket Flyer: Decrease to Flight 15". 37 Active Points; total cost 18 points.

4) Realistic Rocket Flyer I: It takes training and skill to ride a Rocket Flyer. Add Requires A PS: Operate Rocket Flyer Roll (-¼). Total cost: 22 points.

5) Realistic Rocket Flyer II: Though the Rocket Flyer is self-powered, riding and steering one takes a lot out of the user. Add Costs Endurance (-½). Total cost: 20 points.

6) Realistic Rocket Flyer III: One of the major problems with using the Rocket Flyer in combat is that if the rider takes Knockback, he often gets knocked off the Flyer! Add Side Effects (if character takes Knockback, must make a DEX Roll at -1 per full 2" of Knockback or he falls off the Flyer; -¼). Total cost: 22 points.

7) Experimental Rocket Flyer: Unfortunately, miniaturizing a jet engine for riding purposes requires some technological innovations that don't always function properly. Add Activation Roll 14- (-½). Total cost: 20 points.

8) Armed Rocket Flyer: The character's Rocket Flyer mounts a small rack of mini-missiles that it can fire at targets directly in front of it. Character also buys RKA 3d6, Explosion (+½) (67 Active Points); OAF (-1), Limited Arc Of Fire (One Hex Row, only on same horizontal level as Rocket Flyer; -1), 4 Charges (-1). Total cost: 17 points.

9) Fuel Cell: This form of the Rocket Flyer has a built-in fuel cell or other power source that never needs replenishing. Remove 1 Continuing Fuel Charge (-0). Total cost: 25 points.

10) Smokescreen Generator: The Rocket Flyer has a smokescreen generator mounted in back so that its exhaust blinds and confuses anyone who tries to follow. Character also buys Darkness to Sight Group 10" radius (20" long and 2" wide Line; +¼) (125 Active Points); OAF (-1), No Range (-½), Limited Arc Of Fire (0 Degrees behind Rocket Flyer, only on same horizontal level; -1), 4 Charges lasting 1 Turn each (-½). Total cost: 31 points.

11) Bladed Flyer: The Rocket Flyer has some sharp edges or points, or comes equipped with bladed edges, so that the rider can kill people by flying past or into them. Character also buys HKA 1d6 (15 Active Points); OAF (-1), No STR Bonus (-½), Only Works With Move By/Through (-½). Total cost: 5 points.

ROCKETSKATES

Effect: Flight 10", Only In Contact With A Relatively Smooth Solid Surface
Target: Self
Duration: Constant
Range: Self
END Cost: 2
Breakability: 4 DEF

Description: When the character activates these boots, small wheels drop out of the soles, and tiny jet engines project from the back of the heel. He can then rocket-skate along the ground much more quickly than he could run.

Game Information: *Flight 10" (20 Active Points); OIF (-½), Only In Contact With A Relatively Smooth, Flat, Solid Surface (-½). Total cost: 10 points.*

Options:

1) Faster Rocketskates: Increase to Flight 14". 28 Active Points; total cost 14 points.

2) Slow Rocketskates: Decrease to Flight 6". 12 Active Points; total cost 6 points.

3) Realistic Rocketskates I: Maintaining one's footing while wearing Rocketskates is difficult; many users fall down before they really get going. Add Requires A PS: Use Rocketskates Roll (-¼), Side Effects (character falls down ½d6" into his movement and loses the rest of his Phase; -¼). Total cost: 8 points.

4) Realistic Rocketskates II: The Rocketskates have a small supply of high-efficiency fuel; once it's used up, the wearer has to refuel them before he can skate again. Add 1 Continuing Fuel Charge (30 seconds, Difficult to obtain fuel; -1). Total cost: 7 points.

5) Experimental Rocketskates: Sometimes the Rocketskates don't work properly; the wheels fail to drop or the jets sputter ineffectually. Add Activation Roll 14- (-½). Total cost: 8 points.

SPACE IMPELLER

Effect: FTL Travel (1 LY/2 hours)
Target: Self
Duration: Constant
Range: Self
END Cost: 0
Breakability: 7 DEF

Description: This device is a backpack-like module that generates a field that allows the wearer to travel at thousands of times the speed of light — fast enough to travel from Earth to Alpha Centauri in about eight hours. It also generates a force-field around him that shields him from the harmful effects of space.

Game Information: *FTL Travel (1 LY/2 hours) (34 Active Points); OIF (-½) (total cost: 23 points)* ***plus*** *Life Support (Self-Contained Breathing; Safe Environments: High Radiation, Intense Cold, Intense Heat, Low Pressure/Vacuum) (18 Active Points); OIF (-½) (total cost: 12 points). Total cost: 35 points.*

Options:

1) Faster Space Impeller: Increase to FTL Travel (1 LY/hour). 36 + 18 = 54 Active Points; total cost 24 + 12 = 36 points.

2) Slower Space Impeller: Decrease to FTL Travel (1 LY/8 hours). 30 + 18 = 48 Active Points; total cost 20 + 12 = 32 points.

3) Realistic Space Impeller: Though the Space Impeller is self-powered, using one takes a lot of the user. Add Costs Endurance (-½) to FTL Travel. Total cost: 17 + 12 = 29 points.

4) Grabbable Space Impeller: This form of Space Impeller isn't worn; it's held in the hands; it resembles a bizarre-looking set of bicycle handles, or the like. Change OIF (-½) to OAF (-1). Total cost: 17 + 9 = 26 points.

SPEED PILL

Effect: +3 SPD
Target: Self
Duration: Persistent
Range: Self
Charges: 1 Continuing Charge lasting 1 Hour
Breakability: 1 DEF

Description: Some speedsters don't get their powers from radiation accidents or jetpacks — instead, they invent (or obtain) a wonder-drug that vastly enhances their reflexes (albeit for a short period of time).

Game Information: *+3 SPD (30 Active Points); OAF Fragile (pill; -1¼), 1 Continuing Charge lasting 1 Hour (-¼). Total cost: 12 points.*

Options:

1) More Speed: Increase to +4 SPD. 40 Active Points; total cost 16 points.

2) Less Speed: Decrease to +2 SPD. 20 Active Points; total cost 8 points.

3) Long-Lasting Speed: Change to 1 Continuing Charge lasting 6 Hours (-0). Total cost: 13 points.

4) Bottleful Of Speed: Change to 4 Continuing Charges lasting 1 Hour each (-0). Total cost: 13 points.

5) Realistic Speed Pill: Increasing one's reflexes this way puts a real strain on the body and can easily tire a character out. Add Costs Endurance (-½). Total cost: 10 points.

6) Variant Speed Pill I: This form of Speed Pill has effects that aren't so predictable, but it's easy to give a Pill to another character if necessary. Change to: Aid SPD 6d6, Delayed Recovery Rate (points fade at the rate of 5 per Hour; +1) (120 Active Points); OAF Fragile (pill; -1¼), 4 Charges (-1), All Points Gained Fade After 1 Hour (-¼). Total cost: 34 points.

7) Variant Speed Pill II: This form of the Pill increases both the character's reflexes and his agility. As Variant Speed Pill I, but add DEX and SPD simultaneously (+¼). 135 Active Points; total cost 39 points.

SPRINGBOOTS

Effect: Leaping +20"
Target: Self One character
Duration: Constant
Range: Self
END Cost: 2
Breakability: 4 DEF

Description: These boots have electronically-augmented springs on the bottom of the soles, allowing the wearer to leap prodigious distances.

Game Information: *Leaping +20" (20 Active Points); OIF (-½). Total cost: 13 points.*

Options:

1) Stronger Boots I: Increase to Leaping +30". 30 Active Points; total cost 20 points.

2) Stronger Boots II: Increase to x4 Noncombat. 25 Active Points; total cost 17 points.

3) Weaker Boots: Decrease to Leaping +12". 12 Active Points; total cost 8 points.

4) Accurate Boots: These boots have a built-in guidance system to ensure the wearer always lands where he intends to. Add Accurate. 25 Active Points; total cost 17 points.

5) Experimental Boots: Sometimes the Springboots don't quite have the spring. Add Activation Roll 14- (-½). Total cost: 10 points.

6) Compressed Airjet Boots: This form of the boots uses jets of compressed air instead of springs to enhance the wearer's ability to leap. Add 12 Charges (-¼). Total cost: 11 points.

7) Jumpboots: Instead of using springs, this form of boots has small rockets that aren't strong enough to allow for true flight, but do assist the wearer's leaping. Increase to x4 Noncombat and add 12 Charges (-¼). Total cost: 14 points.



SUBMARINE IMPELLER

Effect: Swimming +8", Only When Fully Underwater
Target: Self
Duration: Constant
Range: Self
END Cost: 1
Breakability: 2 DEF

Description: This device, worn on the back similar to a Jetpack, uses tiny propellers to drive the wearer through the water much faster than he can swim naturally.

Game Information: *Swimming +8" (8 Active Points); OIF (-½), Only Works When Wearer Is Fully Underwater (-0). Total cost: 5 points.*

Options:

1) Strong Impeller: Increase to Swimming +12". 12 Active Points; total cost 8 points.

2) Weak Impeller: Decrease to Swimming +5". 5 Active Points; total cost 3 points.

3) Realistic Impeller: The Impeller requires fuel. Add 1 Continuing Fuel Charge lasting 1 Hour (gasoline, Easy to obtain; -0). Total cost: 5 points.

4) MHD Impeller: Instead of having propellers, this Impeller uses magnetohydrodynamic technology to move the wearer swiftly and silently. Add Invisible To Hearing Group (+¼). 10 Active Points; total cost 7 points.

5) Grabbable Impeller: Some types of Impeller aren't built as backpacks, but as large objects the user has to hold onto with at least one hand. Change OIF (-½) to OAF (-1) and add Gestures (throughout; -½). Total cost: 3 points.

SUPERCHUTE

Effect: Gliding 8", Limited Movement (downward only)
Target: Self
Duration: Constant
Range: Self
Charges: 1 Recoverable Continuing Charge
Breakability: 2 DEF

Description: This device is similar to a standard parachute, but with two important differences. First, it's much smaller; a character could wear it underneath a cape without distorting the cape's lines significantly. Second, it allows for a more rapid descent and greater maneuverability than standard parachutes.

Game Information: *Gliding 8" (8 Active Points); OAF (-1), Limited Movement (character cannot gain altitude, and must move at least 6" downward for every 1" forward; -¼), 1 Recoverable Continuing Charge (lasts until character hits the ground or 'chute is fouled; -¾). Total cost: 3 points.*

Options:

1) Strong Superchute: Increase to Gliding 10". 10 Active Points; total cost 3 points.

2) Weak Superchute: Decrease to Gliding 6". 6 Active Points; total cost 2 points.

3) Experimental Superchute: Sometimes the Superchute fails to open.... Add Activation Roll 14- (-½). Total cost: 2 points.

TELEPORTATION CAPE

Effect: Teleportation 30"
Target: Self plus one person
Duration: Instant
Range: Self
END Cost: 6
Breakability: 13 DEF

Description: This voluminous cape is interwoven with circuitry that allows it to open a small dimensional portal. The wearer of the cape, and possibly also one other person who he wraps the cloak around, get carried through the portal and then ejected back into this dimension at another point within 30" of where they started. The trip stresses the metabolism of the cloak's wearer, tiring him out.

Game Information: *Teleportation 30", x2 Increased Mass (65 Active Points); OAF (-1). Total cost: 32 points*

Options:

1) Farther Teleportation: Increase to Teleportation 40". 85 Active Points; total cost 42 points.

2) Shorter Teleportation: Decrease to Teleportation 20". 45 Active Points; total cost 22 points.

3) Experimental Teleportation Cape: Unfortunately, the Teleportation Cape is an experimental device; it doesn't always work. Add Activation Roll 11- (-1). Total cost: 22 points.

4) Onboard Battery: The cape has a built-in battery so that using it doesn't tire the wearer out. Add 12 Charges (-¼). Total cost: 29 points.

5) MegaPortation Cape: The cape can not only carry the wearer (and his passenger) short distances, it can transport them up to 300 kilometers if necessary. Change to Multipower, 97-point reserve (all OAF), one slot as above, one slot as above with MegaScale (1" = 10 km; +½). Total cost: 56 points.

6) Small Teleportation Cape: This form of the cape isn't large enough to carry another person along. Remove x2 Increased Mass. 60 Active Points; total cost 30 points.

TELEPORTATION CORRIDOR GENERATOR

Effect: Teleportation 40" (or 10" MegaScaled)
Target: Self
Duration: Instant
Range: Self or Touch
END Cost: 8
Breakability: 16 DEF

Description: This strange device, possibly the product of highly-advanced alien science, is an object about the size of a large grapefruit; usually it's a sphere or a cube. It may be monochromatic, polychromatic, or carved/engraved/painted with elaborate decorations. It has the ability to open a "hyperspace corridor" and move the holder through it, thus transporting him instantly over billions of kilometers.

Game Information:

Cost	Powers
40	*Teleportation Corridor Generator:* Multipower, 80-point reserve; all OAF (-1)
4u	1) *Standard Corridor:* Teleportation 40"; OAF (-1)
4u	2) *Long-Distance Corridor:* Teleportation 10", MegaScale (1" = 10 billion km, can scale down to 1" = 1 km; +3); OAF (-1)

Total cost: 48 points.

Options:

1) Strong Generator: Increase Multipower reserve to 100 points, Slot 1 to Teleportation 50", and Slot 2's MegaScaling to (1" = 10 light-years, can scale down to 1" = 1 km; +4). Total cost: 60 points.

2) Weak Generator: Decrease Multipower reserve to 60 points, Slot 1 to Teleportation 30", and Slot 2's MegaScaling to (1" = 1 million km, can scale down to 1" = 1 km; +2). Total cost: 36 points.

3) Realistic Generator: The Generator's energy supply isn't infinite; the owner can only use it so many times per day. Add 12 Charges for entire Multipower (-¼). Total cost: 43 points.

4) Experimental Generator: The device's function is not fully understood; sometimes it fails to work for unknown reasons. Add Activation Roll 14- (-½) to reserve and both slots. Total cost: 38 points.

5) Group Corridor: The user of the device can carry up to another 700 kg worth of persons or goods with him. Increase Multipower reserve to 140 points and add x8 Increased Mass to both slots. Total cost: 82 points.

6) Attached Generator: Instead of being a held object, the Generator is built into a suit of powered armor or other device that's not so easy to take away from the character. Change OAF (-1) to OIF (-½) throughout. Total cost: 63 points.

7) All Space And Time: This form of the device can also send the user to other dimensions, or allow him to travel through time. Add two slots, Extra-Dimensional Movement (any location in any dimension, and any point in time). Total cost of slots 2u and 4u, total cost of device 54 points.

TELEPORTATION DISKS

Effect: Teleportation 20", x250 Noncombat, Only To Floating Fixed Locations
Target: Self
Duration: Instant
Range: Self
Charges: 4 Recoverable Charges
Breakability: 15 DEF

Description: This device is a set of four disks about the size of a human hand. Each contains powerful teleportation technology cybernetically linked to the owner's bio-signature (or the like). The user places a disk in a place he thinks he might want to Teleport to; the Disk is a Floating Fixed Location. When the user activates a Disk by cybernetic command, the Disk Teleports him to itself (he has to be within 5,000" of it, or about six miles, for this to work). After Teleporting, the character can retrieve a Disk for later placement, or leave it where it is for the time being.

If a character wants to Teleport in a situation where he hasn't had time to place any Disks, he can, with the GM's permission, throw a Disk into a target hex; this counts as an Attack Action. He can then activate the Disk on his next Phase to Teleport to it. Each Disk weighs .25 kg for these purposes.

Game Information:

Cost	Power
25	*Teleportation Disks:* Teleportation 20", x250 Noncombat (about 6 miles) (75 Active Points); OAF (-1), Only To Floating Fixed Locations (-½), 4 Recoverable Charges (-½)
10	*Teleportation Disks:* Four Floating Fixed Locations; OAF (-1)

Total cost: 35 points.

Options:

1) Strong Disks I: Increase to x4,000 Noncombat (about 100 miles) (95 Active Points for Teleportation). Total cost: 32 + 10 = 42 points.

2) Strong Disks II: Increase to x32,000 Noncombat (about 800 miles) (110 Active Points for Teleportation). Total cost: 37 + 10 = 47 points.

3) Strong Disks III: Increase to x500,000 Noncombat (about 12,400 miles) (130 Active Points for Teleportation). Total cost: 43 + 10 = 53 points.

4) Weak Disks: Decrease to x64 Noncombat (about 1.6 miles) (65 Active Points for Teleportation). Total cost: 22 + 10 = 32 Active Points.

5) Experimental Disks: Teleportation technology is often fickle, especially when crammed into as small a device as this. Add Activation Roll (11-; -1). Total cost: 19 + 10 = 29 points.

6) More Disks: Increase to 8 Recoverable Charges (-0). Total cost: 30 + 10 = 40 points.

TELEPORTATION HARNESS

Effect: Teleportation 20"
Target: Self
Duration: Instant
Range: Self
END Cost: 4
Breakability: 8 DEF

Description: This device, worn as part of a costume or perhaps even woven into the fabric of a costume or article of clothing (see option 5), can breach the dimensional barrier and transport the character up to 20" without his having to physically cross the intervening space.

Game Information: *Teleportation 20" (40 Active Points); OIF (-½). Total cost: 27 points.*

Options:

1) Strong Harness I: Increase to Teleportation 25". 50 Active Points; total cost 33 points.

2) Strong Harness II: Add x4 Noncombat. 45 Active Points; total cost 30 points.

3) Weak Harness: Decrease to Teleportation 15". 30 Active Points; total cost 20 points.

4) Experimental Harness: Sometimes the fragile, cutting-edge systems of the Harness don't work right. Add Activation Roll 14- (-½). Total cost: 20 points. (At the GM's option, a failed Activation Roll might still result in Teleportation — just to a location *very* different from the one the character intended....)

5) Inobvious Harness: This form of the Harness is worked into clothing or a costume, concealing it — as far as most observers can tell, the character's Teleportation power is natural, not the result of technology. Change OIF (-½) to IIF (-¼). Total cost: 32 points.

6) Damageable Harness: This form of the Harness is so fragile and easy for an opponent to grab that it's easy for someone to take it away from him or deny him the use of it. Change OIF (-½) to OAF (-1). Total cost: 20 points.

7) Let's Go For A Ride: The character can take one human-sized person along with him by wrapping his arms around that person. Add x2 Increased Mass. 45 Active Points; total cost 30 points.

8) Built-In Battery I: The Harness has a built-in battery and operates so smoothly that using it doesn't tire the character out at all. Add Reduced Endurance (0 END; +½). 60 Active Points; total cost 40 points.

9) Built-In Battery II: The Harness has an internal power source strong enough to operate it eight times before it needs recharging. Add 8 Charges (-½). Total cost: 20 points.

10) Long-Range Harness: The Harness can also transport the wearer over long distances. Change to:



Cost Power

33 *Teleportation Harness:* Multipower, 50-point reserve; all OIF (-½)

3u 1) *Short-Range Teleportation:* Teleportation 20"; OIF (-½)

3u 2) *Long-Range Teleportation:* Teleportation 20", MegaScale (1" = 1 km; +¼); OIF (-½)

Total cost: 39 points

11) Panic Ring: A "Panic Ring" is a form of Teleportation Harness that's usually built into a ring (or similar piece of jewelry). It allows the character to Teleport great distances, but only once per day... and only to a specific, predefined location. Master villains usually use them to escape to a hideout or other place of safety when their plans go awry and the heroes are about to capture them, hence the name. Here's an example of one: Teleportation 20", MegaScale (1" = 1,000 km, can scale down to 1" = 1,000 km; +1¼), Invisible To Tracing (other characters cannot track the "teleportation beam" back to its source; +¼), Trigger (mental command; +¼) (110 Active Points); IIF (-¼), Can Only Teleport To Fixed Location (-1), 1 Charge (-2) (total cost: 26 points) **plus** Fixed Location (defined when Ring is purchased) (1 Active Point); IIF (-¼) (total cost: 1 point). Total cost: 27 points.

WING HARNESS

Effect: Flight 12", Restrainable
Target: Self
Duration: Constant
Range: Self
END Cost: 2
Breakability: 5 DEF

Description: This device is a vest-like harness with technological wings built into the back; it lets the wearer fly like a bird. You can also use this write-up for "jetpacks" that work not through rocketry but by deploying a set of wings, such as some insect- or bird-themed characters might wear.

This device is a rare example of a gadget that has both the *Focus* and *Restrainable* Limitations. In most cases, it's just as easy to interfere with as if it were an Accessible Focus, but it can't be taken away from the character unless someone spends a Turn removing it.

Game Information: *Flight 12" (24 Active Points); OIF (-½), Restrainable (-½). Total cost: 12 points.*

Options:

1) Strong Harness: Increase to Flight 15". 30 Active Points; total cost 15 points.

2) Weak Harness: Decrease to Flight 9". 18 Active Points; total cost 9 points.

3) Experimental Harness: Because they're made with experimental technology, sometimes the Harness's wings lock up, which may cause real problems if the character's in midair.... Add Activation Roll 14- (-½). Total cost: 10 points.

INDEX

Acceleration 27, 205, 238
Accuracy (ACC) (alternate form of DEX) 14
Accurate (Adder) 38
Accurate Gliding (speedster power) 120
Acrobatics (Skill) 21
Actions, separating from movement 209
Activation Roll (Limitation) 52
Adding damage with velocity 268
Adherence (speedster power) 128
Adjustment Powers 28, 47, 206
Affects Desolidified (Advantage) 49
Afterimages (speedster power) 87
Age (Disadvantage) 55
Age Manipulation (speedster power) 152
Agility (AGI) (alternate form of DEX) 14
Aid (Power) 47
Air Platform (speedster power) 94
Air pressure 247
Air Shield (speedster power) 88
Alter The Weather (speedster power) 119
Alteration (speedster background) 6
Alternate Destination (speedster power) 94
Animal Speedster (archetype) 9
Animals' speeds 9
Anti-Friction Protection (speedster power) 88
Aport Entangle (speedster power) . 144
Aport Missiles (speedster power) ... 144
Aport Punch (speedster power) 144
Aportation (speedster power) 142
Aportation Point Defense (speedster power) 148
Aportive Blinding (speedster power) 143
Approving the speedster 242
Aqua-Speedster (archetype) 9
Aqua-Strength (speedster power) .. 134
Aquatic animals, speeds of 9
Aquatic Cold Resistance (speedster power) 134
Aqua-Vitality (speedster power) 137
Arc of Leaping or Swinging 212, 215
Archetypes for speedsters 9
Area Of Effect (Advantage) 44, 49
Arm-Wings (speedster gadget) 274
Armor Of The Unseen Step (speedster gadget) 274
Armor Piercing (Advantage) 44, 46, 50
Attack Versus Limited Defenses (Advantage) 46, 50-51
Augmented Touch (speedster power) 171
Autofire (Advantage) 29, 50
Avatar, the (archetype) 9
AVLD (Advantage) 46, 50-51
Backdraft 249
Backdraft (speedster power) 64
Backgrounds for speedsters 6
Bad Vibrations (speedster power) 65
Balance 220
Balance Of Power (classic speedster bit) 244
Banishment (speedster power) 108
Based On ECV (Advantage) 29
Basics for speedsters 6
Battering Ram (archetype) 10
Battering Ram (speedster power) 65
Bends, the 247
Best Possible Future (speedster power) 159
Big Race I-II (classic speedster bit) 244-45
Birds, speeds of 9
Blender, The (speedster power) 164
Blink Dimesion-Walking (speedster power) 112
Blink Teleportation (speedster power) 148
Blink Vibro-Phasing (speedster power) 168
Blown Away (speedster power) 66
Blur (speedster power) 169
Blurface (speedster power) 99
Blurred Defenses (speedster power) 169
Body (Characteristic) 20
BODY, Tunneling and 219
Bootjets (speedster gadget) 274
Boots Of The Cricket (speedster gadget) 275
Bounce Kick (speedster power) 130
Bouncing (form of Leaping) 38
Bouyancy 239
Bracing Flight (speedster power) ... 119
Breach-Leaping (speedster power) 136
Breaching (form of Swimming) 39
Breakfall (Skill) 21
Breathe Underwater (speedster power) 137
Bring Us Something To Eat (speedster power) 99
Bullet Time 257
Bullethead 186
Bullets, speed of 10, 252, 255-56
Buried Alive (speedster power) 161
Burn My Way Out (speedster power) 164
Burning Rubber (speedster power) .. 66
Burrowing Horror 193
Burst Of Speed (speedster power) 63
Call To The Fish (speedster power) 137
Campaigning with speedsters ... 241-87
Can Only Teleport To Fixed Locations (Limitation) 45
Can't Hit Me (speedster power) 88
Can't Hold Me (speedster power) ... 172
Cannot Be Escaped With Teleportation (Advantage) 44
Cannot Hover (Limitation) 35
Carrier (speedster power) 66
Carrying combatants 268
Carrying weight while moving 27
Categories of speedster powers 11
Champions 176
Change Environment (Power) .. 47, 239
Character Creation 5-58
Characteristics 14
Characteristics (Power) 47
Charenkov Flare (speedster power) 67
Charges (Advantage) 50
Cheating Aportation (speedster power) 151
Cheetah, speed of 9
Cherenkov Flare (speedster power) 67
Cheshire Cat 176
Chronosense (speedster power) 158
Circular (repetitive motion pattern) ... 12
Claustrophobe, the (speedster personality) 8
Claustrophobia (Psychological Limitation) 57
Clean Up Your Room! (speedster power) 100
Cling-Boots (speedster gadget) 275
Clinging (Power) 47
Cloud Containment (speedster power) 118
Coherent Form (speedster power) . 148
Collector, the (classic speedster bit) ... 245
Collisions 272
Combat Acceleration/ Deceleration (Advantage) 29
Combat and Martial Maneuvers 22, 268
Combat Aportation (speedster power) 144
Combat Modifiers 267
Combat Movement 26, 204
Combat Running (speedster power) 64
Combat Skill Levels (Skill) 21
Combat Value, effect of loss of control of movement on 222
Combat with speedsters 262
Combining Movement Powers 204
Come To Me (speedster power) 151
Competitive (Psychological Limitation) 57
Competitor, the (speedster personality) 8
Compressed Air Flare (speedster power) 67
Compressed Air Punch (speedster power) 67
Compression Wave (speedster power) 118
Concentration (Limitation) 30
Constitution (Characteristic) 20
Contact with a surface 220
Continuous (Advantage) 44
Contortionist (Skill) 22
Control Of Self (speedster power) 100
Control Rolls 221, 224
Controlled Collisions (speedster power) 67
Controlled Movement 220
Copterpack (speedster gadget) 275
Cosmic Flyer (speedster gadget) 275
Cosmic Flying (speedster power) ... 119
Cosmic Speedster (archetype) 10
Cover (Combat Maneuver) 270
Cramming (Skill) 22
Cramps, muscle 248
Crashing, after losing control of movement 223
Crashing through obstacles 208
Crawling 210-11
Create Embankment (speedster power) 163
CV, effect of loss of control of movement on 222
Damage, adding with velocity 268
Danger Portal (speedster power) ... 109
Danger Sense (Talent) 24
Dark Champions 186
DCV, Velocity-Based 205
Deadly Aportation (speedster power) 145
Deadly G-Force (speedster power) 172
Deceleration 27, 205-06
Decompression sickness 247
Decreased Acceleration/ Deceleration (Limitation) 30
Deformation energy 240
Dependence (Disadvantage) 55
Desolidification (Power) 47
Dexterity (Characteristic) 14-16
Dimension Gate (speedster power) ... 107
Dimension-Walking (speedster power) 107

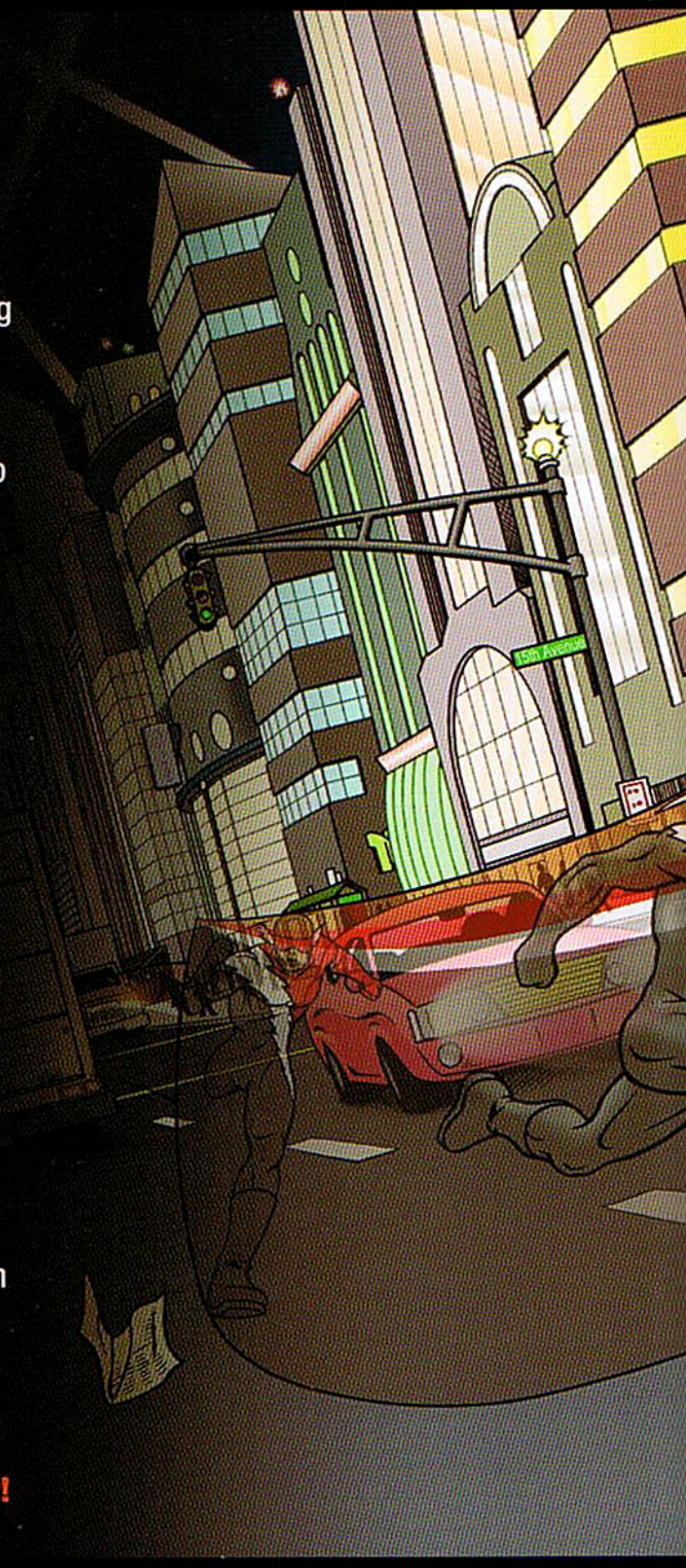
Dimensional Army (speedster power) 114
Dimensional Bypass (speedster power) 115
Dimensional Portal Defense (speedster power) 112
Dimensional Rip (speedster power) 109
Dimensional Shunt Field (speedster power) 113
Dimensional Transit (speedster power) 113
Dimensional Trap (speedster power) 110
Dimensional Travel Powers 107
Dimensional Traveler (archetype) 10
Dimensional Vault (speedster power) 115
Dimensional Window (speedster power) 114
Dinstinctive Features (Disadvantage) 56
Disadvantages 55
Disarm By (Combat Maneuver) 268
Dispel (Power) 47
Disrupt Air Patterns (speedster power) 68
Distance 235
Distance Distortion Zone (speedster power) 110
Dive For Cover (Combat Maneuver) 270, 272
Diving 212
Dizzying Spin I (speedster power) 68
Dizzying Spin II (speedster power) 69
Dodging Bullets (speedster power) 88
Downdraft (speedster power) 69
Drafting (Racing Maneuver) 229
Drag 239, 249
Dragging 272
Drain (Power) 47
Drill Gauntlets 276
Dropped Objects (speedster power) 145
Dust Aportation (speedster power) 145
Dust Trail (speedster power) 70
Earth Passage (speedster power) 163
Easily Tired (Physical Limitation) 56
Easy To Dispel (Limitation) 52
Eat My Dust (speedster power) 70
El Salto 180
Electricity, static 250
Encumbrance 27
Encumbrance (Combat Modifier) 267
Endurance (Characteristic) 20
Endurance and Movement 27, 207
Endurance Limitations (Limitation) 52
Energy 240
Energy Buildup (form of Dependence) 55
Energy Defense (Characteristic) 20
Energy phenomena, speed of 10
Enhanced Diving (speedster power) 136
Enhanced Senses (Power) 48
Enhancements (speedster background) 7
Enhancements, Movement 224
Enraged (Disadvantage) 56
Entangle (Power) 46, 48
Enter The Speed Zone (speedster power) 106
Environment 235
Environmental Movement (Talent) 24
Environmental Speed Bumps 248
Environments, unusual, moving in 224
Explosion (Advantage) 49
Explosion Containment (speedster power) 88
External Source (power manifestation) 13
Extra Attacks (speedster power) 70
Extra Swingline (Adder) 40
Extra-Dimensional Movement (Power) 31
Facing 204
Fantasy Hero 188
Fashion Victim (speedster power) 71
Fast and Slow Perceptions 251
Fast Climb (speedster power) 132
Fast Draw (Skill) 22
Fast Point of View (POV) and the Speed Zone 254
Fast Time 257
Fast Time Bubble (speedster power) 153
Faster Than The Eye Can Follow (speedster power) 71
Faster-Than-Light (FTL) Travel (Power) 34, 213
Feel The Spark (speedster power) 71
Few Second Events Table 252
Fill In (Adder) 46
Find Weakness (Power) 46
Fine-tuning Movement Powers 27
Firearms Muzzle Velocity Table 252
Fish Control (speedster power) 138
Fish, speeds of 9
Fist Is Quicker Than The Eye, The (speedster power) 72
Fixed Locations 42
Flash Defense (Power) 48
Flight (Power) 13, 35, 38, 213
Flight Disk 276
Flight Platform 277
Flight Powers 116
Flight Ring 278
Float Like A Teleporter, Sting Like A Bee (speedster power) 146
Floating Fixed Locations 42
Flying Dodge (Martial Maneuver) 270
Flying Speedster (archetype) 10
Focus (Limitation) 40, 45
Force 238
Force Wall (Power) 46
Foresight (speedster power) 158
Forewarned Is Foredefended (speedster power) 156
Forward Movement Only (Limitation) 38
Fractional SPD 16
Frameworks 54
Friction 238, 248-49
Friction Attack (speedster power) 72
Friction Control (speedster power) 121
Friction Manipulation (speedster power) 122
Friction Negation (speedster power) 128
Friction Welding (speedster power) 100
Frictionless Field (speedster power) 121
Full Move element 271
Full Moves 26, 204
Future Assistance (speedster power) 159
Future Self (speedster power) 160
G force 247
Gadgets, speedster 274
Gamemastering for speedsters 242, 244
Gas environments 236
Gate Razor (speedster power) 111
Gates 42
Genre by Genre 175-202
Gestures (Limitation) 52
Get Away From Me! (speedster power) 72
Glider Cape 278
Glider Wings (speedster power) 120
Glider-Wings (gadget) 278
Gliding (Power) 36, 214
Golden Age Relic (archetype) 10
Gone Out For Food (speedster power) 160
Grab (Combat Maneuver) 268
Grab By (Combat Maneuver) 268
Grab-And-Drop (speedster power) 73
Gravel Blast (speedster power) 73
Gravity 205-06, 226, 238, 247
Grouch, the (speedster personality) 8
Ground Gliding (Limitation) 37
Gyroscopic Interference (speedster power) 165
Half inches of movement 26
Half Moves 26, 204
Hand-To-Hand Attack (Power) 48
Hangtime Accuracy (speedster power) 131
Hangtime Protection (speedster power) 132
Hardened (Advantage) 44, 46
Heat energy 240
Heightened Metabolism (power manifestation) 13
Helper, the (speedster personality) 8
Here's Mud In Your Eye (speedster power) 73
Here's What I Saw (speedster power) 96
HERO System Movement Companion 203-40
Heroic Genres
Hexes
  Generally 235
  Replacing with meters 210
Hey, Over Here! (speedster power) 73
High-Speed Counting (speedster power) 96
High-Speed Search (speedster power) 97
High-Velocity Phasing (speedster power) 100
Hindering speedsters 262
Hipshot (Combat Maneuver) 270
Hitting speedsters 263
Hoax (classic speedster bit) 245
Hold On, I'll Get One (speedster power) 101
Horror Hero 193
Hostage Rescue (speedster power) 74
Hovershoes 278
Human Drillbit (speedster power) 74
Hurry (Combat Maneuver) 270
Hyper-Flight (speedster power) 116
Hyper-Metabolism (speedster power) 89
Hyper-Mind (speedster power) 89
Hyper-Running I (speedster power) 61
Hyper-Running II (speedster power) 62
Hyper-Running III (speedster power) 63
Hyper-Swimming (speedster power) 133
Hyperperception (speedster power) 114
Hyperspeed Cramming (speedster power) 102
Hyperthrowing (speedster power) 74
I Can Talk To Fish (speedster power) 138
I Tunnel Well (speedster power) 94

I'll Have Him Here In A Second (speedster power) 74
I'll Take Those! (speedster power) 75
I'm Faster Than You Are (speedster power) 76
Impact Resistance (speedster power) 89
Impediments, Movement 224
Improved Acceleration/Deceleration (Advantage) 29, 36, 38
Improved Noncombat Movement (Adder) 28
Improved Rescuing (speedster power) 102
Improvised Swinging (speedster power) 140
In Two Places At Once (speedster power) 102
Inches 235
Increased Acceleration (Adder) 28
Increased Deceleration (Adder) 28
Increased Mass (Advantage) 34, 43
Indirect (Advantage) 50
Inertia 238
Inertia Manipulation (speedster power) 122
Instant (Limitation) 30
Instant Lightspeed (Adder) 34
Intelligence (Characteristic) 20
Interposing 272
Introduction 4
Invisible Power Effects (Advantage) 29, 46, 50
Jam Radio Signals (speedster power) 118
Jetpack 279
Jogging 210-11
Kagamishoki, the Mirror Demon 194
Keeping My Footing (speedster power) 94
Killing Attacks (Power) 48
Kilometers per hour, determining 205-06
Kinetic Absorption (speedster power) 123
Kinetic Boost (speedster power) 123
Kinetic Cancellation (speedster power) 127
Kinetic energy 240
Kinetic Energy Powers 121
Kinetic Missile (speedster power) 123
Kinetic Redirection (speedster power) 124
Kinetic Shield (speedster power) 127
Kinetic Theft (speedster power) 127
Kinetik 178
Lack Of Spatial Sense (Physical Limitation) 56
Land animals, speeds of 9
Leaper (archetype) 10
Leaping (Power) 35, 37, 211
Leaping Powers 130
Leaves A Trail (Limitation) 30
Let's Warm Things Up (speedster power) 103
Let's Wrap This Up (speedster power) 76
Life Support (Power) 48
Light energy 240
Light, speed of 10, 252, 255-56
Lighter Than Air (speedster power) 120
Lightning bolt, speed of 10, 253
Lightning Calculator (Talent) 24
Lightning Reflexes (Talent) 24
Limited Power (Limitation) 52
Limited SPD 18
Linked (Limitation) 30, 53
Liquid environments 236
Living Energy (power manifestation) 13
Look Around (speedster power) 158
Looking All Around (speedster power) 97
Losing control while moving 220-22
Magic (speedster background) 6
Magic Fingers (speedster power) 103
Mammals, speeds of 9
Manifestations of speedster powers 13
Mantara 182
Martial Arts (Skill) 22
Martial Maneuvers 22, 270
Mass, Leaping and 212
Mass 235
Me First! (speedster power) 103
Mechanical energy 240
Mechano-Stilts 280
MegaMovement powers 27
MegaScale (Advantage) 35, 38-39, 44, 50
Mental Control (speedster background) 6
Metabolic Control (speedster power) 103
Meters instead of hexes 210
Midnight Comet, the 196
Miles per hour, determining 205-06
Mind Scan (Power) 48
Mirror Demon 194
Mischievous (Psychological Limitation) 57
Missile Deflection (Power) 48
Momentum Compensation (speedster power) 124
Momentum Enhancement (speedster power) 124
Momentum Subtraction (speedster power) 125
Momentum Teleportation (speedster power) 129
Motion Sense (speedster power) 97
Moultrie, Matthias, a.k.a. the Mole Marauder 198
Mounted Movement 232
Move And Grab By (speedster power) 76
Move By (Combat Maneuver) 269
Move Slam (Combat Maneuver) 269
Move Through (Combat Maneuver) 270
Movement (generally) 26, 204
Movement
As Combat Modifier 267
As a Skill Modifier 21
Effect on Strength 207
In unusual environments 224
Movement Impediments and Enhancements 224
Movement Physics 235
Movement Powers 26-46, 204
Movement Reflexes (speedster power) 95
Movement Shield (speedster power) 128
Movement Skill Levels 23, 234
Moving Attack (speedster power) 77
Moving Strength (speedster power) 77
Moving Through Dimensions (speedster power) 95
Moving Underwater 225
Multi-Dimensional Form (speedster power) 113
Muscle cramps 248
Must Pass Through Intervening Space (Limitation) 45, 52
Mutation (speedster background) 7
Narcosis Attack (speedster power) 134
Navigation (Skill) 22
Newton's Laws 238
Ninja Hero 194
NND (Advantage) 46, 50-51
No Gravity Penalty (Advantage) 29
No Noncombat Movement (Limitation) 30
No Normal Defense (Advantage) 46, 50-51
No Relative Velocity (Adder) 43
No Skidding (speedster power) 90
No Sleep 'Til Brooklyn (speedster power) 153
No Turn Mode (Advantage) 30
Non-Human Physiology (Physical Limitation) 57
Non-Slip Boots 280
Noncombat Acceleration/ Deceleration (Advantage) 29
Noncombat Movement 26, 204
Normal Movement 210
Not While Moving (Limitation) 53
Obstacles 208, 250
Off-Balance (speedster power) 77
One-Second Events Table 252
One-Way Trip (Limitation) 34
Only In Contact With A Surface (Limitation) 35
Only On Appropriate Terrain (Limitation) 39
Only When Moving (Limitation) 53
Oozing (type of Running) 211
Optional Combat Maneuvers 270
Orientation 220-22
Other Combat Effects 272
Other Movement 232
Out Of Ammo (speedster power) 78
Outrunning The Blast (speedster power) 90
Outside Of Time (speedster power) 160
Overconfidence (Psychological Limitation) 57
Overdrive (Physical Limitation) 57
Passing (Racing Maneuver) 229
Passing Disarm (Martial Maneuver) 271
Passing Strike (Martial Maneuver) 272
Penetrating (Advantage) 46, 50
Penetrating The Veil (speedster power) 111
Perceiving Movement Powers 27
Perceiving speedsters 262
Perception at High Velocity 263
Perfect Pitch (Talent) 24
Perks 24
Personal Frictionlessness (speedster power) 128
Personal Molecular Control (speedster power) 90
Personalities for speedsters 8
Perspective Of The Dimensions (speedster power) 114
Phasing Grip (speedster power) 78
Phasing, High-Velocity (speedster power) 100
Physical Defense (Characteristic) 20
Physical Limitation (Disadvantage) 56
Physiological Speed Bumps 247
Pinball Attack (speedster power) 131
Planar Reach (speedster power) 115
Position Shift (Adder) 29, 38, 44
Potential energy 240
Potion Of Swiftness 280
Potion Of Sylphen Agility 281
Power (Skill) 23
Power Advantages 49
Power Frameworks 54
Power Limitations 52

Power Manifestations 13
Power Modifiers 49
Powered Movement 213
Powers 26-48
Prankster, the (speedster personality) ... 8
Precision Tunneling 46
Pressure, air 247
Pressure Resistance (speedster power) 134
Propeller Whirl (speedster power) 172
Protective Aport Field (speedster power) 149
Protective Aport Wall (speedster power) 149
Psychological Limitation (Disadvantage) 57
Pulp Hero 196
Quake Blast (speedster power) 165
Quake Cancellation (speedster power) 165
Quake Creation (speedster power) 162
Quick Change (speedster power) 71
Quicker than normal Skill use 21
Quicker Than The Eye (speedster power) 104
Racial (speedster background) 8
Racing 228
Range Advantages (Advantage) 51
Range Modifier 267
Ranged (Advantage) 51
Rapid Fire (Combat Maneuver) 270
Rapid-Fire Move By (speedster power) 78
Rapid-Fire Punch (speedster power) 78
Rapid Healing (speedster power) 90
Rapid Noncombat Movement (Advantage) 29
Rapid Repair (speedster power) 104
Rapid Target Analysis (speedster power) 97
Rapid Tasks (speedster power) 104
Rapid-Time Healing (speedster power) 160
Rapid Transit (speedster power) 157
Re-Bound (speedster power) 132
Reach Tunnel (speedster power) 111
Reaction (REA) (alternate form of DEX) 14
Real World Event Speeds Table 252
Real-world speeds 205-06
Realistic Leaping 212
Recovery (Characteristic) 20
Reduced Endurance (Advantage) 51
Reflex Man (archetype) 10
Reflex Teleportation (speedster power) 150
Reflexive Gaze Aversion (speedster power) 91
Refreshing Water (speedster power) 138
Regaining control of movement 222
Relativistic Density Punch (speedster power) 79
Requires A Skill Roll (Limitation) 53
Rescuing other characters 272
Restrainable (Limitation) 52
Return To Sender (speedster power) 149
Rhythmic (repetitive motion pattern) 12
Rival (classic speedster bit) 245
Rivalry (Disadvantage) 58
Rocket Flyer 281
Rocket Squadron Blue 200
Rocketboard 281
Rocketskates 282
Rolling (type of Running; Limitation) 211
Rubble Blast (speedster power) 80
Run-By Grabbing (speedster power) 80
Running (Power) 13, 39, 210
Running Leaps 212
Running Man (archetype) 10-11
Running On Light (speedster power) 95
Safe Aquatic Teleport (Adder) 44
Safe Blind Teleport (Advantage) 44
Safe Blind Travel (Advantage) 34
Salto, El 180
Secondary SPD 17
See Through The Earth (speedster power) 163
Segmented Movement 208
Semi-Solid Form (speedster power) 169
Sending (speedster power) 112
Sense Vibrations (speedster power) 163
Separating movement and Actions 209
Shaken Apart (speedster power) 166
Shakeout (speedster power) 169
Side Effects (Limitation) 53
Simulate Death (Talent) 24
Siphoned Punch (speedster power) 125
Size, Leaping and 212
Skidding 223
Skidding (type of Running) 211
Skill Levels (Skill) 23
Skills 21
Slickster (archetype) 11
Sliding (type of Running; Limitation) 211
Slingshot (Racing Maneuver) 230
Slithering (type of Running) 211
Slow Missiles (speedster power) 91
Slow Point of View (POV) 251
Slow Time Bubble (speedster power) 154
Slower Point Of View 251
Smashing through obstacles 208
Solid environments 236
Solid objects, Teleporting into 218
Some Disassembly Required (speedster power) 80
Sonic Boom Attack (speedster power) 81
Sonic Boom Fingersnap (speedster power) 82
Sonic booms 249
Sound energy 240
Sound, speed of 10, 249, 252, 255
Space Impeller 283
Space 235
Space-Time Spike (speedster power) 146
Special effects of Movement Powers 27
Special effects, super-speed as 11
Speed (Characteristic) 16-20, 264
Speed Bumps 247
Speed Of Thought (speedster power) 105
Speed Perception (speedster power) 98
Speed Pill 283
Speed Reading (Talent) 24
Speed Reserve (speedster power) 105
Speed To Spare (speedster power) 105
Speed Trap (speedster power) 92
Speed, Velocity, and Acceleration 238
Speed Zone Extra-Dimensional Movement 257
Speed Zone Sight (speedster power) 106
Speed Zone, the 106, 251-61
Speed Zone Touch (speedster power) 106
Speed-Speaking (speedster power) 105
Speedster Against Many (speedster power) 82
Speedster Archetypes 9
Speedster Awareness (speedster power) 98
Speedster Backgrounds 6
Speedster Basics 6
Speedster Burnout (type of Side Effect) 53
Speedster Combat 262
Speedster Extinguisher (speedster power) 82
Speedster Gadgets 274
Speedster Healing (speedster power) 92
Speedster Impatience (Psychological Limitation) 58
Speedster Martial Arts 22
Speedster Metabolism (form of Dependence) 55
Speedster Misperception (type of Side Effect) 53
Speedster Personalities 8
Speedster plots and bits 244
Speedster Powers (generally) 11, 13, 59-174
Speedster Powers (powers pertaining to super-speed) 61
Speedster Studiousness (speedster power) 98
Speedster Tricks (Skill) 23
Spin (repetitive motion pattern) 12
Spinning Dodge (speedster power) 173
Springboots 283
Stall Velocity (Limitation) 214
Stand There While I Hit You (speedster power) 154
Standard Combat Maneuvers 268
Standing Leaps 212
Star Hero 200
Static electricity 250
Static Electricity Touch (speedster power) 168
Stealing Your Speed (speedster power) 83
Stealth (Skill) 24
Stop Dead (speedster power) 125
Stop Time (speedster power) 154
Stop Where You Are (speedster power) 126
Stopping other characters' movement 207
Strength (Characteristic)
Generally 20
Advantages on 269
Movement and 207
Stretching (Power) 40
Stronger Swingline (Adder) 40
Stunning, movement and 269
Sub-Segment Events 251-53
Submarine Impeller 284
Succor (Power) 47
Sucker attacks 273
Summarize Timeline (speedster power) 159
Super-Breaching (speedster power) 136
Super-Leaping (speedster power) 130
Super-speed as a Special Effect 11
Super-speed in Combat 262
Super-Tunneling (speedster power) 161
Superchute 284
Supersonic Ears (speedster power) 92
Supersonic Thunderclap (speedster power) 83
Superspeed Accuracy (speedster power) 83
Superspeed Coverage (speedster power) 84
Superspeed Protection (speedster power) 92
Suppress (Power) 47
Surface Only (Limitation) 39

Surface traction....239
Surprise Move (Combat Modifier)....267
Susceptibility (Disadvantage) 58
Swashbuckling Flair (speedster power)....140
Swashbuckling Protection (speedster power)....140
Sweep (Combat Maneuver)....270
Sweeping Up (speedster power) 84
Swift Observation (speedster power)..99
Swift Sight (speedster power) 99
Swimming (Power)....39, 212
Swimming Powers....133
Swing Attack (speedster power) 139
Swinging (Power) 40, 215-18
Swinging (speedster power)....139
Swinging Powers....139
Swinglines....215-18
Takeoff (Limitation)....214
Talents....25
Tampering With Super-Speed (classic speedster bit)....246
Technology (speedster background)....7
Telekinesis (Power) 48
Teleportation (Power)....40, 218
Teleportation (speedster power)....141
Teleportation Boxing (speedster power)....146
Teleportation By (speedster power)..147
Teleportation Cape....285
Teleportation Corridor Generator....285
Teleportation Damage Table....218
Teleportation Disks....286
Teleportation Gate (speedster power)....142
Teleportation Harness....286
Teleportation Powers 141
Teleportation Sense (speedster power)....150
Teleportation Viewpoints (speedster power)....150
Teleporter (archetype) 11
Teleporting blind....218
Temporal Acceleration (speedster power)....155
Temporal Ambush (speedster power)....155
Temporal Disharmony (speedster power)....156
Temporal Point Defense (speedster power)....156
Terrain Effects and Modifiers 223
Terrain Effects Table....222-23
The Roundhouse Out Of Time (speedster power)....154
Thrillseeker, the (speedster personality)....9
Time....237
Time Chart (Expanded) 33
Time Collage (Physical Limitation) 57
Time Manipulator (archetype) 11
Time Powers....152
Time Shift Field (speedster power) ...157
Time Shift Wall (speedster power) 157
Time Stop, using the Speed Zone for....261
Time Travel (speedster power) 158
Time Travel, Extra-Dimensional Movement as....32
Timegate (speedster power)....157
Timeview (speedster power)....159
Too Fast To Hit (speedster power)...93
Tornado Counteraction (speedster power)....84
Tornado Trap (speedster power) 85
Tovar Farwalker....188
Traction....239
Trading Spaces (speedster power)..147
Trail (form of Area Of Effect) 49
Trajectory 235
Transdimensional (Advantage)....44, 51
Transfer (Power)....47
Translocating Punch (speedster power)....147
Treading Air (speedster power)....95
Tremor Beat (speedster power) 85
Trotting 210-11
True Travelers 202
Tunnel Breathing (speedster power)....163
Tunneling (Power)....45, 219
Tunneling Powers 161
Turn Mode....213
Turn Mode (Limitation) 30
Turnabout (speedster power)....127
Unbalanced Movement (Limitation) 53
Uncontrolled Movement 220
Underwater Adaptation (speedster power)....135
Underwater, moving....225
Underwater Resilience (speedster power)....135
Underwater Senses (speedster power)....137
Unstable ground, Tunneling and....219
Unusual Environments, moving in 224
Usable As [Second Mode Of Movement] (Advantage) 30, 35
Usable On Others (Advantage) 38, 44, 51
Using Skills quicker than normal 21
Vacuum Attack (speedster power) ...86
Vacuum environments....236
Vector....184
Vector quantities....238
Vehicle Movement....232
Velocity
Generally....238
Adding damage with 268
Loss of due to loss of control....223
Velocity Augmentation Enhancement (speedster power) ...86
Velocity Mirror Images (speedster power)....87
Velocity-Based DCV 205
Vertigo Generation (speedster power)....166
Very Large Problem, the (classic speedster bit)....246
Vibrating Palm (speedster power) .167
Vibration Powers 164
Vibrational Whine (type of Side Effect) 54
Vibrations (repetitive motion pattern)....13
Vibro-Blast (speedster power) 167
Vibro-Field (speedster power)....170
Vibro-Gliding (speedster power) ...171
Vibro-Phasing (speedster power)...171
Vibro-Sense (speedster power)....171
Vibro-Shield (speedster power)....168
Vibro-Speedster (archetype) 11
Vibro-Tunneling (speedster power)..170
Voice Negation (speedster power)....168
Vulnerability (Disadvantage) 58
Walking....210-11
Warp Prison (speedster power)....148
Water (form of Dependence)....55
Water animals, speeds of 9
Water, moving in....225
Water Pulse (speedster power) 134
Wavebreaker (speedster power) 93
Weather Disaster (classic speedster bit)....246
Wheels Have Just Come Off The Wagon, The (speedster power)....86
Where'd He Come From? (speedster power)....96
Whirling Powers....172
Whirlwind Arms (speedster power) ...87
Whirlwind Drill (speedster power)...174
Whirlwind Punch (speedster power)...173
Whirlwind Speedster (archetype) 11
Whirlwind Throw (speedster power)173
Whirlwind Travel (speedster power)....174
Whirlwind Vision (speedster power) ...174
Whittle Down (speedster power) 87
Wing Block (speedster power)....119
Wing Buffet (speedster power) 118
Wing Harness....287
Winged animals, speeds of 9
Winged Folk....192
Wingman (archetype)....11
Wings (speedster power)....117

THE NEED FOR SPEED



Every character has to walk, run, swim, or fly at some point. But some characters specialize in movement — they're incredibly fast, able to run at hypervelocity and do things in the blink of an eye that take other characters hours, or they can move in ways other characters in the campaign can't. **The Ultimate Speedster** is your guide to creating and playing movement-based characters and powers in the **HERO System.** It includes:

- a discussion of the various types of speedsters and how to create them using the **HERO System** rules
- a review of Movement Powers such as Running, Teleportation, Flight, and Swimming, with advanced and expanded rules for each
- a **Speedster Powers** chapter with over 300 pre-built speedster abilities, most with options so you can easily customize them to suit the character you have in mind
- a genre-by-genre review of speedster with sample characters for each type of campaign
- the **HERO System Movement Companion,** a detailed look at how movement works in the **HERO System** and how you can alter those rules to change and improve your game (including rules for Segmented Movement and Uncontrolled Movement)
- **Adventures At Top Speed,** a section on campaigning with and GMing for speedsters, including detailed rules for the Speed Zone — the "world" speedsters enter when they're moving so quickly other characters seem to be standing still.

Shift your game into high gear with **The Ultimate Speedster!**

9 15836 60593 3

HERO GAMES

ISBN: 1-58366-059-3 DOJHERO113 $26.99 US
www.herogames.com

HERO SYSTEM
FIFTH EDITION